

LAST FRONTIER

the_vesuvius_incident

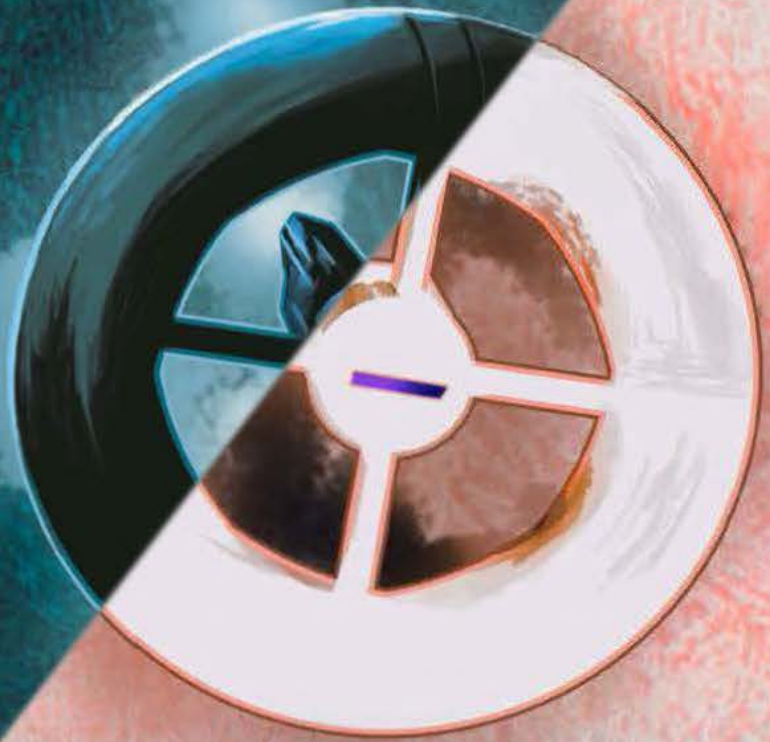


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Design & Development:
Neal Sofge and Michael Wasson

Playtesting: Jed Dougherty, Phil Eklund, Matt Eklund, Ken Levine, Bruce "Ogre" Ogden, Jim Pinto, Robert Posada, Cristiana Ratti, C.J. Ryle, Erik "Brutalizer" Sofge, Brett Sonnenschein, Steve Taylor

Editing: Andrew Tullsen

Art & Graphic Design: Gary Simpson

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INTRODUCTION

The long road to the stars began in 2055 with the discovery of a reliable way to throw spacecraft into the higher dimension known as hyperspace. By 2075 manned expeditions could be made. In 2086 the first colonies were started in nearby systems. Each was nominally under United Nations control, but all were politically and economically independent. To protect the colonies from natural disaster and the ever-feared threat of alien attack, the U.N. formed a Colonial Marine Corps. They were highly trained and equipped with the best of available technology. Outfitted with the fastest ships in space, the Marines were the cavalry for the high frontier.

In 2128 a group of older colonies, after 40 years of independence, decided they would benefit from the subjugation of the others. The Outworld War was a baptism of fire for the young Space Marine Corps. In the modern era, skirmishes flare up occasionally due to old feuds or incompetent colony governments, but the Marines usually keep the peace.

—from the introduction to
Star Guard: A History of
the U.N. Colonial Marines



U.N. COLONIAL MARINES ARCHIVAL TRANSCRIPTS

We were coming back from New Hope, after keeping the folks there from enslaving their neighbors again, when something went wrong. I guess the engineering section of the Vesuvius had taken a hit somewhere, because the drive burned out and we dropped out of hyperspace into the gravity well of Beta 07921. It was a lousy place to be, a red star blessed with just one class M planet - barely terraformable. What's more, a plasma storm surrounded the system, blocking FTL transmissions, and Science said it would be at least four months before that cleared. We hoped the mining colony could provide the drive parts we needed, otherwise, we were in for a long stay.

Then we got the distress call from a Godard-class lab ship in a decaying low orbit. Our only working EVA rig was the assault shuttle, which only holds 12, but we figured a dozen UNC Marines could handle anything.

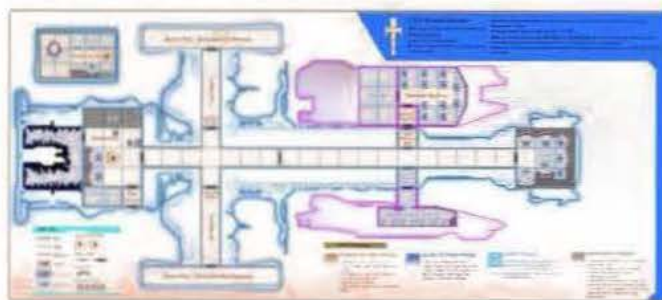
We figured wrong.

COMPONENTS

- 1 Rules booklet
- 1 Mapsheet (may be divided into multiple boards)
- 2 Six-sided dice (D6)
- 1 Cloth bag
- 158 Counters:
 - 12 Marines
 - 4 Crew
 - 3 Bots
 - 12 G71 Rifles
 - 12 M135 Pistols
 - 12 Status / KIA markers
 - 9 Crew Items (Pistol, Log, Access, Tool Kit, Medkit, Video, Suit Patch)
 - 5 Starting Items (RAM, Torch, Pistol, Crew Manifest, Marine Medkit)
 - 16 Status counters (Panic, KO, damage, Breach, IC/Foam)
 - 19 Tracking markers (Orbit, Lift car, Explored, Combat/Explore, Timer)
 - 18 Event counters
 - 4 Named creatures and insane crew
 - 30 Aliens
 - 2 Large Plasma Guns

The Ship and Game Scale

The ship, also known as the Feynman, is the main place the action will take place. Each square on the map is 2 meters to a side. The ship is built in two sections: the main hull and the ring. The rear of the main hull has two levels: astrophysics lab and engineering deck. These are connected by a hatch. The ring wraps around the main section. The map of the ring section shows what it would look like flattened out; the door at the top of each ring half is the same door as the one on the bottom of the other half. The ring connects to the main section by spokes. Only two of these spokes are shown on the map, those containing the lift shafts. These shafts are the only way to travel between the ring and the main section.



Marines, Crew, Bots, Weapons and Starting Items



Tracking Markers

Event Counters



Aliens and Named Creatures



Crew Items



Status Markers

SETUP

1. Bag Setup

Put all the encounters in the bag. The encounters are all the counters with green / yellow / red backgrounds on either side of the counter. There are a total of 68. Add the 4 crew counters and the 3 robots to the bag.

2. Marine Setup

Put the 12 marines inside the assault shuttle - max of 4 marines per square. (Setup shown to the right is one example.) Each marine starts the game with a pistol and a rifle. The medic also has the medkit. Marines with plasma skill may trade their rifles for plasma guns. Place these items in the equipment boxes on the marine tracking section of the board. Put the Status counters in the boxes labeled "healthy" on each marine's status track.

3. Board Setup

Place the crew manifest, RAM dump and lift cars in their labeled places on the map. Shuffle the five orbit-status counters with their Orbit side up. Without looking at the other side, randomly place one in each of the last five boxes of the orbital decay display. Place the orbit timer counter in the "15" box of this display. Place the alert status counter EXPLORE side up on the turn sequence track.

4. Status Counters

There are several types of markers remaining for use during play. Place these nearby:

- 10 Explored
- 3 Breach / Destroyed
- 3 KO / Down
- 4 Panic / Down
- 3 Damage
- 3 IC/Foam / Dark
- 2 Crew Gear (Welding Torch and Pistol)

Terminology

Unit - Anything that takes actions.

Humans - Crewmembers and Marines.

Human Unit - Humans and friendly robots.

Hostile - Any unit not controlled by the player.

Active Units - Units that are undamaged or only lightly wounded

Inactive Units - Units that are knocked out, seriously wounded or down.

Space - Any area on the map bounded by walls and doors. For example, stateroom 3, the main airlock, engineering and the spacesuit locker are all spaces.

Rooms - Labeled spaces, such as the command pod or the medlab.

Corridors - Unlabeled spaces that connect rooms, such as the area between the command pod and the shuttle airlocks.

Locks - The four airlocks and two lift cars.



3 **TURN SEQUENCE**

EXPLORE

HUMAN ACTION PHASE

- Determine alert level for turn.
- If in combat, each human takes one action.

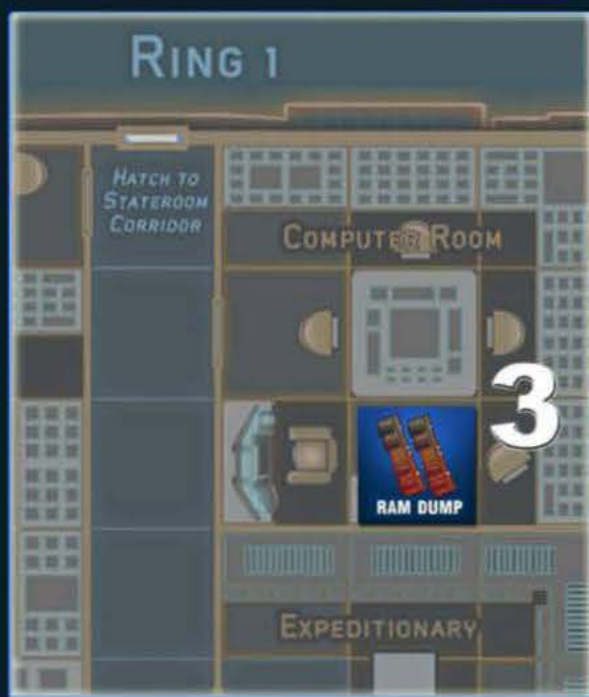
ALIEN ACTION PHASE

- Check for human abduction.
- Each hostile unit takes one action.
- Check status of "down" aliens: if

NOT DURING COMBAT

ORBIT PHASE

- Move the orbit timer ahead one box; flip orbit counter if necessary.
- Resolve any and all repair.



2 **1** **ORBIT** **ORBIT** **ORBIT** **ORBIT** **ORBIT**

Roll 2D6 each turn; if result is equal to or less than the number listed, the ship breaks up in the atmosphere.

3

1

Crew, Handler Bot, Tech Bot, Recon Bot, IC/foam, Weapon Breach, Drive Overload, Drive On, Dark, Booby Trap, Berserk Bot, Airlock Open, Dead Crew, Medkit, Predator, Insane Crew, Nervous, Welding Torch, Suit Patch, Ship's Log, Access Code, Security Video, Pistol, Acid Sprayer



U.N. COLONIAL MARINES ARCHIVAL TRANSCRIPTS

"Robertson, there's no way to start up the engines?"

"Afraid not. Whoever did this knew what he was doing. It'll take at least an hour just to bypass the self-destruct system – assuming we can find an access code to shut down this damn anti-hijack program they've got running. I'd say we lost this one, Sarge."

"Not yet." It takes more than a stupid computer to stop UNC marines. "Hernandez on line. Change of plans. This tub's doing the long fall in half an hour. That gives you around 29 minutes to search this ship top to bottom. Look for survivors. Grab anything that looks useful. Everyone copy that? Good. Move out."

Random selection

When an event or hostile action has several possible targets and the rules do not state which one to pick (e.g. an alien attacking two equally close marines), use a die roll, coin toss or similar method to determine the affected unit. This also applies to order of hostile placement, actions, etc.

SEQUENCE OF PLAY

Each turn of the game is divided into the following phases, which are subdivided into specific activities.

- 1. Human action phase:** Human units move, fire, etc.
 - Determine alert level for the turn.
 - Each human unit acts.
 - Resolve gas attacks.
 - Check panic for each panicking human.
- 2. Alien action phase:** Hostile units move and attack.
 - Check for human abduction.
 - Each hostile acts.
 - Check status of "down" aliens.
- 3. Orbit phase:** Human units perform long actions while the ship falls. This phase does not occur while on combat alert.
 - Move the orbit timer ahead one box.
 - Flip orbit timer if necessary.
 - Resolve orbit phase actions.
- 4. Discovery phase:** Humans encounter new ship denizens.
 - Check for discovery in occupied unexplored rooms.
 - Check for ambush in just-entered corridors and explored rooms.
 - If ship is in atmosphere, move timer ahead one box and check for ship destruction.

MISSION OBJECTIVES

The marines must rescue or otherwise account for each member of the Feynman crew and evacuate all survivors before the lab ship burns up in the atmosphere of Beta 07921. The game ends when there are no active humans on the ship or the ship has been destroyed. The marines, if they are prudent, will evacuate in a lifeboat before this happens.

HUMAN ACTION PHASE

Choose Alert Level

There are two alert levels in the game – combat and exploration. At the start of the human action phase of each turn, choose the alert level. The level selected remains in effect for the entire turn. If there are hostiles on the map or the ship is in the atmosphere then a combat alert is mandatory. Otherwise the player may choose the alert level that best suits his or her strategy.



Exploration Turns

Exploration turns are between 10 seconds and two minutes long ("Game Time"). During exploration turns, marines move through and operate in spaces of the ship they currently occupy. These spaces are "staked out" and guarded, which makes activity more routine. They may also freely move through locks. However, they must wait till the orbit phase to deploy to rooms and corridors they don't occupy. Some human actions, such as repairing equipment or examining records, are limited to exploration turns due to the amount of time they take and occur only during orbit phases.

Combat Turns

Combat turns are 5 seconds long. During combat turns the marines are acting quickly without the care taken during exploration, so it is easier to be surprised. They may move through any spaces, occupied or not. There are no orbit phases while in combat alert, so the ship's orbit does not decay and long actions cannot be performed.

Actions

The marines and other beings on the ship interact by performing actions. All units may act during their action phase, while time-consuming tasks occur during the orbit phase. Units may act in whatever order the player wishes during a given phase. They do so one at a time, and they must complete their entire action before the next unit acts.

A unit may take any of the following actions, any number of times, in any order, during an exploration action phase. During a combat action phase, a unit may take only one action.

- Move
- Attack
- Move then Attack
- Unjam a weapon
- Pick up / Drop casualty
- Check status of a downed human
- Switch equipment
- Pick up / Drop one piece of equipment

- Hack the ship's computer (*Combat turns only*)
- Patch spacesuit
- Launch lifeboat

Gas Attacks and Panic

If the IC/Foam system is active in a room with active characters, roll a die for each unprotected unit in the room (*Encounter Damage Chart*).

If a unit is in panic, roll for panic (*Panic Chart*). Unless the result is panic again, the unit recovers (remove the panic status marker).

ALIEN ACTION PHASE

Human Abduction

Roll 1D6 for each space with one or fewer active human units. On a roll of 1, all humans (both inactive and active) in the space disappear into the bag, grabbed by the well-hidden aliens. Abduction does not occur in spaces that contain aliens, in the assault shuttle, in locks, or to casualties that have been stored in the medlab.

Hostile Units

There are two types of hostile units:

Intelligent: Aliens, the predator and the herbivore.

Berserk: Berserk robots, insane crewmen and the acid sprayer animal.

The two types behave differently, but all get one action per phase.

Intelligent Units

Intelligent creatures react depending on conditions. For each space, determine the reaction of all hostiles as a group.

a) **If there are active humans in the space:** Use the Hostile Unit Actions chart, cross-indexing the number of hostiles in the space with the number of active humans to find an attack number (count robots as humans). Then roll 1D6:

-If the result is equal to or greater than the attack number, the hostile units attack. They will continue to fight until one side is defeated. Do not use the action chart on subsequent turns.

-If the result is less than the attack number, the hostiles flee. They will run through the nearest clear exit; if there are no clear exits, then they attack the human unit blocking the nearest exit. If any hostiles flee into a space occupied by humans, roll for a new reaction for these hostiles on the chart. The hostiles will use any remaining movement points to perform the new reaction, but will not flee into the space they just left (attacking instead). If the hostiles flee into an unoccupied space, return them to the bag.

b) **If there are only inactive humans in the space:** The hostiles kidnap the human casualties. Return the hostiles and the humans (including those "down") into the bag.

c) **If there are no human units in the space:** The hostiles return to the bag.

Berserk Units

Berserk units are not rational. A berserk unit will attack the nearest active unit (hostile or human). It will fight until defeated or until all other units are killed or inactive. If a berserk unit is left in a space without active units, return it to the bag.

Hostile Attacks

Attacking hostiles target the nearest active human unit.

Hostiles armed with close combat weapons will jog (if needed) to stack with their targets and then attack (there is no stacking limit for aliens). If too far away, they'll run instead to get as close as they can. (Note that running aliens will not be able to attack that turn, even if they reach their targets.)

Hostiles armed with ranged weapons stand and double fire if in range. If not in range, they jog and single fire once in range. If too far away, they'll run to get as close as possible.

Inactive human units are never attacked for any reason (even if blocking a door), though they can be abducted. An attacking hostile action is "wasted" if the only available targets are inactive human units.

Ambushing Units

Ambushing units always attack, regardless of whether they are intelligent or berserk. Ambushing units are hostiles that appeared during the Ambush procedure as opposed to the Discovery procedure.

ORBIT PHASE

The orbital decay display measures the number of exploration turns left until the ship hits the atmosphere. During each orbit phase, move the orbit timer one box forward along the display. When it reaches a box with an orbit status counter, flip that counter. If the counter reads "reentry," flip the orbit timer and put it in the leftmost box of the reentry track. Otherwise, discard the orbit status counter.



Orbit phase actions

Any human unit may take one of the following actions in each orbit phase:

- Deploy into an unoccupied space
- Replace spacesuit
- Hack the ship's computer
- Activate robot
- Heal an injured human
- Repair a robot or device
- Examine ship's records
- Patch spacesuit

DISCOVERY PHASE

As the marines move through the ship, they will find hostile aliens, crew (surviving and not), robots and useful items. Unpredictable events will occur. The discovery system controls these encounters. During the discovery phase, humans in an explored room just re-entered, or in a corridor, may be ambushed.

Check each space the humans occupy. Resolve each space completely before moving on to the next space.

If the room is not explored yet:

Discovery Procedure (and do all Discovery Only steps).

If the humans just re-entered an explored room or corridor (no humans were in the space at the end of last turn): Ambush Procedure (and do all Ambush Only steps).

If the humans are in a lock or the assault shuttle or there was a human in this room last turn:
No discoveries or ambushes.

Discovery/Ambush Procedure

1) Roll on the Discovery Phase Chart. Use the Discovery section if this is a Discovery or the Ambush section if this is an Ambush.

2) Draw the indicated number of counters from the bag.

Abducted humans are treated as "live crew members" for the purpose of Step 3, below. Roll a die in Step 4 for any previously abducted humans who reappeared:

1-4: They are dead. Check for Panic (pg 13). Place dead crew members in the "Crew Accounted For" box.
5-6: They are seriously wounded. Place as usual.

3) **AMBUSH ONLY:** Return all counters except hostiles and live crew members to the bag.

3) **DISCOVERY ONLY:** Aliens (or alien animals) and live crew members cannot be discovered in the same space. If this happens, roll randomly to determine which group to return to the bag.

4) Use a separate roll on the Placement Table to place each unit. If a roll on the table would place a unit outside the space in which it was discovered, place it inside the space as far from friendly units as possible.

-Crew members enter play without suits.

-Roll a die (Robots Chart) when a robot is discovered to determine its starting status.

-Equipment may be placed anywhere in the room.

5) **DISCOVERY ONLY:** Resolve any events that were drawn; find each one on the event list (pg 20) and follow the rules there.

6) Roll on the Surprise Table to see if humans are surprised. Hostile units that achieve surprise immediately take one action.

Unaware

All surprise rolls are at +2 until the marines are aware of the threat they face. They become aware the turn after the first time marines account for crew or encounter aliens (whichever occurs first).

7) **DISCOVERY ONLY:** Place an "Explored" counter in the room.

Reentry

Once the timer is on the reentry track, the ship has started to burn up in the atmosphere of the planet. Stay on combat alert for the rest of the game. At the end of each discovery phase, roll 2D6. Compare the result with the number listed in the timer's current box. If the result is less than or equal to that number, the ship breaks up in the atmosphere and all aboard (or in shuttles that have not yet launched) are killed. If the result is greater, move the timer into the next box on the track. Once the timer reaches the last box, it remains there; continue to roll for break-up each turn.

Placement Examples

Eastwood and Robertson move into the Astrophysics Lab. Their discovery roll is a "3", so they pull 3 counters from the bag. All 3 are aliens! They roll one at a time to place the aliens. (If robots or crew were discovered, they would be placed the same way.)

Placement Roll: 1 - Stacked with a random human

They roll a second die, it is a 3; the alien is stacked with Robertson.



Placement Roll: 3 - In Cover

There are no obstructed spaces, so the nearest cluttered space is... right on top of Robertson.



Placement Roll: 5 - 1D6 squares away from any human

After they roll a second die, they can place the alien in any of the squares listing that die number. (The alien can be placed that many squares away from either of the two.)



ACTIONS - MOVEMENT

Movement

Movement may be "free movement" or "cost movement". Free movement is used for routine movement during exploration turns, when units move between areas of the ship already occupied by the marines. Cost movement happens when marines enter an unoccupied room or corridor and during combat alert turns.

Move [Cost]

HUMAN ACTION PHASE



During combat turns, all units must use cost movement. A unit using cost movement moves by expending movement points (MP) for each square it enters, up to a maximum of its movement allowance (MA). In a single turn, a unit may use one type of movement – walking, jogging, or running (see the Movement Allowance Table) – each of which has a different MA. A unit making a Move then Attack action may not use running movement. Movement points may not be transferred from unit to unit or saved from turn to turn. A unit may always enter at least one square per turn, even if it doesn't have sufficient MP.

Terrain effects

The movement point cost to enter a square depends on the contents of the square. Squares are either clear (blue, 1 MP), cluttered (light brown, 2 MP), obstructed (dark brown, 3 MP), or blocked (impassable). Regardless of the amount of furniture or other objects in a square, it is the color of the floor that determines its terrain type; if any of the floor is visible, then the square can be moved into. Squares filled with blocking objects or completely black (e.g. the three portside squares of Engineering or the outer hull squares of the central corridor) cannot be entered. If a unit enters a square with a hostile unit, the unit must stop. Diagonal movement is allowed, except through doors or hatches.

Stacking

Up to four active human units may be stacked in a clear, cluttered or obstructed square. This applies at all times. If there are already four marines in a square another could not move through it. Aliens and inactive humans have no stacking limits. Lift cars hold 8 active human units each.

Encumbrance

Marines carrying plasma guns or inactive humans are encumbered. They move at the heavy human rate.

Wounded/Foam

Wounded units or units moving through Foam halve their MA.

Doors, Hatches and Airlocks

The first unit to move through a door in a given phase must pay 1 MP in addition to the cost of entering the square. Other units may then move through that door for free during that turn. (The door automatically closes at the end of each phase.) The first unit through a hatch uses 1/2 its MA (round up) in addition to the cost of entering the square. There are three types of hatches, as shown on the map key. An airlock may have only one of its hatches standing open at a time. Therefore if one hatch is used in a combat turn, the other may not be opened that turn for any reason.

Microgravity

The ring section is the only part of the ship with gravity, due to its spin. The rest is under microgravity (zero-g). All units in microgravity have the MA shown on the Movement Allowance Table under the row labeled "zero-g."

Hostile Squares

If active human units are stacked with active hostiles, and all the humans leave the square, then the hostiles attack the last human out as a free action.

Lift Shafts

The two lift shafts are the only access to the ring section. Each contains one lift car, which may be moved from one end of the shaft to the other. During a combat turn, any unit who starts the turn in the car or next to one of the hatches at either end of the shaft may move the car to the other end of the shaft (this is a free action and costs no MP). The hatches cannot be opened on the same phase as the car is moved during combat turns. During an exploration turn, any unit in the car or next to one of the hatches can move the car to the other end of the shaft. A hacking roll of 3 from anywhere in the ship will also move the car. Units must spend 1/2 their MA (round up) to enter or leave a lift car.

Move [Free]

HUMAN ACTION PHASE



During the human action phase of exploration turns, units may move into, out of, or through any room/corridor occupied by friendly units. (As long as a friendly unit was in the room/corridor at the start of the turn, it counts as "occupied".) Ignore all movement costs. Units may move freely through locks. Units may not enter any unoccupied rooms/corridors using free movement.

Deploy

ORBIT PHASE



Units performing a deploy action during the orbit phase may enter unoccupied rooms or corridors, but must use cost movement with a jogging MA and then stop for the phase.

ACTIONS - OTHER

Unjam

HUMAN ACTION PHASE



Any marine (but not crew) can unjam a rifle or pistol. Roll on the Repair/Unjam Table.

Pick Up/Drop Casualty

HUMAN ACTION PHASE



Humans must be in the same square as the inactive human to pick them up. Two humans may carry an inactive human; while doing so they move at the heavy human rate. One human may do so, but may only walk. While transporting casualties, a unit may not move and attack in the same phase, and fires at -2.

Check Status

HUMAN ACTION PHASE



A unit in the same square as a DOWN human can check their status. Roll a die:

1-3 : The downed human is dead.

4-6 : The downed human is seriously wounded.

Switch Equipment

HUMAN ACTION PHASE



A unit can switch / give / take one piece of carried equipment with a friendly active unit in the same or adjacent square.

Pick up/Drop Equipment

HUMAN ACTION PHASE



A unit can pick up or drop one piece of carried equipment in the same square.

Replace Suit

ORBIT PHASE



Suits may be put on or replaced at the spacesuit locker or transport shuttle cargo bay. These areas are full of suits; flip the unit's counter over to show they have a suit.

HUMAN ACTION PHASE



Hack

ORBIT PHASE



Hacking is used to respond to events and to control certain ship functions. The event or area will specify a target number for the hacking action. A human who is in a computer terminal square may attempt a hacking action. Roll 1D6 and add the modifiers listed on the Hacking Table. If the result is equal to or greater than the target number, the action is successful, with results as defined by the area or event description. Failed rolls may be re-attempted on the following turn.

Unlike other actions, hacking occurs in different phases depending on alert level: the orbit phase during exploration turns and the human action phase during combat turns.

The following is a full list of the hack numbers needed. The other parts of the rules describe the full effects of each of the results.

HACKING ROLLS

Where	Roll Needed	Result
Command Pod	4	Get Crew Manifest
Computer Room	5	Get RAM Dump
Computer Room	6*	Anti-hijack program shut down
Anywhere	3	Move lift car
Anywhere	3	Cancel Drive Overload
Anywhere	6	Cancel Drive On
Anywhere	7	Cancel Airlock Open
Anywhere	7	Launch Command pod

* (plus Access Code)

SKILL: Hacker (H)

Any human can hack; ones with hacking skills are just better at it. +2 to all hacking rolls.

Activate Robot

ORBIT PHASE



A human in the same square as an inactive robot may activate it. The robot may not perform an action this turn.

Heal

ORBIT PHASE



Only Medics can heal. If a unit has the civilian medkit, they can act as a medic for one turn (discard after use). Additional actions are available if in the Medlab (pg 14).

SKILL: Medic (+)

The medic is provided with a four use marine medkit. Place the counter on the record sheet with the number of uses left pointing up. The medic may heal a lightly wounded human in the same square during the orbit phase, which uses up one charge in the medkit and removes the light wound. The medic may revive unconscious humans in the same square (does not require or use up the medkit). No other unit may use the marine medkit.

Repair

ORBIT PHASE



Only Mechanics can repair.

SKILL: Mechanic (M)

Mechanics are the only ones who may repair robots and plasma guns. They can only repair plasma guns in the Machine Shop. Roll on the Repair/Unjam Table to determine the repair action's outcome.

Examine

ORBIT PHASE



If a marine is carrying a RAM dump, security video, ship's log, or crew manifest, they may examine it during the orbit phase if they are in the same square as a computer. This does not require a hacking roll. The computer is only necessary because all media in 2175 is electronic in nature. Flip the counter and add it to the "Crew Accounted For" box; it is no longer carried by the marine.

Launch Lifeboat

HUMAN ACTION PHASE



Units may use the marine assault shuttle, transport shuttle and command pod as lifeboats to evacuate the ship. To launch a lifeboat, a human must spend one action in that lifeboat's launch area. Events or computer damage may also trigger a launch. Once launched, a lifeboat cannot return to the Feynman. The transport shuttle and the command pod must have a pilot (marine with pilot skill) on board and conscious when launched, or the ship is lost.

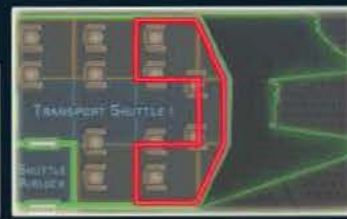
SKILL: Pilot (P)

Only a pilot can safely return a launched lifeboat.

• Marine shuttle: The marine shuttle can hold 12 humans. The launch area is either of the forward squares. The marine shuttle does not need a pilot, as it has an automatic return routine.

• Transport shuttle: The transport shuttle can hold 15 humans. The launch area is either forward square. The marines must explore the shuttle and its storage area before launching it, or they are immediately ambushed.

Launch Areas



• Command pod: The pod can hold 7 humans. It may only be launched with a hacking roll of 7 from any location, including other parts of the ship.

Piloted shuttles (including the marine shuttle, if a pilot is aboard) can pick up units stuck in decompressed spaces one turn after launch. If the Feynman has not broken up yet, such actions always succeed.

Crew Accounting

The marines must make sure they aren't leaving anyone behind; this is a rescue mission, after all. The crew is considered totally accounted for when the live crew (insane or not) plus the total in the "Crew Accounted For" box equals 15 or more.

The last lifeboat can't launch until either the original Feynman crew is completely accounted for, or reentry has started (making it too dangerous to remain).

The last lifeboat may not leave any live marines behind on the map. If live marines have been abducted, the last lifeboat cannot launch without them, unless they are known to be dead or the reentry timer has hit the "4" box.

Patch Suit

ORBIT PHASE



Any unit with a suit patch can repair a breached spacesuit in their square (discard after use).

ACTIONS - COMBAT

Attack / Move then Attack

A unit may choose to either Attack or Move then Attack. If a unit ran this turn, they may not attack. If moving, move as described in the movement section (pg 9), and then make the attack. When attacking, a unit must choose whether to make a ranged attack or a close combat attack.

Ranged weapons: Rifle, Grenade Launcher, RPP-7 Plasma Gun, Pistol, Acid Spray.

Close combat weapons: Unarmed, Welding Torch, Claws, Teeth.

Ranged Attack

Ranged combat refers to projectile weapons, whether used at range or not. Each ranged weapon has its own weapon table.

- 1) Choose your target
 - Target must be in Line of Sight (LOS)
- 2) Choose your weapon
 - Check range and To Hit Value.
 - Choose type of Attack
- 3) Roll Attack
 - Roll 2D6
 - Add modifiers
 - (Natural 2 jams weapon)
- 4) Check if Hit
 - If result is equal to or greater than the To Hit number, the target is hit.
 - If missed, the shot will hit something else
- 5) Resolve Damage
 - Roll 1D6 on the weapon's damage chart.
 - Apply Damage

Self Preservation

Humans must attack and down any hostile units in their square before firing out of the square at other hostiles.

Line of sight

The line from the center of the firing unit's square to the center of the target's square is the line of sight (LOS). If LOS crosses a blocking object (see map key), a wall, or a door, sight is blocked and the unit may not fire at that target. Other objects and units in the LOS do not block sight, but might be hit by accident if the shot misses.

When the firing unit and the target are in the same square, the firing unit may choose any direction to be the LOS before firing (this is necessary in case the shot misses).

-Inactive units are never in the LOS.

-Units in the same square as the target (other than the firing unit) are in the LOS.

HUMAN ACTION PHASE



Weapon Ranges

Units may use whatever unjammed weapons they are carrying. Count the number of squares from the firing unit to the target unit. (Count diagonally as well.) You must choose the shortest number. This will correspond to a range. See the Range Chart for each range's distance. Each weapon has a "To Hit Value" for each range: Adjacent / Point-Blank / Short / Medium

Types of fire

Normally, a marine fires a controlled burst, which counts as one shot. Double fire gives the firing unit two shots, each at -2 to hit. Panic fire, required for marines who have lost their cool, but available to anyone, gives three shots at -2 to hit, but also jams the weapon. Multiple shots may be fired at more than one target, but all the shots must be declared before rolling to hit. LOS must be individually determined for each shot. A unit may not use more than one type of fire (double, panic or normal) in a single turn.

NAME OF WEAPON	TO HIT VALUE (BASED ON RANGE)	DAMAGE ROLL
INSTRON RPP7 SYSTEM	To Hit Value 3/3/5/8	
Die Roll:	1 2 3 4 5 6	
Human	D D D K K K	
Armored	L D D D K K	
Alien	D D D K K K	
Doors 456		Computer 3456
DEFENSE OF TARGET	PENETRATION VALUES	RESULTS

Attack Modifiers

There are various modifiers to the roll based on the unit and the target. For instance, there is a penalty if the unit moved before firing.

Colovisto jogged and then fired his Rifle at Short Range. He gets -2 to his roll.

See Ranged Combat Modifiers for a full list of all the modifiers.

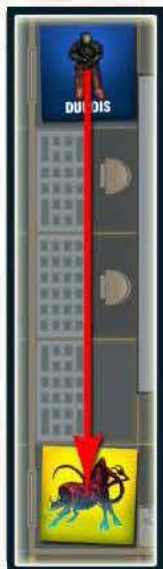
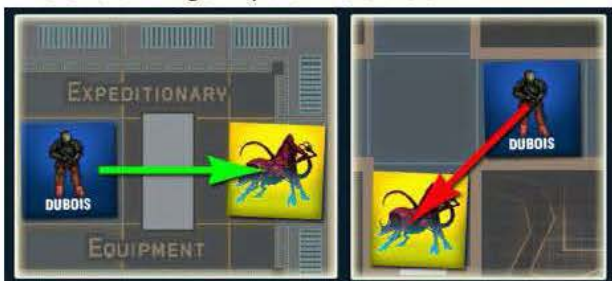
Jammed weapons

A weapon jams on a to-hit roll of 2 (before modifiers) or after panic fire. On a roll of 2 the weapon jams instead of firing, so do not resolve the attack. With panic fire, it jams after the attack. When a gun jams, flip its counter. When a plasma gun jams, it overheats and shuts down. It may only be repaired by a mechanic at the Machine Shop. A roll of 2 while panic firing means the weapon breaks instead of jamming; discard it.

Damage

If the result is equal to or greater than the to-hit number for that range, the target is hit. Check the defense of the target on the Encounter Guide Table. Roll 1D6 for damage. Look on the appropriate row of the weapon table to see what damage was done. The Friendly Damage Effects and Hostile Damage Effects charts will tell you what the letters mean. A more complete explanation is in the Damage Effects box (pg 13).

If the result is less than the to-hit number, the shot missed and will hit something else.





G71 RIFLE



**RPP-7
PLASMA GUN**



**M135
PISTOL**

The **H+K G71 Assault Rifle**, the ultimate refinement of a design dating back to the late 20th century. Using caseless 10-mm explosive ammunition, the G71 combines armor-piercing effectiveness with hard-hitting explosive power. The sealed action of the caseless rifle makes for better performance in the harsh environments Colonial Marines have come to expect. And the smaller ammunition allows for 50-round magazines, to pack extra punch.

The G71 also mounts an integral **20-mm Grenade Launcher** for heavier firepower when needed. Of limited value during close-quarter shipboarding actions, the launcher is nevertheless essential to round out a marine's general-purpose armory.

The **Instron RPP-7 Rapid Plasma Pulse Gun**, the state of the art in weapons technology. Designed to replace the squad machine gun as primary support weapon, it uses a backpack generator and superconducting magnetic coils to fire rapid bursts of hydrogen plasma gas. Its high ammunition capacity gives it a better endurance than most machine guns, more than making up for the heavy training it requires.

The **Colt M135** pistol, the Colonial Marine's personal defense weapon. With 9-mm caseless ammunition, the M135 holds 23 rounds and is quite effective at the ranges it was designed for. Product testing shows the M135 to be highly reliable, with no significant breakage rate if maintained and fired properly.

Explosive grenades

The grenade launcher fires explosive shells. (There is no special counter for this weapon; it is part of the G71 rifle.) It must be aimed at a specific target unit, but also has a blast radius. If the target is hit, it takes damage on the grenade launcher table; otherwise, follow the missed shots procedure and resolve damage to whatever gets hit instead. Regardless of what the shell hits, all units in the blast area (the impact square and the adjacent eight squares) take damage on the Explosion Table, as do any computers, doors, or windows. The chart has the "Blast" icon as a reminder of this effect.

SKILL: Plasma Gunners (G)

These marines can use the complex Instron RPP-7 weapons system. No other unit may do so.

Missed Shots

A shot that does not hit its target will hit something else. If there are other units in the LOS, roll a die for each one, in order of distance from the firer. On a roll of 1-3, that unit is hit; stop rolling. Otherwise, if nothing in the LOS gets hit, extend the line of sight past the target, rolling to hit each unit as before. Continue rolling until a unit gets hit or until the LOS reaches a wall, obstructing object, computer, door, or window. Hits to walls have no effect. Hits to obstructing objects have no effect except in the Drive Room (see pg 14).

Computer Hits

If a computer is hit, roll a die and consult the computer penetration number on the weapon table. If the roll is equal to one of the numbers on the table, the computer is damaged. Roll on the Computer Hit Chart and resolve the effects:

- **Explosion:** Roll explosion damage to all units in the square with the computer (Explosion Table).
- **IC/Foam, Darkness:** As described under Events (pg 20).
- **Special:** If the computer is in the ring section, the ring stops (see Events, pg 20). Otherwise, the computer launches the transport shuttle or, if that is gone, the command pod (see Launch Shuttle, pg 10).

In any case, the computer no longer functions; place a "destroyed" counter on the square. Further hits have no effect.

Door and Window Hits

If a door is hit, roll a die and consult the door penetration number on the weapon table. If the roll is equal to one of the numbers on the table, the door is blown open. Place a breach marker on the door. Breached doors cost no MP to move through, and will remain open for the rest of the game. Use the same procedure for hits to windows (which only exist in the shuttles, the command pod and the astrophysics lab). Hatches are too tough to be damaged.

Decompression

Decompression occurs when a window is breached or when a door is breached/opened adjacent to an already depressurized area.

Everything in the decompressing space is immediately blown 2 squares directly toward the breach. Units blown off the map are killed. At the end of the next human action phase, all other doors (but not airlocks) leading to the depressurized space lock shut. Units may no longer move through them.

Unprotected humans and other creatures in a depressurized space are killed at the end of the second human action phase following decompression. Surviving humans may enter the engineering airlock during the next orbit phase. If the airlock isn't working (e.g. if it is jammed open due to an event) then they must take refuge in the decompressed spaces until evacuation time. Decompression does not damage robots.

No Discovery or Ambush Procedures take place in decompressed areas.

Unarmed Combat

A human unit may attack using the Unarmed combat table in close combat. This attack is primarily for use against insane crew members, but may also be useful to unarmed crewmembers, robots, and unlucky marines. It is best to keep all the crew alive, if possible. Unarmed combat will not kill, so it is useful for making them inactive without killing them.

DAMAGE EFFECTS



- (L) Light wound (Humans): Unit is reduced to half MA, -2 to hit with ranged weapons. (Unit can be healed by the medic.)
- (S) Serious wound (Humans): Unit is inactive for the remainder of the game. All equipment the unit carried is destroyed.



- (S) Serious damage (Robots): The robot becomes inactive until repaired.



- (K) Kill/Destroy: Remove the unit from the map. All equipment carried by the unit is destroyed. When an alien is killed, see Acid Spray, below. Add killed hostiles to the explored marker pile rather than back to the bag. When a crew member is killed, add them to the "Crew Accounted For" box.



- Berserk (Robots): The unit is berserk and hostile.

- (KO) Knocked Out: The unit is inactive until revived by the medic or the medlab.



- (D) Down: Place a down marker on the unit, and destroy all carried equipment.
-A downed human or robot remains inactive until another human performs a status check.

-A downed alien is still considered active (can be attacked), but can take no actions for any reason. Further hits have no effect unless a "K" result is obtained. At the end of the Alien action phase roll 1D6. On a 1-4, the alien is killed. On a 5-6, the alien was only stunned – immediately roll for surprise at +1 (no other modifiers) and resolve its free action, if any. If an alien that has risen in this manner is downed a second time, it is definitely dead. Immediately remove it from the map, without resolving any acid spray attacks.

Additional Damage

If a wounded unit takes another hit, the damage adds up as shown on the Damage Addition Chart. Down or seriously wounded units are not in LOS and do not count for stacking.

Close combat

Close combat weapons are either organic devices like claws and teeth or improvised objects. They always hit, requiring only a damage roll. There are no modifiers, but units using their running MA may not attack. Close combat may occur only between units in the same square. Close combat weapons do not jam.

- 1) Choose your target
-Target must be in same square.
- 2) Resolve Damage
-Roll 1D6 on the appropriate row of the weapon's damage chart.

Acid Spray

When an alien (not the alien animals) takes a "K" result during combat, it immediately sprays all units in its square with acid blood. Resolve as a close combat acid spray (i.e. a damage roll with no to-hit necessary). Only a literal "K" result causes a spray, not death from "down" status checks.

Knockout Gas

The intruder control systems and the handler bot use anesthetic gas. Roll on the Gas Encounter Table for damage against all occupants of the space. Protected humans and aliens are unaffected. The IC/Foam event continues to attack each turn for the rest of the game, while the specibot's armament works only once for each attack.

Spacesuits

Marines have spacesuits that protect them from vacuum and gas attacks. If a marine (or a crew member with a suit) takes damage (Light Wound, Serious Wound or Downed), the suit is breached and the human is considered unprotected (though the damaged suit still retains its armor value, in the marine's case). Flip the counter to show the new state of the suit.

Panic

There is a chance humans will panic if:

- They see another human get a "K" result from a claw attack.
- They begin a phase alone with aliens (only one active human in the space).
- They discover grisly half-eaten human bodies.

Immediately roll on the Panic Chart.

(If they encounter two events with dead crew in the same discovery, only roll once.)

On the next human action phase, panicking humans act before all other human units and must take one of the following actions:

- a) Panic fire at the nearest hostile unit(s), preferring active units over downed ones.
- b) If unable to fire, use entire MA to move away from hostiles.
- c) If unable to do a or b, stand in square and freeze up. Running for the nearest human-occupied space can be substituted for "c" if the panicker is alone.

Roll for panic again at the end of each human action phase. Unless the result is panic again, the unit recovers. At the beginning of the next exploration turn, all panicking units recover.

SKILL: Tough (T)

A tough marine adds +1 to panic rolls.

SPECIAL AREAS

Command Pod

Once the nerve center of the ship, this area has been trashed and the records scrambled. On a hacking roll of 4, the marines discover the crew manifest; place the manifest in one of the hacker's empty equipment boxes. The marines may use the pod as a lifeboat.

Shuttles

The marine assault shuttle is a safe zone: No ambush or discovery occurs there, and casualties may safely be left unsupervised. The other shuttle is not safe; treat it as any other space in the ship. Marines can replace damaged suits in the transport shuttle cargo bay and can use both shuttles as lifeboats.

Lift Shafts

The cars hold 8 active human units each.

Drives

The drive room holds the hyperspace field generators and the fusion engines. Nearby weapons usage is extremely dangerous. A hit to any drive square causes an overload in the drives, with the same effects as the Drive Overload event.

Medlab

The medlab is the medical center for the ship. Any active human in the medlab may use a heal action during the orbit phase to do one of the following:

- Place an incapacitated unit in the Medlab into suspension capsules, which protects it from attack while unsupervised.
- Revive an unconscious unit (units with the KO status).
- Recharge the marine medkit to full strength, if held.

Machine Shop

Mechanics in this area make repair rolls at +1, and all marines make unjam rolls at +1. This is the only area where plasma guns may be fixed.

Computer Room

The computer room holds the ship's main computer. Any hits to the wall units (obstructing objects) or the main processor (central square) in this room have a 50% chance of destroying the main computer and disrupting power to the ship (roll a die). If the main computer is destroyed, the lights go out (all areas are dark), the ring stops, and the computer room fills with IC gas and foam (resolve from the event list, pg 20).

If the marines find the access code, they may make a hacking roll of 6 in the computer room to shut down the computer's erratic defense program. If they do this, or if the computer is destroyed, the Ring Stop, Airlock Open, Drive On, and Drive Overload events will not occur. If drawn, discard them instead of resolving them. The marines may also get the computer's RAM dump here with a hacking roll of 5; if successful, place it in one of the hacker's empty equipment boxes.

Equipment

The ship holds various items that may be useful to the marines. They must be picked up before use. Each takes up one equipment box on the marine record sheet, except for the plasma gun, which takes up two. Marines can carry a maximum of four boxes of equipment.

- Access Code: Required to shut down the computer
- Civilian Medkit: Can recharge the medic's supplies (back to 4 uses) or allow any other human to act as a medic for one turn. This is the only way non-medics may heal wounds. Discard after one use.

- Crew Manifest: Record of crew assignments; accounts for crew. Only available in the command pod and cannot be picked up without a successful hack.

- Pistol: Civilian-model slugthrower.

- RAM Dump: Record of shuttle launches; accounts for crew and what happened to the other shuttle. Only available in the computer room and cannot be picked up without a successful hack.

- Security Video: Tape of aliens killing crewmembers. Accounts for crew.

- Ship's Log: Early record of alien attack. Accounts for crew.

- Suit Patch: Can of spray polymer that allows any unit to repair a breached spacesuit with a Patch Suit action during the orbit phase. Discard after use.

- Toolkit: Gives a +1 to repair and unjam rolls. If used for a successful repair (not unjamming), discard.

- Welding Torch: May be used as a weapon.

ROBOTS & CREW



Robots

Robots come in three varieties:

- Handler Bot: Defends as armored human; attacks with built-in pistol or knockout gas.

- Tech Bot: Defends as human; attacks with built-in welding torch. Acts as mechanic; gives +1 to human mechanic's repair rolls or marine unjam rolls (if in same square).

- Recon Bot: Defends as armored human; attacks as unarmed. Gives -1 to discovery or ambush surprise rolls in its space.

Robot Activities

Robots may take any action humans can, except for Hack, Examine Records, Launch Shuttle and Activate Robot. Robots must be accompanied by at least one human in the same space or they become inactive. Robots may carry one piece of equipment, but may not use it. They are not affected by gas or decompression.

Crew

Crew are survivors of the massacre that occurred when the aliens were first brought aboard. Crew subtract one from all panic rolls, but otherwise are treated like marines. They appear without spacesuits. The first crewmember to appear has a pistol, the second a welding torch, and the rest are unarmed. (Use the two pieces of crew gear set aside at the beginning of the game.) Some crew were driven insane by their ordeal; they will attack until subdued or killed. The marines may not voluntarily leave crew alone in a space at any time. Crew members who do end up alone must use their next actions to move as quickly as possible to a marine-occupied space.



GAME END

The game ends when there are no active humans on the ship or the ship has been destroyed. Once the game is over, determine victory as detailed below.

Game End Tally

All crew and marines that are away in a shuttle or command pod are counted as returning safely.

If the Feynman was destroyed, move all crew from the Feynman (not from the bag) to the "Crew Accounted For" box.

Items brought back without examination (RAM dump, security video, etc.) may be added to the "Crew Accounted For" box.

Victory

Victory is determined by adding up the victory points (VP) earned at the end of the game.

- +3 VP per crewmember accounted for.
(Count up the number of crew in the "Crew Accounted For" box plus any "Accounts For" items and events in the box.)
- +5 VP per live returning crewmember.
- +1 VP per live returning marine.
- 20VP if no one escapes.
- +2 VP : *Cinematic victory*
Last lifeboat launch was while the re-entry timer was on the "4" or greater box.
- +2 VP : *Military victory*
Both shuttles returned.
- +2 VP : *Scientific victory*
Command Pod returned.
- +2 VP : *Total victory*
All crew accounted for.
(15+, which includes live returning crew.)
- +2 VP : *Pyrrhic victory*
Only one marine escapes.

Victory Levels

- < 30 : Total failure.
- 30 - 41 : The mission is a marginal failure.
- 42 - 54 : The mission is a success.
- 55+ : Total success.

Regardless of victory levels, any surviving marines are awarded the Starburst for Heroic Valor; all wounded in action receive Purple Hearts. Those Killed or Missing In Action receive the UN Medal of Honor posthumously.

OPTIONAL RULES

Sealing Breaches

Units that spend one orbit phase with a welding torch in the square next to a breach can seal it. Unlocking a door to an adjacent pressurized space also takes an orbit phase. (An exception is airlock doors, which don't lock in response to pressure.) Once a depressurized space has been fully resealed, it can be re-pressurized by opening a door between it and an adjacent pressurized space. A space can be used as a makeshift airlock this way, by systematically opening doors so that units can move through the area without decompressing the ship.

Exterior Movement

This requires extending the movement grid to one square beyond the ship's hull. Units blown out of the ship but not out of this area are not automatically lost. Instead, all movement outside is normal, although hard to visualize. Combat occurs normally, except all "D" results become "K" since the target will float away from the ship. Due to the artificial gravity, units cannot move onto the ring section while it is still spinning without being flung away from the ship.

2 Player

Split the marines up among the players. The Team Leader is the player who controls the highest ranking marine still alive on the command chain. The Team Leader is the player who makes any universal game decisions (eg, Explore or Combat turn). Each player can move their marines as they want. Move in order of the command chain if the players want to move to the same square.

Chain of Command

SGT HERNANDEZ
CPL BRESINSKI
CPL KYOSHI
CPL ORLOV
CPL SARMA
PFC LICHTER
PFC DUBOIS
PVT COLOVISTO
PVT MENDEZ
PVT YEE
PVT ROBERTSON
PVT EASTWOOD

Total all the points as usual at the end of the game to see the joint level of victory. But for bragging rights in the barracks, each player totals separately the marines still alive in their group and any crew they personally accounted for/saved. If both players had marines in a space where they found crew, the highest ranking marine in the space claims that crew.

EXAMPLE OF PLAY

To demonstrate how the various game systems interact, we follow the actions of a fireteam, composed of Pvt. Colovisto, Pvt. Robertson, Pfc. Dubois and Pvt. Eastwood, as they enter the doomed lab ship in search of survivors. All start in the assault shuttle as the game begins. For simplicity, the other 8 marines are not on this mission.

TURN 1:

Human Action Phase: Alert status is set to Explore, as being in combat turns is dangerous and there's plenty of time left. Since it's an exploration turn, the marines use free movement and everyone piles into the starboard shuttle airlock. There they have to stop, as they can't enter unoccupied areas (like the corridor) using free movement.

Alien Action Phase: No aliens on the map. All the humans are together, so there are no abduction checks.

Orbit Phase: The orbit marker goes to 14. All four marines take deployment actions, so they use cost movement with jogging MA; remember that the area is in zero-G. Eastwood is first (he's a heavy marine, but in zero-G, so his MA is 2) and opens the hatch (1MP), then moves one square up (1MP). Dubois stacks with Eastwood (1MP), Robertson moves up one and left one (2MP), and Colovisto moves up one and right one (2MP). Now they're ready for whatever shows up.



Discovery Phase: The corridor was previously unoccupied, so an ambush check is made. The roll is a 2 – an ambush! Three counters are drawn from the bag: two aliens and a toolkit. The toolkit is returned to the bag, and placement rolls are made for the aliens: 1 and 4. One is therefore down the hall (another D6 roll reveals that it is 5 squares away, so it ends up next to the command pod) and the other one is stacked with one of the marines. A random roll determines that Eastwood is the lucky guy. Now the marines roll for surprise, getting a 1, +2 for an ambush and +2 more for being unaware, for a total of 5 – no surprise.



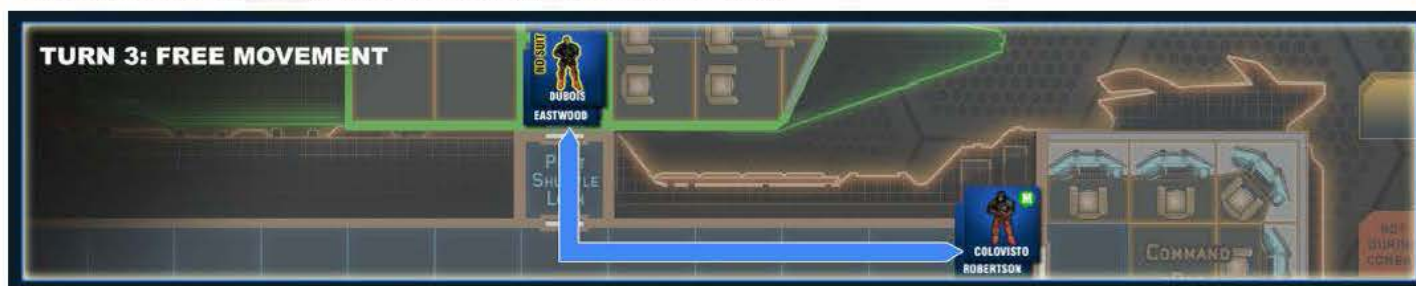
TURN 2:

Human Action Phase: There are active aliens, so alert status goes to combat. Colovisto takes aim at the distant alien with her G71; it's at short range (4 squares away), and thus needs a 5 to hit. She rolls a 7. Now she rolls a die on the damage table and gets a 5, killing it. Eastwood then blazes away with his plasma gun at the one in his square; it's at adjacent range. He needs a 3 and rolls a 5, but gets -1 for the extra unit (Dubois) in the target square. This hits anyway, and Eastwood rolls a 4 for damage, killing the alien and splattering acid blood over himself and Dubois. Eastwood rolls a 2 for acid damage (no effect) and Dubois gets a 3, lightly wounding him and breaching his spacesuit. But at least the aliens are all dead.

There are no aliens and no humans are alone, so the **Alien Action Phase** is uneventful. The **Orbit Phase** does not occur (because it is a combat turn). Nothing happens in the **Discovery Phase**, as there are no newly-entered spaces this turn.

TURN 3:

Human Action Phase: Alert status is exploring once again. Robertson and Colovisto free move to the square next to the command pod, while Eastwood and Dubois move into the transport shuttle airlock (ignoring the port shuttle lock, since they're free moving). The Alien Action Phase remains calm.



Turn 3 cont.

Orbit Phase: The orbit marker goes to 13. Everyone deploys. Eastwood opens the hatch (1MP), then moves one square up (1MP), followed by Dubois, who moves one up and one right (2MP). Robertson opens the hatch and moves one square right, then Colovisto follows him in.



Discovery Phase: Both rooms were just entered, so discovery checks are made. The command pod team rolls a 5 – no encounter, but an Explored counter is placed in the room. The shuttle group rolls a 2, and draws an alien and a “weapon breaks” event from the bag. An Explored counter goes in the room. The event takes effect now, destroying Eastwood’s beloved RPP-7. Then the alien is placed with a roll of 2, stacking it with a marine. A random roll makes Dubois the lucky guy this time. The surprise roll is a 6, with no modifiers – the marines are surprised. Since this is not an ambush, the alien consults the action chart, and sees that it needs to roll a 4 or more to attack. It rolls a 3 (with no modifier since there are two doors) and runs for it. Unfortunately, Eastwood is in the way, so it moves into his square and attacks. It rolls a 5, killing him; he leaves the map. Dubois checks for panic, and gets a 3, -1 for being alone. He panics.

TURN 4:

Human Action Phase: Alert status goes to combat. Dubois panic fires at the alien, which is at adjacent range and so he needs a 3 to hit. He gets three shots: 7, 4, 6, but he’s at -2 to hit from the panic fire and -2 from being wounded, and this modifies the rolls to 3, 0, 2. One shot hits and he rolls a 2 for the damage, downing the alien. The other two shots miss, hitting the hatch behind the alien that leads to the cargo bay; no effect. His G71 is now jammed from the panic fire. Colovisto runs to help Dubois, opening the hatch (3 MP) and running 3 squares down the corridor before running out of MP. Robertson moves down a square, hoping to hack for the crew manifest next turn. Now Dubois checks for panic, rolls a 4 and recovers.



Alien Action Phase: The aliens might abduct Robertson or Colovisto, since they’re alone. Dubois can’t be, since he has an alien in his space. Colovisto rolls a 3, but Robertson rolls a 1 and disappears into the bag. Now the down alien checks its status, rolling a 5. It’s alive! Dubois rolls a 5 for surprise and curses his luck. The alien checks the action table, rolls a 4, and decides to kill him. It rolls a 3 for its attack and Dubois goes down (a Down counter is placed next to his character).

Discovery Phase: Colovisto has to check for ambush, since no one was in the corridor last turn. She rolls a 6, and avoids trouble.

TURN 5:

Human Action Phase: Alert status stays at combat. Colovisto runs another three squares down the corridor, ending up next to the shuttle airlocks. Then she runs out of MP (it takes 4 to open the hatch and run through, and she’s got 3 left) so she stops.

Alien Action Phase: Once again, Colovisto is alone, so she rolls for abduction – a 5, she’s OK. The alien in the shuttle finds itself alone, so it disappears into the bag with Dubois.

Discovery Phase: The corridor Colovisto is in was occupied last turn, so no need for an ambush check. Colovisto looks around, then checks her radio. Realizing that all her teammates are dead or worse, she wisely chooses to end this example.

CHARTS & TABLES

MARINE SIDE

ACTIONS

Human Action Phase:

- Move
- Attack
- Move then Attack
- Check status of a downed human
- Pick up / Drop a piece of equipment
- Hack the ship's computer (*Combat turns only*)
- Launch lifeboat
- Unjam a weapon
- Pick up / Drop casualty
- Switch equipment

Orbit Phase:

- Deploy into an unoccupied space
- Replace spacesuit
- Hack the ship's computer
- Activate robot
- Heal an injured human
- Repair a robot or device
- Examine ship's records
- Patch spacesuit

COMBAT PROCEDURE

1. Roll to Hit (Close Combat always hits)
 - Roll 2D6 and add combat modifiers (Natural 2 is a Jam).
 - Must be equal to or greater than To Hit Value.
 - To Hit Number depends on Range: Adjacent/Point-Blank/Short/Medium
2. If Hit, roll damage. If miss, roll for each item in LOS in order of distance from firer. 1-3 hit, 4-6 miss. Continue until hit occurs.

RANGED COMBAT MODIFIERS

(Add to die roll)		Wounded	-2	Carrying a casualty	-2
Walking	-1	Double fire	-2	Each unit in LOS other than target or firer	-1
Jogging	-2	Panic fire	-2		
Running	NA	Dark room	-1		

MOVEMENT ALLOWANCES

Unit	Walk	Jog	Run
Humans	2	4	6
Heavy Humans	2	3	5
Aliens	3	6	10
Robots	2	5	7
Zero-G	1	2	6

All units have the same MA in zero-G.

Heavy marines are ones carrying plasma guns or inactive humans.

Wounded units halve MA (round down).

Foam: All units halve MA (round down).

Lift shafts: Move to either end of shaft if unit starts phase in car or in same square as hatch. In combat, hatches cannot open in the same phase the car moves.

REPAIR/UNJAM

Roll one die:

Roll	Result
1-2	Destroyed
3-5	No effect.
6+	Jam clear/Item repaired.

Modifiers to roll:

Mechanic	+1
Machine Shop	+1
Techbot	+1
Toolkit	+1
(used up if successful)	

RANGES

Adjacent	0-1 squares
Point-Blank	2-3 squares
Short	4-6 squares
Medium	7+ squares

HACKING

Roll equal to or greater than target number on 1D6 to succeed.

Modifiers to roll:

Hacker	+2
In computer room	+2
In engineering	+1
In command pod	+1
Orbit phase	+2

COMPUTER HITS

1	Special (see pg 10)
2	Darkness
3-4	IC/Foam
5-6	Explosion

DAMAGE ADDITIONS

When damaged units are hit again, the damage adds as shown below:

L+L = S	D+D = D
S+L = S	(aliens)
S+D = K	D+D = K
D+L = D	(all others)

HOSTILE DAMAGE EFFECTS

Alien Animals/Insane Crew:

NE	No effect.
KO	Knocked out; inactive until revived.
L	No effect.
S	Inactive for rest of game.
D	Down; unit is inactive. Roll 1D6 when checked: 1-3: Killed; 4-6: Serious wound.
K	Killed.

Aliens:

NE	No effect.
D	Down; alien cannot act. Roll 1D6 at the end of the next alien action phase: 1-4: Killed; 5-6: Just stunned, roll for surprise.
K	Killed. Everything in the alien's square is hit by acid.

MARINE WEAPON DAMAGE CHARTS

G71 ASSAULT RIFLE

To Hit Value
3/4/5/6

Die Roll:	1	2	3	4	5	6
Human	L	D	D	D	K	K
Armored	NE	L	L	D	D	D
Alien	NE	D	D	D	K	K
Doors	56					
Computer						456

G71 GRENADE LAUNCHER

To Hit Value
3/4/6/7

Die Roll:	1	2	3	4	5	6
Human	D	D	D	K	K	K
Armored	L	L	D	D	K	K
Alien	D	D	D	D	D	K
Doors	456					
Computer					23456	Blast

INSTRON RPP7 SYSTEM

To Hit Value
3/3/5/8

Die Roll:	1	2	3	4	5	6
Human	D	D	D	K	K	K
Armored	L	D	D	D	K	K
Alien	D	D	D	K	K	K
Doors	456					
Computer						3456

UNARMED

Close
Combat

Die Roll:	1	2	3	4	5	6
Human	NE	NE	KO	L	L	S
Armored	NE	NE	NE	NE	NE	KO
Alien	NE	NE	NE	NE	NE	D
Doors	-					
Computer						6

COLT M135 PISTOL

To Hit Value
3/5/6/8

Die Roll:	1	2	3	4	5	6
Human	L	L	D	D	D	K
Armored	NE	NE	L	L	L	D
Alien	NE	NE	NE	D	D	D
Doors	-					
Computer						6

WELDING TORCH

Close
Combat

Die Roll:	1	2	3	4	5	6
Human	L	L	L	D	D	D
Armored	NE	NE	NE	L	L	L
Alien	NE	NE	NE	NE	D	D
Doors	6					
Computer						56

CHARTS & TABLES

HOSTILE SIDE

DISCOVERY PHASE

Do not check locks or the Assault Shuttle.

Discovery: In unexplored rooms; roll one die:

Roll	Result
1-3	Draw that many encounters from the cup
4-6	No encounter; place EXPLORED marker

Ambush: In just-entered corridors or just-entered explored rooms; roll 1D6:

Roll	Result
1-3	Ambushed; draw three encounters from the cup and return all except hostiles & live crew
4-6	No encounter

PLACEMENT

To determine where encountered units are, roll a D6 each:

Roll	Result
1-2	Stacked with random human unit in space.
3-4	In cover – nearest obstructed square to human units in space (including the ones they occupy). If none available, nearest cluttered square. Otherwise, treat as roll of 5-6, below.
5-6	1D6 squares away from any human in space or farthest point in space, whichever is closer.

HOSTILE UNIT ACTIONS

Alien units in space	Human units in space											
	1	2	3	4	5	6	7	8	9	10	11	12+
1	3	4	5	6	7	7	R	R	R	R	R	R
2	2	3	4	4	5	5	6	6	7	7	R	R
3	2	2	3	4	4	4	5	5	5	6	6	6
4	1	2	3	3	4	4	4	4	5	5	5	5
5	1	2	2	2	3	3	4	4	4	4	4	5
6+	0	2	2	2	2	3	3	4	4	4	4	4

Roll greater than or equal to # on 1D6 to attack. Otherwise, run. R = Automatically run. Doors in space add to roll: 1: +1 2: +0 3+: -1 Ambushing and berserk units always attack.

Claws		Close Combat					
Die Roll:		1	2	3	4	5	6
Human		D	D	K	K	K	K
Armored		NE	L	D	D	K	K
Alien		NE	NE	NE	NE	D	K
Doors 6		Computer 56					

Acid Spray		6/8/-/-					
Die Roll:		1	2	3	4	5	6
Human		L	L	D	D	K	K
Armored		NE	NE	L	L	D	D
Alien		NE	NE	NE	NE	NE	NE
Doors –		Computer 6					

Herbivore Teeth		Close Combat					
Die Roll:		1	2	3	4	5	6
Human		NE	L	L	D	D	D
Armored		NE	NE	NE	L	L	L
Alien		NE	NE	NE	NE	NE	D
Doors –		Computer –					

ROBOTS

Roll one die when discovered to check condition:

1	Berserk
2-3	Damaged
4-6	Inactive

ENCOUNTER GUIDE

Encounter	Attack	Defense	Movement
Marines	Various	Armored	Human
Crew	Various	Human	Human
Insane Crew	M135 Pistol	Human	Human
Acid Sprayer	Acid Spray	Human	Human
Herbivore	Teeth	Alien	Alien
Predator	Claws	Human	Alien
Handlerbot	Pistol, Gas	Armored	Robot
Techbot	Welding Torch	Human	Robot
Reconbot	Unarmed	Armored	Robot

SURPRISE

Roll one die for each space:

Roll	Result
1-5	No effect.
6+	Humans surprised, hostiles immediately take one action.

Modifiers to roll:

Ambush	+2
Dark room	+1
Foamed room	+1
Combat turns	+2
Reconbot used	-1
Unaware	+2

Downed aliens who wake up again surprise on a 5-6, but there are no modifiers to the roll.

PANIC

Roll a die when a human sees another human get a K result from claws, is alone with aliens, or discovers dead humans:

Roll	Result
1-2	Panics
3-6	No Effect/Recovers

Check each turn until recovery.

Modifiers to roll:

Tough skill	+1
Alone in space	-1
Crewmember	-1

ENCOUNTER DAMAGE CHARTS

Explosion		Hits all in square					
Die Roll:		1	2	3	4	5	6
Human		L	D	D	D	D	K
Armored		NE	NE	L	L	D	D
Alien		NE	D	D	D	D	D
Doors 6		Computer 6					

Gas		Hits all in space					
Die Roll:		1	2	3	4	5	6
Unprotected		NE	NE	NE	KO	KO	KO
Spacesuited		NE	NE	NE	NE	NE	NE
Alien		NE	NE	NE	NE	NE	NE
Attacks at the end of the human phase.							

FRIENDLY DAMAGE EFFECTS

Humans:

NE	No effect.
KO	Knocked out; inactive until revived.
L	Light wound; -2 to hit and half MP.
S	Serious wound; inactive for rest of game.
D	Down; unit is inactive. Roll 1D6 when checked: 1-3: Killed; 4-6: Serious wound.
K	Killed.

Robots:

NE	No effect.
KO	No effect.
L	Light damage; roll 1D6: 1-3: Berserk; 4-6: Serious damage.
S	Serious damage; unit may take no actions until repaired.
D	Down; unit is inactive. Roll 1D6 when checked: 1-3: Destroyed; 4-6: Serious damage.
K	Destroyed.

EVENTS

After resolving an event, leave it out of the bag. The back side can be used as an “explored” counter in most cases.



Airlock Open

The computer opens both hatches to the engineering airlock in the main section. See decompression rules for effects. The lock may be closed and the area re-pressurized, with a hacking roll of 7.



Berserk Bot

One robot already on the map goes berserk. Treat it as a hostile unit that has just been discovered. If there are no robots on the map, ignore this event.



Booby Trap

A booby trap, left from the crew's battle against the aliens, goes off. It immediately hits everything in the square adjacent to the door. (If units entered by more than one door, pick randomly.) Use the Explosion Chart to determine damage.



Dark

The lights in this space are out and the only illumination comes from the lamps on the marines' helmets. Attacks against aliens are at -1 to hit (they emit no IR radiation) and all surprise rolls are made at +1. Place the counter in the space as a reminder.



Dead Crew

The marines have stumbled onto the half-eaten remains of one or more crewmembers. Check for panic. Then place the counter in the “Crew Accounted For” box on the map.



Drive On

The main drive unit activates. It may be shut down with a hacking roll of 6. Until then, leave the event counter on the map. While the drive is on, it creates the following effects:

- At the end of each turn every unit in a clear square moves 1 square to the left (toward the rear of the ship), unless blocked by a wall.
- All ranged combat is -1 to hit.
- MAs are reduced by 1.

During each orbit phase, do not move the timer normally. Instead, roll 1D6:

- 1 : Move the timer backward one box.
- 2-3: Move the timer forward one box.
- 4-6: Move the timer forward two boxes.



Drive Overload

The computer attempts to self-destruct the ship by overloading the hyperdrive. Until the drives are shut down, stay on combat alert. Each turn, at the end of the discovery phase, roll 2D6. On a roll of 2, the drives will detonate, destroying the ship and all occupants. The drives may be shut down with a hacking roll of 3.



IC/Foam

The room's intruder control system fills the space with firefighting foam and anesthetic gas. This has the following effects in the space:

- Foam halves the MA of all occupants and gives a +1 to surprise.
- The gas attacks immediately and at the end of each human action phase (for the rest of the game). Place the counter in the space as a reminder.



Ring Stop

The computer activates the emergency brakes for the ring section. Everything in the ring immediately moves 3 squares toward the bottom of the map. They stop if they hit a wall or blocked square, or move into an obstructed square. Every unit in the ring loses its action phase the following turn. The ring is now under microgravity; use the zero-g movement rules and reduce all terrain levels by one (cluttered becomes clear and obstructed becomes cluttered). Leave the event counter on the map as a reminder.



Weapon Breaks

A weapon carried by one of the units in that space breaks; discard it. Due to Murphy's Law, it is the best weapon in the space (plasmas first, then rifles, then pistols).