

BUGS! Rules & Notes For Guidance

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TURN SEQUENCE: # **MOVE:** Move all units in order of *Leadership Rating (LDR)*; move bugs last, but humans may always turn to face

SHOCK: Remove all 'shock' (slow/stop) pointers/markers from last turn (if any)

FIGHT: Resolve ALL combats in order of LDR; humans may try to engage bugs which close to contact if (1) the bug moved more than half way, or (2) they roll under their unit CE level.

PLAYER MOVEMENT:

It is a fact of life that not everyone does what you want (or what they're told) all the time. Likewise, in this game players must 'activate' their squads to do what is required (=inspiration, cjoling, etc.).

ACTIVATION: You ALWAYS get the unit leader (i.e. YOU!); the rest of the squad must be 'motivated' by themselves or your leadership to act effectively (as you want). Roll (CE+LDR rating) d6's less/equal to the unit CE. If any fail, they simply 'follow the leader' (stay within 25mm/1")

NOTE: troops from the same squad may operate in a number of separate sub-units UP TO the LDR rating. ALL members of the unit must stay within 1x handspan of the leader, however (unless in vehicles, power armour etc.)

EXAMPLE: Take a unit of a leader +4 troopers with a CE rating = 3 and a leader with LDR = 2 (not exactly 'elite'.....!). With 5d6 to roll (CE+LDR rating), scores of 3,4,2,5,3 would mean that 4 MI were 'active', whilst the remaining 1 will simply 'follow the leader' (stays in base-to-base contact). From this simple model, you can see how smaller, elite/well-trained or led groups are more 'active' than large ones.

PLAYER COMBAT:

ACTIVATION: As with 'movement', above. Figures do not need to be 'active' to perform simple mechanical tasks (reload launcher, build barricade etc.)

TARGETS: The no. of separate targets which may be engaged = unit's LDR rating. Individual figures may, however, **split their fire** (by allocating dice) as they wish BEFORE rolling. Multiple targets should all be within a 1x handspan arc, and **ALL figures fire separately** - do NOT total dice from different figures on same target.

RANGED WEAPONS: Essentially a 'bucket of dice' system, it allows multiple targets to be engaged by the allocation of individual dice (targets should be adjacent, however, strictly speaking). N.B. **Vehicles** may use multiple weapons ONLY IF crew are available to operate them.

- * **Small arms:** Basic infantry weapon; good vs Warriors but not larger ones.....
- * **Grenades:** Able to damage ALL bugs, often at safer ranges than other squad weapons.....
- * **Support Weapons:** The H/LMG-type weapon; deadly to Warriors and good vs others....
- * **Rocket Launcher:** The real 'big-bug-killer', it requires time to set-up and use effectively.....
- * **Tac-Air & AFVs:** Can provide close-support, massed bug killing - but not TOO close.....

'SHOCK' EFFECT: Bugs may be temporarily 'slowed' or 'stopped' for one turn by the effect of hits, as well as killed outright. This can be a useful way of slowing down an in-coming wave of Warriors in a killing-zone for other weapons, keeping them at 'arms-length' from the firing line. Of course, the greater the firepower used, the more certain a 'kill'.....

- * Any **Warrior bug** or **Flyer** which is shot-at (i.e. at least 1x dice) will ALWAYS be **slowed** to half speed.
- * Partial success will **stop** ANY bug in its current position for one turn; see table for numbers.
- * A good score will of course **kill it outright** (hopefully before it can attack.....).

BUG CONTROL!

For details of bug movement, combat and general 'style' of operation/tactics, see **play sheet [3]**.

NOTES:

'ORDINARY' HUMANS

Remember to 'activate' required figures before moving & firing (remember, the ones you move do not have to be the same as the ones you wish to fire.....but the total number is the same, that turn). N.B. If ANY of the squad moves, other than to turn on the spot, ALL count as 'moving' during the following fire phase.

ACTIVATION:=====

You ALWAYS get the unit leader (i.e. 'yourself'). For the rest, roll a number of d6's equal to (CE+LDR rating):-

Total 'active' figures = dice scores EQUAL or UNDER unit CE rating

Any failing this will simply 'follow the leader' (head for/stay within 25mm/1"), and be unable to fire effectively (they just blaze away), although they may melee with the rest (they're not that stupid!)

MOVEMENT:=====

- **Normal Foot:** 'ACTIVE' = (CE + LDR) x 25mm/1" (halved for ANY difficulties); could use 1x handspan!
'INACTIVE' = always follow the squad leader figure CLOSELY, i.e. within 25mm/1"

- **Jet-Packs:** Up to (CE x 1 average dice) x 25mm/1"

N.B. If ANY of the squad moves, other than to turn on the spot (or a couple of inches), ALL count as 'moving' during the following fire phase. Climbing ALWAYS counts as moving.

SQUAD WEAPONS:=====

<u>WEAPON TYPE</u>	<u>RANGES</u>		<u>NUMBER of DICE to be used</u>	
	<u>CLOSE</u>	<u>LONG</u>	<u>(set-up)</u>	<u>(moving)</u>
# SMALL ARMS:	(30cm/12")	(100cm)	CE	CE-1
+ Sniper-scope	(100cm)	(200cm)	CE (Top 2)	<n/a>
SMG / sidearm	(15cm/6")	(30cm/12")	2d6	1d6
# SQUAD AUTO WPN:	(50cm/20")	(LOS)	CE +2	CE
# HEAVY WPN:	(100cm/?")	(LOS)	CE +4	<n/a>

INFANTRY SUPPORT WEAPONS:=====

These are the more specialised squad support weapons, possibly allocated by higher escelons.

ROCKET LAUNCHER: This is the real 'giant-killer' weapon, especially useful for tackling the bigger bugs (at a respectable distance); protect these people - your lives may depend on them.....

TYPE:MUST declare if going for 'airburst' before rolling (default is always 'direct' i.e. zero blast effect)

GUIDANCE: May engage bugs which are 'illuminated' by other troops of the same squad; these may not fire at other targets while using laser designators. Nominate aim point then roll as follows:-

ACCURACY: Roll 1d6 less/equal to CE for exact hit (CE + 1 if 'targeting' figure is stationary, OR if the player/leader figure is adjacent to firer and DOES NOT FIRE him/herself). With a 'miss', aim point 'scatters' by difference of 2d6 x 25mm/1" Under/Over, and again for Left/Right (aim pt. must be ON bug body to = 'direct hit')

Max/Min. Range = 400/15cm; # **No. OF DICE:** use d6's = CE+2;

EFFECT: Use the 'close range' column; - Direct Hit: +ALL dice; - Blast Radius(<10cm): Top(2)

RELOAD: 1x clear turn; may move & reload; does not need to be 'activated'

NUKES(!): Special warheads - take the normal 'effect radius' and x10; if any **squads** are in the blast area, they take radiation casualties = (1d6 - LDR); N.B. requires mission leaders OK before use!!

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GRENADES: To use this (rather than firearm), MI other than LDRs must roll 1d6 less/equal to CE to prepare

Hand-Thrown: Accurate up to CE x 25mm/1" (player chooses); maximum = 2 average dice" etc. (wilder throw!)

Auto-Launcher: Max/Min. Range = 100/5cm; roll for 'accuracy' if moving & firing

EFFECT: Dice = CE d6's; - Direct Hit: Top(3); - Blast Radius (<5cm): High

HAND-TO-HAND(or MANDIBLE) COMBAT:

Simple - if it's this close, you're probably dead! The bugs do all the hard work; all YOU have to do is survive long enough to 'blast' it, rather than @#&%-around tapping it on the nose.....

POWER-ARMoured SUITS:

Part-way between ordinary infantry and a vehicle, Heinlein's 'Mobile Infantry' were a real force to be reckoned-with, and although dropped from the film, are included here as a useful alternative. NOTE: It may be appropriate to use the 'vehicle control sheets' for each figure in this, if you want more detailed damage/effects.

MOVEMENT:

- 'ACTIVE': Either 'RUN' UP TO 2x 'handspans' (staying in ground cover), OR 'BOUNCE' (using jet-packs) UP TO unit CE x 10cm/6"; the line-of-flight is restricted to anywhere in a 180 degree arc 'ahead' of the figure's starting position. Adjust figure facing on landing as desired.
N.B. Distance rolled for movement is absolute, i.e. does NOT include height changes - these come off the total just like any other 'ground-based' move (thus to move 12" along AND go over a tower 12" high requires a minimum of a 24" move
- 'INACTIVE': These may only **take cover** (stand) or '**run**' towards the LDR @ 2x handspans _____

WEAPONS:

	RANGES		NUMBER of DICE to be used:	
	CLOSE	LONG	(on ground)	(jumping)
# LASER 'FINGER':	(50cm/20")	(LOS)	CE +1	CE-1
# HEAVY AUTO WPN:	(100cm/?")	(LOS)	CE +4	CE

GRENADES:

- # 'Y' Rack Launcher: Launch up to CEx grenades; place anywhere within 1x handspan along the line of flight (if figure moved during the turn).
- # EFFECT: Dice = CE d6's on 'close range' column;
 - Direct Hit: Top(3);
 - Blast Radius (<5cm): High

ROCKET LAUNCHER: This is the real 'giant-killer' weapon, especially useful for tackling the bigger bugs (at a respectable distance); protect these people - your lives may depend on them.....

- # TYPE: MUST declare if going for 'airburst' before rolling (default is always 'direct' i.e. zero blast effect)
- # GUIDANCE: May engage bugs which are 'illuminated' by other troops of the same squad; these may not fire at other targets while using laser designators. Nominate aim point then roll as follows:-
- # ACCURACY: Roll 1d6 less/equal to CE for exact hit (CE + 1 if 'targetting' figure is stationary, OR if the player/leader figure is adjacent to firer and DOES NOT FIRE him/herself). With a 'miss', aim point 'scatters' by difference of 2d6 x 25mm/1" Under/Over, and again for Left/Right (aim pt. must be ON bug body to = 'direct hit')
- # Max/Min. Range = 400/15cm; # No. OF DICE: use d6's = CE+2;
- # EFFECT: Use the 'close range' column; - Direct Hit: +ALL dice; - Blast Radius(<10cm): Top(2)
- # RELOAD: 1x clear turn; may move & reload; does not need to be 'activated'

NUKES(!): Special warheads - take the normal 'effect radius' and x10; if any *squads* are in the blast area, they take radiation casualties = (1d6 - LDR); N.B. requires mission leaders OK before use!!

HAND-TO-HAND(or MANDIBLE) COMBAT:

If you've ever been punched by a JCB digger, you'll know what to expect! Normally of course you would not want to let things get this close, but if it does.....

TARGET

EFFECT

'Unarmoured'
(infantry, warrior bugs) Allocate CE d6 against targets as desired (everything within 1"); kills if greater/equal to CE

N.B. For these purposes, warrior bugs have a nominal CE of '2'

OPTIONAL RULE: to hit one bug *with another bug*, roll less/eq to CE to grab bug #1, then roll CE-1 d6's as TOTAL damage; share as appropriate (check 'Close Range' column)

'Armoured'
(Tanker bugs, vehicles,
other power-suits!)

Roll 1d6 each, loser takes <difference> x6 'points of damage' (bugs check against the 'Close Range' column, human kit should be using control sheets; mark off damage boxes).

Please note: MINIMUM SCORE = the unit/figure CE

VEHICLES:

The concept of 'activation' does not really apply to crew-served weapons or vehicles (and teams are more dynamic anyway). What matters is how good/effective everyone is at their respective jobs, so the CE is used in a more variable way for drivers, gunners etc. Again, not many vehicles shown in the film, but I couldn't resist the chance to try a 'what if' GZG bunch of 'Hammers Slammers' against a new set of opponents.....

MOVEMENT:

- **Wheeled:** CE x 20cm/8" (-2 from CE per turn, slopes, bad going etc.)
- **Tracked:** CE x 10cm/4" (-1 etc)
- **Legs (walkers):** As per 'Tracked' but *ignore* 'normal' terrain effects; CANNOT climb steep slopes
- **Flying Units:** * Move in 'actions' = CE rating (CEpts);
* **Ahead (up to 100cm):** 1 CEpt **Turns >90 :** 2 CEpt; **Lift-off/Land:** 4 CEpt;
* Load/unload figures = (Unit CE + LDR) per turn; drop 'pods': ??? CEpt

WEAPONS:

Below are the basic weapon types in the basic game - I'm sure you can think of others. HOWEVER, you must do some preparation if wanting to use vehicles, deciding armour %classes, mix of weapons, crew CE etc. and filling-out control sheets - NOT the sort of thing to do just before a game.....

PHALLANX-<X>:

Close (100cm) / Long (LOS) # Multi-barrel energy weapon

- **DICE = Basic is 6d6's; you MAY add up to CE d6s more, but there is then a risk of overheating.** Allocate to multiple targets as required BEFORE rolling; for effects, use the 'Small Arms' table, above;
- **OVERHEATING:** If using the extra dice, ANY rolls of '1' = ONE barrel overheats; lose 1d6 in future!

CANNON FIRE:

Close (LOS) / Long (!)

ACCURACY as above, Left/Right only

- **EFFECT:** <HEAVY> = Top(CE) per target # DICE = 2x CE
<MEDIUM> = Top(1 average dice)
- **PENETRATION:** attack ALL bugs along the LOS; use the 'Small Arms' table; stop @ 1st 'hard' target!

GUIDED WEAPON LAUNCHER: multiple version of MI 'Rocket Launcher'; may employ & control multiple rockets = pilot/gunner CE per turn EXCEPT for NUKES: one at a time (!), effect as normal.

- # **Max/Min. Range = 1000/15cm; # DICE:** use d6's = CE+2;
- # **ACCURACY:** Roll 1d6 less/equal to CE for a direct hit (-2 if firer stationary or the target is being 'illuminated' by another non-firing unit/figure); if missed, roll again for 'scatter' 1d6 x2 for <clock direction>, and 1d6" distance.
- # **EFFECT:** Use the 'close range' column; - **Direct Hit:** +ALL dice; - **Blast Radius(<10cm):** Top(2)
- # **MUST** declare if going for 'airburst' before rolling (default is always 'direct' i.e. reduced blast effect)
- # **NUKES(!):** Special warheads - take the normal 'effect radius' and x10; if any **squads** are in the blast area, they take radiation casualties = (1d6 - LDR); N.B. requires mission leaders OK before use!!

REACTIVE ARMOUR: designed as a final/point defence against guided-weapons, it can also be quite effective against low-armour 'unwelcome guests' on or around the hull! If used in this way, do as follows:-

- Mark-off blazer boxes on the control sheet as 'used' (if fixed type); 1x box per 'blast'
- Now make 1x 'grenade' type attack per 'blast' used (against EVERYTHING in the swept zone.....)

CLUSTER BOMBS (Tac-Air ONLY):

- May use up to CE x bomblets per 'run'; nominate aim point along flight path
- **ACCURACY:** (under/over only) = difference of 2d6 - CE (zero minimum) x 10cm/4"
- **FIRST BOMB:** hits aim point; place any remainder anywhere within (2xCE) x25mm/1" radius
- **EFFECT:** (Dice = CE d6's)

	Table	Warriors / 'Tanks' Etc.	Humanoids
- Direct Hits (<25mm):	'Close'	KIA	High x 10 KIA
- Blast Radius(<10cm):	'Close'	+ALL	High x 3 'STOP' (KIA if 1d6>CE)

STRAEFING-RUN (Tac-Air ONLY):

- Determine aiming point as above; 'beaten zone' is 10cm wide by (1 average dice x 10cm/4") long
- **EFFECT:** hits = CE x 1d6 (attack EACH target within zone); use 'close range' table, above

BUG CONTROL DATA

MOVEMENT:

<u>TYPE</u>	<u>MOVE DISTANCE**</u>	<u>'STYLE' OF OPERATION</u> (for umpires)
- Warrior:	2 x 'handspans' (-1 if climbing)	# Go straight for nearest enemy; no stopping unless KIA (<i>Exception: may be manoeuvred tactically if a 'brain bug' is present; simple plans only.....?</i>)
- Super-Warrior:	3 x handspans	# As per normal Warriors; go for vehicles if possible (<i>not in film, but model really scares players.....</i>)
- Tank +:	1 x handspan	# Will manoeuvre to get best 'blast' effect from flamer (<i>See also 'TUNNELS' below - no pun intended</i>)
- 'MiniTank':	2 x handspans (-1 per turn, rough grnd)	# As per 'tank', above; fast in a straight line; use in ambush.... (<i>OK, Not in the film, but IS available as a model; faster than an 'adult', but flame range = 1x handspan max.</i>)
- Flyer/Hopper:	1 average dice x 20cm/8"	# Hit & run tactics; goes for support weapons, officers (<i>'interdiction' type operations, as per human air units</i>)
- Brain Bug:	1d6"	# Avoids any combat; will ALWAYS block LOS with other bugs

*** Remember to deduct any 'shock' or impact effect from last turn on the movement rolls*

TUNNELS:

Bugs use these to get close to an objective. When it is time to appear, roll for placement:-

***ALONG:** (1 ave dice+1) and **IN** (1 ave dice) x 30cm/12". They cannot move-off or 'flame' on the turn that they appear, but may H2H - they ALWAYS get the drop on units caught this way). Humans must roll less/equal to CE to get out of the way!*

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COMBAT:

No 'hard and fast' rules yet as to when bugs fight - as Warriors ONLY conduct H2H attacks, they can go last, whereas I would suggest setting a nominal 'LDR' rating for the Tanks so that they fire in descending order of CE with everyone else, based purely on their 'effectiveness' rating.....?

BUGS (Flamer):
Range = 1 average dice x 10cm/4"; spread of 1 average dice " @ max. range;
Effect = **Inf:** all KIA! **Vehicles:** 1 average dice x 10pts damage

HAND-2-HAND: (up close and personal.....)

This is where things get sticky for the humans, as in this section the BUGS can do a LOT of damage very quickly.....It is also 'not unknown' for supporting friendly units to fire into a melee (".....Well, they'd have only been killed anyway.....blocking our line of fire.....act of mercy, really....." etc. etc.)!

ATTACKER

TARGET TYPE

- <u>Warriors vs.</u>	* Unprotected Infantry (UIs): kills = 1d6 (-3 if behind defences; NOT vs flyers.....) * Power armour (PWR) or Vehicles (VEH); - Each bug does 1d6 -1 points of damage
- <u>Flyers vs.</u>	* UIs: roll 1d6 against each the CE of each MI along flight-path; kills ANY if roll is greater; <i>NOTE: if the bug is 'shot-down', roll for the first HALF of it's flight!</i>
- <u>Tanks+, Super-Warriors,</u>	* UIs; roll 1d6 for each MI within range; KIA if greater than CE (no 'cover' bonus) * PWR, VEH; compare highest of 1d6 each, loser takes <difference> x10 points of damage (if bug loses, use 'Close Range' chart; if vehicle cross-off damage boxes)

EFFECT OF HITS TABLE:

<u>TARGET</u>	<u>CLOSE</u> (Stop) / (Kill)	<u>LONG</u> (Stop) / (Kill)
Warrior:	3 / 6+	7 / 12+
'Centurion':	<i>(Giant warrior-bug, not in film; as per 'Tank', below)</i>	
Tank:	12 / 18+	16 / 24+
'MiniTank':	7 / 12+	12 / 18+
Flyer:	<i>(On ground: as per 'Warrior'; In flight: as per 'Tank')</i>	
'Humanoid':	CE / 6+	CE+1 / (2x CE)
Vehicles:	(check total hits vs. each vehicle's detailed chart)	

NUMBERS: 1st = (stop) / 2nd = (kill);

ANY hits will 'slow' a Warrior to half speed for 1x turn; no effect on 'tanks'

Flyers: On the ground as per 'Warrior'; In flight, as per 'Tank'

Human Targets: use of the variable 'CE' rating as the score-to-hit reflects better-trained units making more effective use of any cover, moving in a more 'tactical' manner etc.

KEY: **LOS** = 'Line-Of-Sight' (unlimited range on table, but must have direct line to target)

All = total all dice rolled;

Top(n) = total the highest <n> dice of those rolled; count 'doubles', as below

4+ = minimum number required to cause <effect>

High/Low/Mid = Use the highest/lowest/most common number rolled; if any 'doubles' are rolled, count ALL matching dice (so 'High' on three dice rolled as 5,3,5 comes out at 10 (2x5), rather than 5)

