

Turn Sequence:			Command & Control:			Movement:		
# CMD & CONTROL: - generate and allocate CMD points # MOVE: - Humans first, then Bugs already on table - Humans may always turn to face unless in hand-to-hand combat (they've been 'jumped') # SHOCK: - Remove all slow/stop markers from last turn (if any); <i>new bugs arrive but may not move/fight</i> # FIGHT: Resolve ALL combats in order - ranged combat, air strikes, then close			Each turn, human player rolls CMD points (not carried-over) # Officer gets 3+1d3; SGT 2d3; CPL 1d3; lose 1d3 if wounded # If all team cmdrs KIA, Troopers move towards nearest live Cmdr. May not 'co-operate' with firing # ALL figures may always defend if attacked ACTIONS: ➤ Add 1x 'CMD bonus' dice to any figure in your group (max of 1 per); may be used for combat OR to make a 2 nd roll ➤ Add points to the 'Air Support' or 'EVAC Ship' pot (OPTIONAL: maximum of 1d3x per Cmdr per turn?) ➤ May also use CMD dice for boarding retrieval ship!			Humans move up to 1x HSpn (on flat ground) or 2"/5cm climbing; * OK figures may <u>assist a wounded</u> , both then moving normal speed. Unaided wounded move 1x 'fore-finger' distance * Boarding: 1d6 adjacent figures may board ship, <u>plus</u> 1d6 per CMD point (max of ?? per ship) Bugs are - moved by the umpires...! * Smaller types move 2x HSpn, others 1x * 'Flyers'....wait and see! * NOTE: All bugs lose 1x HSpn if 'slowed'		
Weapon Type			Ranges, Dice and Modifiers			Firing Results Chart		
# SMALL ARMS:	CLOSE	LONG	DICE	FIRING MODIFIERS:		TARGET	Close (S/K)	Long (S/K)
Assault Rifle	30cm	100cm	3d6	* -1d6 if moving OR wounded/helping		Basic Warrior	3 / 6+	7 / 12+
+ Sniper-scope	50cm	LOS	4 (Top 2)	* -1d6 if target partially obscured		Tank, 'Centurion'	12 / 18+	16 / 24+
SMG	15cm	30cm	(1d3) d6	* +1d6 if given a CMD bonus dice		'MiniTank'	7 / 12+	12 / 18+
# SQUAD LMG:	50cm	LOS	5d6	* +1d6 for each <u>adjacent, unengaged</u> firer of the <u>same weapon type</u> ; max of 2; may only give support once per turn!		Flyer/'Hopper'	# <i>Grounded</i> : treat as per 'Warrior'; # <i>In flight</i> : treat as per 'Tank'!	
'Bug spit'	???		Roll +1 on 'wound' chart					
TACTICAL NOTE: Except for the sniper, multiple dice can be split between adjacent targets; useful to 'slow' a horde...								
Close Quarter Battle			Grenades			Guided Missiles		
* Humans get 1d6 if in frontal arc +1d6 if bugs moved more than 1x HSpn +1d6 for each adjacent unengaged friend (up to 2x others; no crowds!) +1d6 if armed with an SMG * Bugs: 'Warriors' get 3d6, others..... RESULT: * Human wins, roll 2d6 on bug hit chart * Bug win – WOUND CHART Roll 1d6; 1,2=wounded, add a BLUE counter; 3+ =KIA. 2x wounds = KIA			* Roll 1d6 to prepare (best of 2d6 if allocated a CMD point); if 1,2 then delayed a turn (no firing, if caught in CQB then lose!); -1 per other squad member already thrown this turn * Nominate aim point/direction. Range is anything up to: 4+1d3 x1"/2.5cm if thrower is stationary, or 1+1d3 x 1"/2.5cm moving * Blast <u>radius</u> is 5cm * Effect is 3d6 (always use <i>close range</i> column) May use any CMD bonus if targeting a specific bug. If humans caught in blast in the open, use CQB wound chart			* Limited supply ; key figures carry 1x warhead reload * Must be stationary to fire ; target must be visible at all times to ANY squad member NOT currently engaged in any combat, but they can be moving. Reloading must be while stationary * Targeting : left/right = difference of 2d3, x1"/2.5cm Over/under = difference of 2d6, x 1" (x2 if 'over') * May use an allocated CMD point to re-roll any dice * One launch per turn ; choose warhead type on launch: -- AP = single target, no blast; effect = 6d6 -- Frag = 10cm blast circle; effect = 2d6 per		
NOTES & KEY								
'S/K' = minimum numbers required to (S)top or (K)ill a bug. 'Stop' result lasts for 1 turn (marked with a red counter). ANY hits will 'slow' a Warrior to half speed for 1x turn; mark with 'yellow' counter				'HSpn' = a normal 'handspan' (thumb/forefinger); finger-span is f/finger to pinkie 'Wounded' figures cannot operate an LMG but may pass it to another adjacent figure. BOTH must be 'active' to do this!				