

BEER AND PRETZEL SPACE MARINES

DESERT SCENARIO A

A popular member of the Fuzzy royal family is willing to negotiate a peace with the Federation. Unfortunately, the existing ruler wants nothing of the kind, and has called a blood hunt on his human-loving cousin. A Marine Special Ops team managed to get the sympathetic royal out of the Fuzzy city, but suffered many casualties. A Marine and the rescued Royal are now trapped in the desert by pursuing Fuzzies whose eyes are fixed on the bounty granted the one that brings back the head of the traitor. A Marine rescue team has been dispatched: they must retrieve the Royal alive and well...well, at least alive...

GOOD GUYS: Marines = Special Ops Rifle (4 Points), Fuzzy Royal, Sarge (with rifle), SmartGunner, Flamethrower (with 20 ammo tokens), Sniper, 7 Rifles (no grenades), and APC (with 10 Cannon ammo tokens).

BAD GUYS: Fuzzies = Warriors (infinite supply).

SET-UP: Spec-Ops and Royal are in the 2-level hole farthest from the big trench. Marines in the APC anywhere on the flat area on the short side of the big trench.

TERRAIN EFFECTS: Figures pay one extra Point to move up or down a 2-level step. Figures may move down a 2-level step at no extra cost, but must roll a die and take one wound if a 6 is rolled.

Damage rolls from fire through an adjacent trench wall subtract 2 from each die.

FUZZY ROYAL: Has two Points but does not double them for movement purposes. May only make hand-to-hand attacks: target number = 8, damage = 1/3d.

Two adjacent Marines may carry the Royal at their normal movement rate, but may take no actions.

APC: The vehicle has no crew beyond the Marines available. A single Marine inside may not fire and drive during the same turn. It may move up to 10 hexes per turn (in clear hexes only). Its weapons are a Cannon and Rifle (only one may fire per turn). The weapons are treated as 1 level up for L-O-S calculations. A Marine may not add personal Aim Points to improve the target number of attacks made with the APC's weapons.

- RIFLE: target number = range -10. damage = 1d. cost = 0 Points

- CANNON: target number = range -10. damage = 2d plus 1d in adjacent hexes. cost = 1 Point

Misses by cannon fire hit somewhere: roll 1d for direction, and the impact occurs at a number of hexes from the target hex equal to the difference between the target number and the attack roll.

The APC and its occupants are impervious to fire. Its weapons, however, are vulnerable: attacks may be made on the Cannon, Rifle, or Ranging Equipment. All such attacks are at +1 to the range. The cannon can take 3 wounds, the Rifle 2, and the Ranging Equipment 10 (--each wound on the Ranging Equipment subtracts from the "-10" bonus given to both the weapons.)

LINE-OF-SIGHT: Panzerblitz-sort of thing: KISS, and resolve any disputes in the firer's favor.

For firing / target figures that are on the same level:

L-O-S is blocked if it crosses a hexside that is 2 levels higher. L-O-S that crosses a hexside that is 1 level higher or a figure that is 1 level lower is not blocked, but the hex counts double for range.

For firing / target figures that are on 1-higher / lower levels:

L-O-S is blocked if it crosses a figure-occupied hex that is on the same or higher level as the lower figure, and if it crosses a hexside that is 2 levels higher than the lower figure UNLESS the hexside is closer to the higher figure -in which case the hex counts double for range.

For firing / target figures that are on 2-higher / lower levels:

L-O-S is blocked if it crosses a figure-occupied hex that is on the same level as the higher figure, if it crosses a hexside that is more than 2 levels higher than the lower figure, and if it crosses a hexside that is 2 levels higher than the lower figure or a figure-occupied hex that is on the same or 1-higher level as the lower figure UNLESS the hexside is closer to the higher figure -in which case the hex counts double for range.

COVER FIRE: The target area covered is a 60-degree cone to the front of the figure out to maximum range. Indicate the presence and direction of the cover fire by placing a marker in front of the figure. If an enemy figure moves into the target area an attack may be made. Roll the attack by the Marine and place the cover fire marker at the maximum range determined by the dice roll (taking into account terrain type) --the hit takes place at this range. If the enemy does not reach the marker then the cover fire is a miss.

FUZZY REINFORCEMENTS: Roll 2d to determine how many (halve the roll, rounding up), and roll 1d for each figure to determine its location (one of the numbered hexes on the board edge).

As word of the Marines' location spreads, more Fuzzies will converge on the area. A d6 is used as a counter and advanced one pip per turn. When it reaches "6", an extra Fuzzy is added to successive reinforcements, and the counter returned to "1". When it reaches "6" again, *two* extra warriors are added, and so on until the end of the game.

PLAYING THE FUZZIES: The Fuzzies are basically berserkers and will move toward and attack the nearest Marine regardless of danger. They are not, however, totally mindless and will take available cover when it does not slow them down more than 1 hex per movement phase (based on the nearness it brings them to a target). This last point includes observed danger such as from the APC cannon or demonstrated cover fire --they will not continue to run into a deadly hail of fire when a safer route is available.

They prefer hand-to-hand fighting, even if shooting will give them a better target number. They always move their full allowance. If the Royal is in a Fuzzy's L-O-S it will move toward the Royal.

Until the Sp-Ops Marine and/or the Royal attack or move into L-O-S, no Fuzzy may move deliberately towards them or make an attack on them. If movement towards another Marine brings the two hidden figures into view then they are fair game.

DESERT SCENARIO - BOARD

I made a hard-scrabble, dry-creek-bed-cutup sort of thing:



The basic idea is to create a place of covered routes / hideyholes within an open shooting-gallery.

The large, 2-level-deep trench on the left side is a scenario device to prevent the APC from traversing the entire board and to provide a start-finish line for the squad.