URBAN SCENARIO A

During the course of a battle on the planet of a Federation Ally, the Bugs managed to kidnap the Allied Leader. Federation Forces now cannot bring the full weight of their arsenal to bear for fear of killing them. With this important hostage the Bugs can hold out much longer, causing huge casualties in brutal, hand-to-hand fighting. A rescue was imperative. The area where the Leader was being held was discovered, and under the cover of a diversionary attack on the far side of the city a squad of Marines breached the wall and moved in. The guard was light and surprise total: they grabbed the Leader and ran for their tank. Unfortunately, since they are dealing with a hive mentality word spread quickly, and the way back is sure to be a bit more difficult than the trip in...

GOOD GUYS: Marines = Sarge (with rifle), SmartGunner, Sniper, Flamethrower (w/10 +2d6 ammo tokens), 7 Rifles (no grenades), Satchel Charge, APC, and Allied Leader.

BAD GUYS: Bugs = Warriors (infinite supply), and Shooters (up to 3 at any one time).

SET-UP: The APC is placed with the hatch in front of the wall breach. There may be up to two Marines in the APC, but two extra wound rolls (see below) must be made for each Marine in the APC.

The Marines enter on the far edge of the board on turn 1. Before play begins randomly choose two Marines and roll 1d to see how badly wounded they are: 1 = 0 wounds, 2 - 5 = 1 wound, 6 = 2 wounds.

TERRAIN EFFECTS:
RUBBLE = -1 to damage die rolls, x2 per space for range, and +½Point for Marine movement.
WALL = -2 to damage die rolls, and +1 Point for all figure movement.
          (The parapets on the towers are treated as walls for cover purposes.)

The two wall-enclosed areas on the edge farthest from the breach are treated as solid structures that are tall enough to block all fire and movement.

ALLIED LEADER: The figure has two Points, and may not make attacks of any kind. A Marine may pick up (cost = 1 Point) and carry the Leader.
 NOTE: to be in the same space, a Marine must have enough Points to pick
          up the Leader -- they may not otherwise occupy the same space.

It costs nothing to set down the Leader, but the Marine must move out of the space immediately upon doing so.

A Marine carrying the Leader may not take any actions.

~1/2 Marine height

gumball-machine figure I use

APC: The vehicle has no crew beyond the Marines available. Its available weapon is a Rifle. A Marine may not add personal Aim Points to improve the target number of attacks made with the APC's weapon - RIFLE: target number = range -10. damage = 1d. cost = 0 Points

SATCHEL CHARGE: The charge has a time-delay fuse that can be set at 1, 2, or 3. It costs one Point to activate (which counts as the Marine's action for that turn). At the beginning of each turn the timer is reduced by one: when it reaches "0" it goes off. Damage = 3d, plus 2d in each adjacent space, and 1d at a 2-space range.

If it is set off in a tower doorway it will collapse the tower so that no Bugs may enter on that spot for the rest of the game. (Simply invert the model and ignore all future reinforcement rolls that indicate that spot.) Any Bugs in or on the tower at the time of the explosion are killed.

A Marine may spend one Point to disarm the charge, but it may not be set again. A Bug Shooter has a 1/6 chance of disarming. If in its L-O-S, a Shooter may direct a Warrior to pick up/move the charge.

COVER FIRE: Target Areas are single spaces, and must be at the extreme range within L-O-S of a Marine regardless of the target number resulting from the range (ie- cover fire cannot be placed on a nearer space to achieve a better shot). Examples would be doorways, corners, parapets, and other spots where a previously unseen Bug would come into view. (Cover fire declared on a tower must be on either the doorway or parapet --it cannot be on both.)

MORALE CHECKS: If at the beginning of the turn a Bug Warrior is 1 or 2 spaces away from a Marine, the Marine must roll 1d: if a 1 or 2 is rolled, the Marine freaks out and fires at the Bug. This counts as that figure's move and attack for the turn.


BUG REINFORCEMENTS: Roll 2d to determine how many (halve the roll, rounding up). If 5 or 6 new Bugs are called for, one of them will be a Shooter. Roll 1d for each figure to determine where it appears: Warriors are placed in the doorway of the tower, while the Shooters go up on the parapet.

As word of the Marines' location spreads, more Bugs will converge on the area. A d6 is used as a counter, and advanced one pip per turn. When it reaches "6", an extra Bug Warrior is added to successive reinforcements, and the counter returned to "1". When it reaches "6" again, *two* extra Warriors are added, and so on until the end of the game. This rule does not affect the appearance of Shooters: the regular reinforcement roll needs to call for 5 or 6 Bugs for a Shooter to appear.

PLAYING THE BUGS: The objective for the Bugs is to recover the Ambassador. If a Warrior reaches the Ambassador's space it will pick it up (no cost) and move towards the nearest tower doorway. If a Marine is carrying the Ambassador the Bug will try to kill the Marine before grabbing the Ambassador. Shooters are smart, and understand the mission objective. They may direct Warriors in some semblance of intelligent tactics. Warriors are relatively mindless, and without a Shooter on the board they will move toward / attack the nearest Marine if the Marine is closer than the Ambassador. Whenever two or more opportunities present themselves to an undirected Warrior (such as which direction to move or target to attack), simply roll a die to determine which it chooses.

URBAN SCENARIO A - BOARD

I used the lazy-man's hexes for this --dunno if I'd do it that way again as it does cause some confusion for players. Ease-of-play (and being cheap) motivated painting the majority of the terrain (rubble and walls) and only building the entry towers and main wall in 3D --having to always transport all the terrain for the various scenarios to Cons / stores played a role in keeping it simple as well!
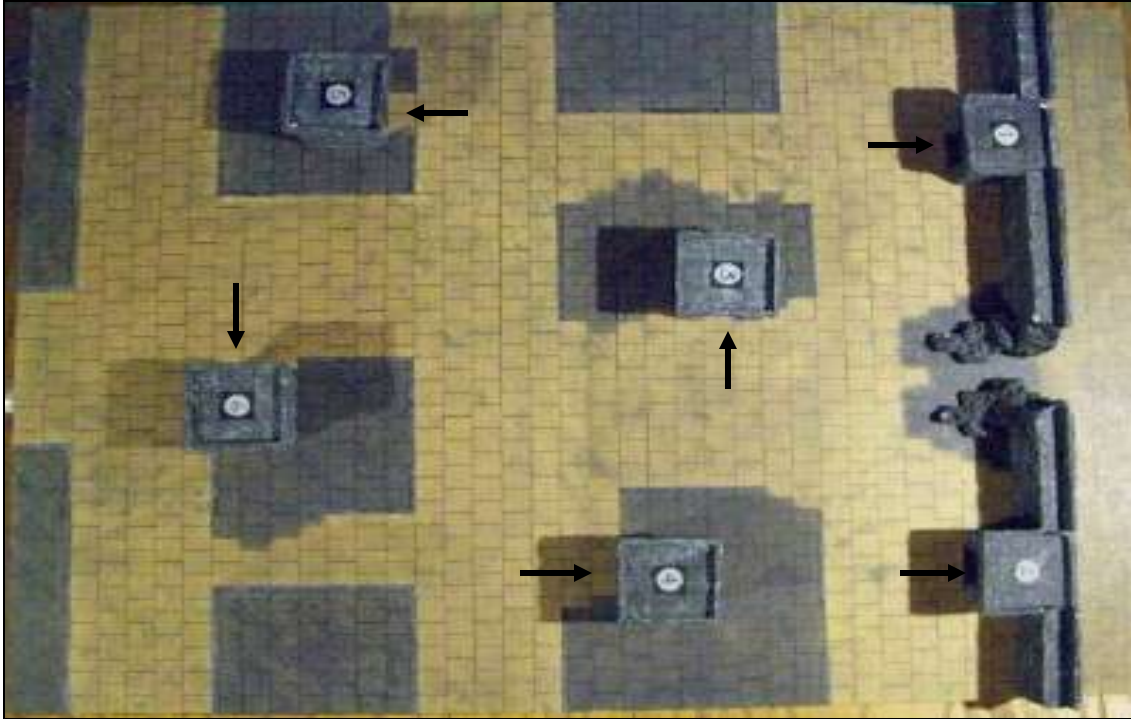
➙ = entry door in side of tower for reinforcements

To vary the difficulty I use separate pieces of rubble that can be added to fill in the open areas more: