BEER & PRETZEL SPACEBOTS

LABYRINTH SCENARIO: Enter the Bug's tunnels, find the Brain, and kill it - simples!

BOTS: Master(6 HP) w/ Pistol, Blaster(5 HP) w/ Chaingun, 2 Grunts(5 HP each) w/ Rifles, and 2 Scouts(3 HP each) w/ Pistols. *NOTE: HP = Hit Points = Health = whatever term you like...*

BUGS: ∞ Warriors(5 HP each), Brain(2 HP)

SET-UP: Bots begin off the end of a long, straight tunnel section *(chosen randomly)* = entrance to the labyrinth. The next piece(s) of tunnel is(are) then placed *(see PLACING TUNNEL SECTIONS)*.
The Brain is put in the hidey-hole of the "L" room tile and the room set aside until found by the Bots.

VICTORY CONDITIONS: The Bots win if they kill the Brain. The Bugs win if they kill all the Bots or get the Brain into a spawning hole. *(For an easier game for the Bots, ignore the hole in the L-room.)*

TURN SEQUENCE: Each side gets a phase - First, the Bots move/combat with each figure one at a time *(in sequence / no backsies: The move/combat of another figure ends that of the current figure)*, then the Bugs do the same. After the Bugs have made their moves/combat they get reinforcements.

PLACING TUNNEL SECTIONS: Bots see and place sections within a range of ten squares in their Line-of-Sight. *As soon as* a Bot moves enough spaces to bring new sections within range / L-O-S *(which can be mid-move)* roll the tunnel die and place a *(random)* section of the type shown.
The red spots indicate holes in the ceiling from which Bugs spawn during reinforcements.
NOTE: A Bot must be on a corner or room tile to bring the sections that turn 90-degrees into L-O-S.

ROOMS: If a pink-shaded face comes up, a room is placed instead of the indicated tunnel section. When room is placed also set long, straight sections at its openings *(inverted if outside range / L-O-S)*. After two rooms are placed the next room roll allows the placement of the tile with the Brain.

REINFORCEMENTS: Place markers (#1-6) on the board at the possible spawn spots (holes in ceiling or tunnel ends) closest to the Bots. If there aren't six spots set unused markers aside (see *HUNTING*).
Roll 2d6 *(halve, round up)* to determine how many Bugs spawn. Roll 1d for each figure to determine its location. If two or more Bugs arrive at the same hole they are considered to be lined up behind in the shaft above. Reinforcement Bugs may not move but may attack adjacent Bots.

HUNTING: When the result of a Bug's location roll is one of the unplaced spawn markers, that Bug becomes a *"Hunting Bug" (use black stones to indicate / track them)*. On following turns, roll for the spawn location of these Bugs during the reinforcement phase along with the new reinforcements.
If desired, a Bug player may use one of the Brain's Points to defer the entry roll for a reinforcing Bug.

PLAYING THE BUGS: *(for solo/Bot-only games)* The Bugs will move toward / attack the nearest Bot. Whenever two or more equal opportunities present themselves *(such as movement direction or target to attack),* simply roll a die to determine which one it chooses. The exception to their mindless behavior is when the Brain is in play: Then they will move to rescue it and carry it *(2 squares per turn)* to a spawning hole. If the Brain enters a spawning hole the game ends and the Bugs win.

BUG BRAIN: A Bug player *(if there is one)* gets five Brain Points at the start of each turn *(as long as the Brain has at least 1 HP)* to use during the Bug phase to do any combination of: 1) use one to give a Bug an extra HP for movement*(limit 1 /Bug)*, 2) use two to give a Bug 'intelligence' to do something other than following the rubric of a *'Bot-only game' (This includes having a Bug attack another Bug to get it out of the way or to create a blood-splash!)*, 3) use one to defer the entry of a reinforcement Bug *(i.e.:make/keep it a Hunter)*, or 4) add one to the number of Bugs spawned that turn *(by rolling ≤ the number of points used)*.

NOTE: Brain Points do not 'rollover' to following turns: Any points not used during a turn are lost.

MOVEMENT

Only one figure may occupy a space *(exception: a Bug carrying the Brain)*. A figure uses HP to move one space: Scouts and Bugs use one, and the Brain and other Bots use two. Figures may move diagonally if there are squares on both sides of the move *(i.e.: not walls)*. Figures may move through friendly *(not enemy)* figures at the cost of one HP. *(exception: The entrance to the Brain's hidey-hole is blocked -for movement and shooting- by any figure in one of the two adjacent squares.)*

COMMAND POINTS: Held by the Bot Master, these may be used to increase another Bot's HP *(one for each point used, up to three per Bot)* for its movement that turn. The Master starts with five points - they are reset each turn to five, but are reduced by one for each wound the Master holds.

COMBAT

Combat may be done once per turn per figure ***after*** it has completed any movement *(it may not move after making an attack)*. To make an attack, roll 2d6: A hit occurs if the roll is greater than or equal to the target number*. If a hit is scored, damage* is rolled and wound rings are hung on the target. A figure's HP is reduced by the number of wounds it holds. When accumulated wounds equal or exceed a figure's starting HP, it is killed and removed from play.

** see 4x6 ref card for target numbers and damage for specific weapons*

BUG BLOOD: *(say THAT three times!)* If a Bug is wounded, Bots in adjacent squares *(incl. diagonal)* must roll 1d6* for damage from the splatter: 1-3 = no effect, 4-5 = 1 wound, 6 = 2 wounds.

**Subtract one from roll if Bug took just 2 or 3 wounds, and subtract two if it took only 1 wound*

(NOTE: Splatter from a Bug up inside the shaft of a spawning hole only affects a Bot directly under it.)

SHOOTING

Line-of-Sight: L-O-S is traced from nearest corner to nearest corner of shooter / target squares *(erring in firer's favor)* and is blocked if traced through any occupied square *(figure or wall)*. L-O-S traced along the edge of a square is blocked only if there are two occupied squares on opposite sides of the line. L-O-S up into the shaft of a spawning hole can only be traced from the same or an adjacent square.

AIMING: A Bot may reduce the hit number of a shot by one for each HP not used for movement.

KAMEHAMEHA: A Bot may use its HP to increase the power of a shot. For each wound taken by the firing Bot, roll an additional die for the damage.

BLOW-THRU: Excess damage from a hit *(i.e.: after killing a Bug)* will hit the next Bug(s) 'in line' *(if any)* as long as the attack roll would have yielded a hit on the more distant Bug *(i.e.: ≥ its target number)*.

OVERWATCH: Instead of shooting in its activation, a Bot can use an HP to mark a single target space *(such as corner, hole*, tunnel end, etc...)* where a previously unseen Bug could come into view. There must be a clear L-O-S to *(and there can be no Bugs already in)* the space. If/when a Bug enters the space or moves into the L-O-S to the target square *(during that turn's Bug Phase)* the Bot may fire at it. If hit, wounds immediately reduce their movement for that turn. If more Bugs enter a target space, excess damage *(if any)* is applied to them.

** targeting hole from same or adj.square = up into hole: Bug(s) not killed drop down into square and attack.*

MELEE

A figure may make an attack on a figure in an adjacent square *(including diagonal, applying the movement restriction)* after its movement in the same manner as shooting *(roll 2d6 ≥ target #, then assess damage)* using its 'melee' combat ability. *(NOTE: Bots may shoot or melee from an adjacent space.)*

REFERENCE CARD

MOVEMENT

Scouts and Bugs use 1HP/space, other Bots and Brain use 2HP/space
Move through friendly figure costs 1HP Diagonal OK if squares on sides

SHOOTING

AIMING: -1 to hit number for each HP not used for movement

KAMEHAMEHA: Take wound to roll extra damage die

BLOW-THRU: Excess damage could hit next Bug(s) 'in line'

OVERWATCH: Use an HP to mark target space *(instead of combat)*

BLOOD SPLATTER

1-3=no effect, 4-5=1 wound, 6=2 wounds *(-1to roll if 2 or 3 dam, -2 if 1)*

BRAIN POINTS

Use 1 to: give 1HP, make reinforcment a hunter. Use 2 to give IQ.
Use (variable) to add Bug to reinforcements - roll ≤ # of points used

TUNNEL PIECES

(make your own as restrictive/nasty as you prefer!)

