

## "Blast 'Em!" a work in progress

A sci fi, skirmish level, adventure "boardgame" aka tabletop game ... intended for missions involving base/ship assault, infiltration, escape, random firefight, capture the flag, etc...

This game seeks to play out the "action elements" found in any good scifi story. It does not get involved with all the fiddly bits that lead up and explain the action bits. Instead, it revolves around the action of the moment, as the rag tag band of hero's attempt to overcome the impossible odds to emerge triumphant.

This is why many of the "fluff" type characters fall under the "Tagalong" label - they may be crucial in the overall scheme of things, but their role during the current excitement is mainly to avoid becoming dead. It may be critical for the ongoing war that the aging scientist be rescued, because only he holds the answer to the mystery of .. whatever - but in terms of this mission, his rescuers just want him to keep his head down and keep moving so that they can get him out alive. He is therefore more of a hindrance than an asset, because the rescuers will need to effectively babysit him out.

Different value characters make up each players party.  
Not all parties are required to contain each character type.  
Overlapping abilities allow players to select a team that they prefer.

### Stereotypical character types

**Hero** aka - the protagonist - each party needs to have one, and only one.

**Trooper** aka - weapon toting badass types  
**Heavy** aka - as above, with bigger, badder weapon  
**Demo** aka - as trooper, but with demolitions  
**Corpsman** aka - combat medic

**Techie** aka - mechanical/computer access expert  
**Teacher** aka - quasi religious monk type individuals - wielders of a mysterious aura which enables them to perform apparently mystical feats. As an added bonus, they can usually fight pretty well.

**TagAlong** aka - designated plot device characters - heirs to lost kingdoms, helpless victims needing rescued, holders of the ultimate solution, et al. Very important to a story line, typically require babysitting of one kind or another

**Pilot** aka - a plot device character that serves a purpose - they can fly things. This skill is only effectively useful if the scenario requires piloting something.

**Medic** aka - important for keeping your characters up and alive.

**Sidekick** aka - similar to tagalongs, but more versatile, these are raw recruits, assistants, runaways who have joined up, etc. Basically junior versions of main character types.

**'Bot** aka - robotic sidekick - abilities may vary.

**Operative** aka - A lone gun - highly trained combat/espionage/evasion specialist. These guys work alone.

### Scenarios aka Missions

escape and evade	break out of detention, and escape
infiltration	enter the facility, discover something, and get out
rescue	break into the detention center, find the rescuee, and get them safely out
recovery (capture the flag)	enter the facility, recover something, and get out with it
preemptive strike	enter the facility, find the target, and destroy it
boarding party	the facility is a vessel of some kind, and you need to secure the control room
alien invasion	fight off the invading hoards

The Hero - Each party gets one, at no point cost. Whether he knows it or not, he is a key element in the unfolding saga. If he dies, you lose. But he is very hard to kill, he has untapped natural abilities and characteristics which will endeavor to keep him (or her) hale and hearty. If you elect to use an operative, then the hero IS the operative, and is your only character, aside from any tagalongs you may pick up along the way.

For strategic combat effectiveness, Troopers are your mainstay. This is not to insinuate that these guys are exclusively military, or even ex military, but they are the members of your team most comfortable with the rigours of combat. Think of Jayne from Firefly, or Han and Chewie from Star Wars.

They have good movement, HTH, and ranged effectiveness, as well as enhanced survivability. Variants are the Heavy, Demo, and Corpsman - based off of the Trooper standard, each has certain benefits and liabilities.

Teacher - Think "Jedi." Think Shepherd Book. Think high defense, low offense - not because they can't fight offensively, but because they choose not to. Their survivability is high, but they are not the most effective combatants, mainly because they seek to avoid hurting others. The result of this is that, in combat, it will be difficult for a teacher to score a hit on his opponent, specifically because he is avoiding doing so. Killing is wrong, so when they do incapacitate someone, the target is rendered unconscious, instead of dead.

Techies - there are any number of examples of the stereotypical computer nerd; the wiz who can make a computer do nearly anything, and can rig effective mechanical devices out of junk. This is him. (or her) Not a fan of combat if it can be avoided, but nice to have around when the detention lock needs overridden.

Tagalong - these guys and gals are typically plot generated, and could be nearly anything. Foreign dignitary, princess, alien ambassador, small child carrying the cure for some exotic disease locked into their DNA, whatever. The point is, they are not combat effectives, and their abilities and stats will reflect that. Some characters classified as Tagalongs for one mission, might be something else for a different mission. Most of the time, River (Firefly) would be classified as a Tagalong, but occasionally, she rises above that to become something more. For the purposes of the game, don't assume that at any moment your Tagalongs could suddenly become combat dancers like River at the end of Serenity, but .. who knows.

Pilots - One step above a Tagalong, this character has a useful skill that could be instrumental to the mission, but it doesn't necessarily mean they are combat effective. (Think Wash - Firefly) Since piloting as a skill isn't a mainstay of this game (we will not get involved in ship to ship dogfights here, that sort of thing is beyond the scope of these rules), other well know characters who can pilot would be classified as something else if they were part of the game - for example, Han Solo and Boba Fett would be considered Troopers, to reflect their combat abilities, instead of merely pilots.

Medics - Civilian Healers. These guys are more effective at healing than corpsman, due to their higher level of medical training, but their comfort level in a firefight is quite a bit less. Not every band of misfits will have access to a combat trained corpsman, but sometimes they will have access to a doctor.

Sidekicks - Lesser versions of standard characters. They offer the party some of the benefits of standard character at a lower point cost.

'Bots - Mobile robotic specialists. These may be tagalongs, or sidekicks. They will often have a higher skill level than their biological counterpart, but they will also have additional limitations.

Operatives - These guys are the crème de la crème of combat and infiltration. But they prefer to work alone, and if they get involved in a stand up fight, they may eventually be overwhelmed by superior numbers.

Combat - most combat will occur at line of site, and will involve ranged weapons.

Unless otherwise noted, standard hand weapons deal 1 point of damage and have unlimited ammo.

Hand to hand (HTH) can occur, and some characters are much better at it than others. All characters can make one HTH attack, but may defend against all attacks received. The Operative, the Teacher, and the Hero can make multiple HTH attacks - typically 1 per target within HTH range. Rationalization for this is that the Hero of the story always seems to get a lucky break, and Operatives and Teachers are highly trained and focused, in tune with the subtle nuances that allow them to take advantage of every opportunity.

#### Ranged attacks

By default, models can make a standard move, and fire once, without incurring a penalty.

Or they may stand and fire twice without suffering a penalty.

Running (moving at twice standard mvmnt rate) and firing will instill a -1 penalty per shot.

Characters may fire twice if so desired, but this will incur an additional -1 modifier for each shot.

Players must indicate that multiple shots are to be fired before determining the outcome of any of the shots.

Therefore, a character running and firing twice will face a -2 modifier to each shot, whereas running and firing once will only incur a single -1 penalty.

An additional -1 modifier is taken for each intervening model or obstacle within 1" of a line drawn directly between the shooter and the target. A shot that misses its intended target, can potentially cause damage to whatever it eventually hits, or to intervening models if applicable. This is a factor either of the type of shot fired (small arms fire may not do much to background equipment it hits, whereas heavy weapons will) or of the item determined to have been hit (characters are liable to take damage from friendly fire, and certain unintentional targets may "Go Boom.") You resolve this by first determining all of the applicable modifiers, and then rolling the attack. If the attack is successful, that's that. If unsuccessful, flip a coin. A result of heads indicates it hit the nearest intervening model, tails indicates it overshot the intended target, and hit the first major item behind the target following the line of fire. This successful attack upon an inanimate object could have dire implications, or no effect whatsoever, and will be detailed later.

#### Environmental expectations:

Most games are played in standard atmo - but variants can be played in vacuum, corrosive environments, or anything else that seems appropriate.

Gravity will be one standard "G" unless mission parameters detail otherwise.

Aliens ... sure the universe has aliens, but for now, lets assume that appearances aside, everybody gets the same basic characteristics, regardless of the number of limbs or heads they happen to have. If any.

All physical embodiments are potentially equal - at least in so far as these rules currently encompass them.

#### Weapon types:

Impact	utilizes a "bullet" of some kind to deliver kinetic energy as its payload. Slugs, darts, flechettes, etc.
Energy	delivers a beam of focused non physical energy - lasers, blasters, phasers, whoopee rays, whatever.
Effect	produces a non lethal result - gas grenades, stun harmonic audio attacks, "sticky" webs, etc.

#### Targeting methods

LOS - Line Of Site - this type of weapon delivers its payload in a straight line drawn between the instigator and his (or her) intended receiver. Intervening targets and obstacles may affect delivery.

Blast radius - this weapon type effects all models around its initial point of explosion within a given range from that point. Effects will vary, depending on the particular weapon involved.

Unless stated otherwise, all models are assumed to carry a generic ranged weapon, which normally deals 1 point of damage for a successful hit. This freebie weapon may be either an energy or projectile weapon. For our purposes, it

really doesn't matter. Characters suffering from perforated body syndrome don't tend to care how the holes were created, they just wish they had been avoided.

Variable damage - a standard weapon inflicts 1 wound on 1 roll of 1-5 on a d6, 2 on a roll of 6.

Heavy weapons do 2 wounds on a 1-3, and 3 on a 4-6.

Having extra d6 around for use as wound markers will probably be helpful.

Movement: (mv)

Standard character movement is 8"

Hero and Operative mv is 10"

Standard 'Bot mv is 6"

Tagalong mv is 6"

Av = Attack Value - the characters base offensive value. Always used for HTH. Some characters have separate ranged attack values.

Dv = Defensive Value - the characters base defensive value.

Cd = Combat Die - the modifier added to either of the above during combat.

Wnd = Wounds - the amount of damage a character can take before exiting the game.

For combat purposes, the attacking character's AV is added to the roll of their CD, and then compared to the target's DV + the result of the target's CD. There may be additional modifiers to either roll, but in a nutshell, that's it.

If the attack value is greater than the defense value, then the target has taken a wound.

When a target achieves a negative wnd level, then they have exited the story. They may return for a guest appearance in a sequel, but their role in the current game is over. When they are merely reduced to 0 wnds, then they are only mostly dead, and as such, still have a chance of getting back into the game. More on that later.

For comparison purposes, let us first discuss the stats of a generic, non adventurous but healthy, average individual.

Generic Accountant type dude (or dudette) : AV = 2 DV = 2 CD = d6 Wnd = 1 MV = 6

These values serve to illustrate a number of important points. The first being that gender has no importance in the game, at least in so far as playable characteristics are concerned.

Attack & Defense - Both of these stats, for a healthy adult, are 2. This indicates that while they are not martially trained, they are at least in tune with their surroundings to the extent that they will react to defend themselves and counter attack with reasonable competence should it become necessary. Children and older individuals would have Av & Dv values of 1, and babies would have a values of 0 - Please Note: this game in no way promotes the idea that battling babies are to be used for entertainment - this value is merely here to indicate the concept that individuals who can neither defend nor attack would be incompetent combatants. (Although it should also be noted that I have personally witnessed a 9 month old reduce a grown man to incoherence merely through the use of a little forceful regurgitation.)

Combat Die - A d6 value allows for a reasonable range for fate to play with in determining the outcome of any combat our average individual may find themselves caught up in. This allows for luck to come to the rescue of that little baby if necessary.

So, for example: A toddler decides to initiate an attack of some form against an adult.

We have d6 vs 2+d6. Obviously the adult has the advantage, but if the baby rolls a 6, and the adult rolls a 3 or less, then the baby wins, and we will assume that the adult is wearing something messy.

Damage - Our average individual has only 1 wnd point - aka, they have but 1 life to lose, and they will do their best to avoid doing so. If you take your average individual, and shoot them with your average lethal weapon, they will, on

average, die. If they can hold on at 0 for long enough, medical attention may be applied, and they may pull through. But in general, mortal wounds tend to result in fatalities. (Obviously the preemptive attack launched by the toddler in the above example did not involve the use of a lethal weapon.)

Movement - 6 - this is a respectable basic movement rate. They will be able to sprint for twice the rate (12) when needed, but then they may not do anything else during that action. As with Av and DV, age will play a roll in movement rate. The very old and young may drop to 4, or all the way down to 0 (yeah, we are referring to that delinquent baby again).

This is all very interesting you say, but how does it pertain to playing a fast action shoot em up sci fi game like "Blast'em"? Well, it serves to illustrate the base values from which the hero and other characters are derived.

Take a look at the following chart.

Type	Cost	AV	DV	CD	Wnd	MV	Special
<b>Hero</b>	free	4	5	d8	4	8	Remember, this individual's survival is key to the plot.
<b>Trooper</b>	3	4	4	d8	3	8	Standard combat effective. av5 d8 ranged attack
<b>Heavy</b>	3	3	4	d8	3	8	Carries an av5 d8 hvy weapon that causes 2 wnds
<b>Demo</b>	3	3	4	d8	3	8	Carries grenades, DemoPacs, and similar "go boom" devices
<b>Corpsman</b>	3	3	4	d8	3	8	Can provide emergency medical services (av4 d8)
<b>Techie</b>	2	2	3	d6	2	8	Can override security locks and open blast doors (av5 d8 skill)
<b>Teacher</b>	7	4	6	d8	3	8	Also have medical and technical abilities (av3 d12 skill)
<b>TagAlong</b>	free	2	3	d6	2	6	Often crucial to victory conditions. May need to be babysat.
<b>Pilots</b>	2	2	3	d6	2	8	They can fly anything. Sometimes a crucial skill- sometimes not.
<b>Medics</b>	2	2	3	d6	2	8	Can provide more comprehensive medical services (av5 d8)
<b>Sidekicks</b>	1	3	3	d6	2	6	Junior "jack of all trades" - tech and medic skills (av3 d6)
<b>'Bots</b>							
<b>Basic</b>	4	2	5	d6	2	6	Standard medical and technical abilities (av4 d8 skill)
<b>Enhanced</b>	6	2	5	d6	3	6	Standard medical and technical abilities (av5 d10 skill)
<b>Operative</b>	12	5	6	d10	4	10	Also have medical and technical abilities (av5 d8 skill)

We first notice that each character type has a cost associated with it. These costs are assigned so as to force players into carefully weighing their options when choosing their teams. Each player starts the game with a hero, and 12 points to be used to create a rag tag band of supporting characters. You will want to blend combat abilities with healing and technical abilities. In all likelihood, each will become important during the course of the mission.

Tagalongs are free, but you don't start the game with them - they tend to be missions objectives, and once located, it is typically imperative to protect them and exit the playing area in order to win. Occasionally, random tagalongs may be encountered in the course of play, and they may add big points to your squads total if you can keep them alive throughout the rest of the mission.

Attack values. The team's attack values cover a broad spectrum. In most cases, the AV listed is used for both ranged and HTH attacks, but in some cases, separate ranged attack values are specified. Should that be the case, it indicates that the class prefers one combat style over the other, and will typically want to avoid finding themselves fighting in their less capable role. In most cases, the Av is higher than it would be for an average non adventuring individual, but not always. Techies, pilots, and medics are not known for following overly combat oriented careers, and it shows. The operative has the most impressive Av because of the incredibly intense combat training he has suffered through. Teachers do not have the highest Av mainly because they do not devote themselves to the aggressive arts of the attack - and because they really don't want to hurt anyone.

Defense values. As with Av, we notice a wide range of values, with the more combat driven characters having understandably higher Dv's than the others. All player characters will have higher Dv's than the average citizen; self preservation is a finely honed skill for the adventurer, and even the non militant characters get at least a 3.

Troopers get a 4, partially due to training, and in part to a certain element of assumed body armor. The hero gets a 5 because .. well, its his destiny to survive, so fate tends to favor him. Teachers and operatives get 6's because they are just that darned impressive.

Combat dice. These are the embodiment of fate during combat. Anyone can roll low at any time, so using a higher dice really only grants the possibility of a benefit, not a certainty. The combat oriented characters will typically have a d8, which grants them the possibility of higher rolls. The non combat inclined characters use a d6 - on par with the average citizen. Our hero gets a d8 - whether his background was combat driven or not, his future certainly will be. The operative again gets granted a higher value - possibly resulting from all the combat drugs pumped into his system during training. This guy may not have much of a social life, but when it comes to combat, he is a bad-ass.

Now we will discuss wounds. All adventure types are going to have more wounds than your average individual. Its one of the advantages of being in the limelight - Its sort of expected that you are going to get shot at, so fate has given you a little extra in the way of survivability in order to deal with it. Therefore all character options are going to have at least 2 wounds. The more combat intensive characters are going to have 3 - mainly because danger is what they do for a living, and they shrug off damage that would lay a lesser individual out for the count. So, in respect to this lifestyle, all trooper types get 3 wounds. Teachers get an extra wound because they are more in balance with their bodies and the natural order of things, and can therefore focus their physical and mental energies in such a way as to work through the pain and continue on their righteous path. Hero's get 4 wounds either as the result of their superhuman physiques or incredible fate altering luck. No one is particularly sure which is really the cause, but hero's always seem to survive against odds that should have brought them down. Operatives get 4 wounds because of the hyper intensive training that they have gone through in order to become what they are - aka a highly honed fighting machine. (it's also rumored that they may have had bionic body parts installed in some secret hush hush experiments - no one really knows, cause operatives don't tend to have many close friends.)

Movement. Most everybody gets a standard 8" movement allowance. The Heavy weapons trooper has a 6 because he is carrying a HEAVY weapon, and it tends to slow him down. Bots, tagalongs, and sidekicks also only have a 6" standard movement rate. For Bots this is due to the fact that characters only have access to general purpose units that are intended to interact with standard citizens, and not combat specific units that would have higher speeds and combat values. Tagalongs have a 6" mv because it is their nature to slow the party down. You can't fault them for it, it is their destiny. Sidekicks have a standard move of 6" because they haven't elevated themselves to the status of full fledged adventures yet. Give em time, they might live long enough to become more fleet of foot. Operatives get a 10" standard mv because ... well, it might be beating a dead horse by this point, but seriously, they are one macho individual, and they live for this sort of stuff. It's what they do, and they are seriously good at it.

Special stuff: All character types have something that sets them apart from the others, or something that allows them to emulate one of the other classes to a lesser degree. The main special feature of the hero is his very existence. His is naturally gifting in the fine art of "remaining not dead" and in accumulating skilled individuals around him. That is enough, he doesn't get granted any additional special abilities. Troopers have a variety of combat related skills. The basic troopers ranged attack is av5d8 with their generic military grade weapon. Heavies have an Av5d8 attack that inflicts 2 wnds on a single target, or 1 wnd on all models with in a 3" radius blast. Demos have grenades which can be lobbed up to 16" (counts as av5d8 3"radius attack to put it where they want - more on that later) or shaped charges that can be used open stuck doors, or put important expensive and tactically vital elements of enemy equipment out of order. They may also use their regular sidearm with their standard av and cd. Corpsman attack with their standard sidearm like Demo's, but have the additional ability of providing emergency medical care to their squad mates - their care is not as extensive as that of some of the other characters, but they are able to extend their assistance while under fire.

Techies have the ability to override computer systems so as to locate mission objectives, shut down automated security measures, and open locked doors (normal as well as blast resistant.) They use their side arms at their standard combat values.

Pilots can fly anything with engines. (The old "wings" standard went away with the advent of repulserlift technology.) This is a skill in high demand if the mission objective involves liberating a ship or vehicle, or in taking over the bridge of an alien vessel, but in a straight combat role pilots are somewhat at a loss.

Teachers have erratic technical and healing abilities - they have a low base value with a high variable potential. You can't really rely on them for these skills, but sometimes things work out very well.

The hero - your story's central character - has elevated characteristics because he or she was destined to be a hero. Their previous existence may have been humdrum, but this is where they are about to shine. Their natural abilities are now going to blossom, and allow them to take their rightful place at the forefront of whatever political or emotional cause they hold dear. All novels, epics, sagas have somebody filling a pivotal center stage role, and this is that guy. Therefore he needs untapped potential to ensure he will be around to star in the sequel.

#### Rewards - Gadgets

The main reward of surviving combat is being granted the option of continuing with your mission. Looting the dead is not really the point of the game, but it is possible that more tangible benefits will be gained from surviving an encounter.

Examples:

Security passkeys - will open locked doors - once.

Medpacks - will instantly heal one wound - typically single use, but not always

Grenades - will go boom - once - usable by any character.

Weapon upgrades - may allow a character to fire twice, or may enhance their Av or HTH ability.

Body armor - may enhance the characters Dv. Only usable by troopers and the hero.

Combat drugs - will increase a users Cd by d2 for 3 turns - aka d6 becomes d8, d8 becomes d10. May only be used once per game by any specific character.

Personal force fields - will soak up the first wnd suffered per turn. Usable by anyone.

A random Tagalong - possibly an escaping prisoner, or a lost and confused civilian of some sort.

#### Bad Guys

Throughout the game you will encounter resistance to your heroic efforts, often taking the form of enemy troops.

In addition to the standard troop types already mentioned, you could encounter a whole host of specialists, intent on preventing the success of your mission.

Type	AV	DV	CD	Wnd	MV	Special
Generic personnel	2	2	d6	1	8	may be able to call in back up
Guard	3	3	d8	1	8	
Trooper	4	4	d8	2	8	Standard combat effective.
Heavy	4	4	d8	2	8	Carries a hvy weapon that causes 2 wnds with a 2" blast radius
Assault	5	5	d8	3	8	A seriously heavily armored individual
Security 'Bot	2	4	d6	2	6	may have sonic stunners or gas grenades
Combat 'Bot	3	5	d8	3	6	
Assault 'Bot	4	6	d10	4	6	may fire a heavy av5d8 2 wnd weapon with a 3"blast radius

Stealthy - what does it mean, and how does it work ...

Healing - use deck of cards as a randomizer for the severity of a wound - face value + d4

Medical role must exceed this to cure damage.

When a character reaches 0 wounds, they are now "mostly dead" and need to receive medical attention to avoid becoming all the way dead. On the turn that they turn 0, roll a d4. This is the # of turns remaining before they have permanently departed the game. Once medical assistance is applied, the victim draws a random card from the deck, and adds d4 to the value of the card. The resulting value is the severity of the wound that the medical roll must exceed in order to restore the player to the land of the functionally upright.

A medic may attempt to heal all wounds prior to death by making a med check against just the face value of a drawn card - in other words the additional d4 in difficulty is a penalty encountered for actually plowing head on into death's door - and then trying to back away quietly hoping nobody noticed you.

So, for example, a trooper who has suffered 2 wounds (he has one left) spends a round getting freshened up by a corpsman. A single card is drawn, and if the corpsman's medic roll meets or exceeds the face value of the card, then the trooper is returned to full health. If the trooper had actually fallen to 0 prior to the corpsman's attempt was made, then the med roll would have had to overcome an additional d4 modifier (the d4 added to the value of the card when the victim is at 0 wnds.)

Multiple medics may attempt to heal one individual, and each draws their own card to determine the value they must test against. Wounds which may have been insurmountable for one medic, may be easily healed by another. Basically, any medic within 1" of a fallen teammate may attempt healing once each turn until either the victim is good to go, or has succumbed to his wounds.

If a victim receives wounds which take his current total past 0 and into negative #'s, he has suffered catastrophic damage, and is beyond the realm of battlefield medicine. It is possible that a full shock trauma unit could save him, but unless your mission happens to be taking place inside of one, you can pretty much assume that this character is down for the duration.

A successful medical attempt brings the victim back to their full wound rating - assume that they are now pumped full of enough stimulants and pain depressors that they are not hindered by the bandages and scratches that remain to remind them of their brush with mortality.

## Combat

Simultaneous combat. A major point of this game, and of my companion game "DungeonCrawl" is the concept that any and all attacks made by one side are carried out simultaneously to the attacks made by the other side. In other words, if two opposing units encounter each other in a corridor, they are not going to take turns shooting at one another. Everybody dives for cover, and those who can, open fire. Models on each side will suffer for it. It is possible that one side will surprise the other, and get off a volley before the enemy reacts, but unopposed attacks are the exception, not the rule.

The way this works is rather straight forward. Once all movement has taken place (described in full elsewhere in this document) both forces declare all of their available attacks. Once it is understood who is firing at whom, methodically work your way through so that all attacks from each side are resolved. A player MAY NOT re-designate a character's target as the result of that target becoming a casualty of a different character's attack.

In other words, player "A" has two troopers firing at a particular security 'bot - apparently because he wants to make certain that it goes out of service. In the course of rolling for these declared attacks, it is determined that the first trooper is successful in downing the enemy 'bot. This does not free up the second trooper to fire at something else as he is already committed to targeting the aforementioned 'bot. It is entirely reasonable and feasible to assume that two soldiers in a given firefight might target the same high priority target. It is equally appropriate to assume that both might land successful attacks at the same approximate time. That is what we are emulating here. They both reflexively targeted the same opponent, and fired at the same instant. The fact that we are carrying out our portrayal of this event in such a way that we have one roll prior to the other - merely as a way of methodically keeping the action straight so that we avoid overlooking something - does not entitle a player to take advantage of his good luck so that he may alter his previously declared attacks.

In the event that two (or more) characters target the same enemy unit, it is good form to resolve each attack, even after the unit has been brought down to 0 wnds, as it is important to recall that a model at 0 may be down, but they are not necessarily out for good. Targets that have been shredded by enemy fire (and are in the negative #'s) are out of the game permanently.

A target that has been killed still makes his last mortal attack as normal - remember, he chose his target and was firing prior to getting hit - he just might get his revenge on the guy who did him in, if he is lucky.

Note: A character involved in HTH combat may not make ranged attacks; he is a tad too busy dealing with the problem at hand than to aim effectively at the problem down the hall.

Once all declared attacks are resolved casualties are determined and the turn ends.

Hindrance tokens = security guards  
Security cameras/remote gun platforms

Getting started ...

1<sup>st</sup> setup your mission environment. In other words, define your physical play area. Create a base to infiltrate, or an abandoned space station to explore, or an enemy ship to board, whatever suits you your interests of the moment.

2<sup>nd</sup> Create your team.

3<sup>rd</sup> choose your mission objective.

4<sup>th</sup> establish your point of entry.

5<sup>th</sup> determine who goes first, and commence taking turns in clockwise progression.

Turn sequence:

1<sup>st</sup> determine status of any new (or pre-existing but not yet activated) potential encounters within line of site (LOS) of the team.

2<sup>nd</sup> If team members are currently involved in a firefight, then continue action from the proceeding turn.

3<sup>rd</sup> If the result of #1 (above) results in new combatants being encountered then these new forces are controlled by the previous player, and combat commences. If the team is already involved in a situation (#2 above) then the new arrivals are considered to be reinforcements to the enemy, and are likewise controlled by one of the other players.

4<sup>th</sup> If the team is not currently involved in exchanging high velocity pleasantries with the badguys, then they may commence moving about and undertaking non combat operations as normal. This could entail checking computer terminals, lockers, doors, etc.

5<sup>th</sup> any new hazard tokens that present themselves in the course of the teams movement should be evaluated as discovered. If combat results, then continue from #2 above, with the following restrictions - characters that have already moved this turn, may not do so again. Characters that have already fired this turn, may not do so again, unless their particular character description allows for multiple attacks, and they have some remaining.

6<sup>th</sup> Once all movement and actions are accounted for, and all models involved in combat have exchanged fire, then this turn is over. Leave everything as it stands, and progress to the next players turn.

Combat Sequence:

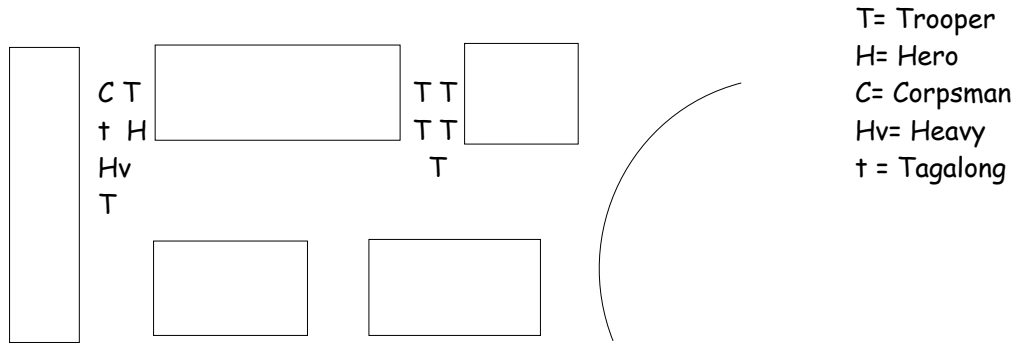
Opposing forces - When a "situation" occurs, each side will have the opportunity to attempt to annihilate the other. Standard rule of thumb is "Move first, fire after."

The rationale for this is that targets that choose to move while in range of enemy fire may provide the enemy with a "free shot" and it is best to resolve those shots prior to the main flurry of gunfire that will follow it up momentarily.

AKA - 1<sup>st</sup> phase = moving, 2<sup>nd</sup> phase = firing, 3<sup>rd</sup> phase = indicate results - determine dead and wounded.

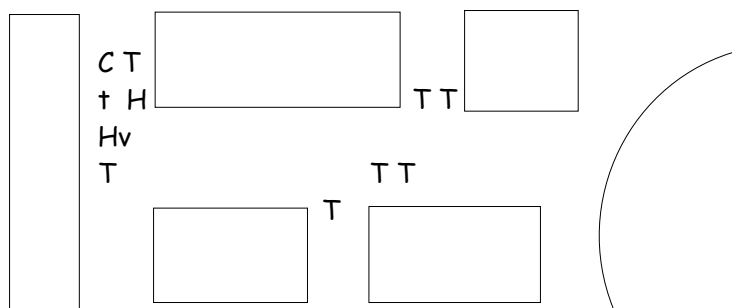
For example: our good guys are spread out in standard marching order, infiltrating the enemy stronghold. Suddenly, a hazard token within LOS gets tweaked and tests positive for an enemy patrol. We determine that the patrol is composed of 5 basic troopers, so they get dropped into play at the point that the hazard token was located. (pretty much bunched up in a manner that would make sense given the scenario - probably as if they were merely en route from one station to another with in the complex, dispersed within a group where all troopers are within 6 inches or so of the original hazard token, but with none of the enemy models closer to the players team than the original hazard token.)

We now have two parties about to engage in mayhem. The good guys (lets say we have our hero, 2 troopers, a corpsman, a heavy, and a tagalong) and the bad guys (5 troopers)



It appears that our heroes have been interrupted in their meandering, and have been caught trespassing. As this example is the result of a hazard token that was encountered by the team during the course of its move, we will assume that the good guys have already used their movement allotment. Therefore, the good guys will not have the opportunity to reposition for better cover and/or fields of fire at this time.

The bad guys may react and redeploy, but doing so will open them up for potential free shots from the good guys. Being bad guys, they elect to do this anyway - 3 troopers run for cover across the corridor, and will be targeted by the hero and the foremost trooper of the player's team as they do so (hvy weapons do not have the option of taking a snapshot free attack, and the tagalong, corpsman, and rear trooper do not have a free field of fire to take a snapshot)



Snapshots are considered opportunistic attacks that are initiated by a target presenting himself in such a manner as to draw reflexive fire from his opponent. Snapshots may only be taken by non running offensive units with a clear line of fire utilizing standard personal weapons. Snapshots may not be taken with heavy weapons, grenades, or HTH (hand to hand) weapons. Snapshots occur during the movement phase, and do not detract from the firing units ability to take a standard shot during the firing phase.

Note, standing still (or reflexively assuming a defensive firing position) does not draw a snapshot. The model in question is still likely to be fired upon during the firing phase, and may suffer from not having any cover, but they will not draw reflexive fire during the movement phase.

Only one snapshot may be made per model during any specific movement phase.

Snapshots are not overly selective - they are by definition an off the cuff lucky shot triggered by the enemies movement. In general, the closest model will draw the shot, but the player controlling the shot is allowed to state their firing choices as they like, provided that the other players are willing to go along with them. In other words, if you annoy the people you play with often enough; you may find yourself in a position where no one is willing to play against you. I will not make it easy for rules lawyers by saying you must always utilize snapshots against the closest enemy, it is entirely possible that there may be a valid reason for a character to ignore a nearby enemy to focus on one further away. Keep it fair and reasonable, and flip a coin if you have players disagreeing as to the validity of a shot.

So in the above example, we need to determine the results of the snapshots first. Of the three running troopers, we will target the first 2. The good guy's point man trooper will fire on the lead enemy trooper, and the hero will fire on the second.

First troopers snapshot

**Trooper**                    4     4     d8    2     8     Standard combat effective.

Combat modifiers:

Hard cover - draw a straight line between the shooter and the shootee - if there exist a structurally significant obstruction within .5 inches of that line within 2" of the target. Then the shooter suffers a -2 modifier to his attack. Players should work out what they feel is, and isn't effective hard cover prior to gameplay, and then flip a coin when needed to resolve in game discrepancies.

Light cover - as above, but involving less physically significant obstructions. In other words, hiding behind a standard office desk or computer terminal will be less beneficial than hiding behind an armored blast door. The shooter suffers a -1 modifier for this sort of cover.

Going to ground - basically the target elects to take full advantage of all cover available and effectively hides from all incoming fire. Models in this situation may not return fire, but they may be entitled to a snapshot for enemies suddenly flanking them. Characters in this position may move and undertake medical procedures as long as they remain under cover relative to the enemy, with no fear of attack from standard weapons. They may still be targeted with indirect fire - grenades, or radius weapons, but standard weapons will not harm them. I fully realize that this is not an accurate reflection of reality; it is instead intended as a reflection of the dramatic moments of our favorite movies and books. How many times has our hero sought shelter from volumes of enemy fire, to take a moment to bind their wounds, rethink their strategy, and regroup - and then leave that cover just as heavy weapons destroy the sanctuary behind them?

Virtually anything that can reasonably hide the target from sight, and at least offer a semblance of protection can provide sufficient cover for "Going to Ground" - providing the players agree, and the decision is consistent.

