

BEER AND PRETZEL SPACE MARINES

JUNGLE SCENARIO

The squad has just completed the business end of a mission to kill a Fuzzy Chieftain --now they have to get home. They rendezvous in a clearing just as the war horns of the Fuzzies begin to sound in the jungle around them: the Fuzzy Warrior who brings back the most bones will become the new Chief, so the pursuit is likely to be "energetic". Still, it's just a short way to the APC and they should make it --as long as the flamethrower fuel lasts...

GOOD GUYS: Marines = Sarge (with rifle), Smart Gunner, Flamethrower (with 20 ammo tokens), 7 Rifles (no grenades), and APC (with 10 cannon ammo tokens).

BAD GUYS: Fuzzies = Warriors (infinite supply)

SET-UP: The APC is placed in the open, green corner. Up to three Marines may be in the APC. For each Marine in the APC roll for wounds on a random remaining Marine: 1 - 2 = none, 3 - 5 = 1 wound, 6 = 2 wounds. All other Marines are placed in the large clearing on board's opposite end.

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

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). 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

Impact points for Cannon fire should be marked with crater tokens. These hexes then count as clear hexes for movement, L-O-S, and cover.

Misses by cannon fire hit somewhere: roll 1d for direction, and place a crater token 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.)

TERRAIN EFFECTS:

MOVEMENT: It costs a Marine 1 Point to move into a path/clearing hex and 1½ Points to move into a jungle hex. It costs a Fuzzy ½ Point to move into a path/clearing hex, and 1 Point to move into a jungle hex.

LINE-OF-SIGHT: If the L-O-S passes through a jungle hex, count the hex double for range calculation. If the L-O-S passes through a hex that is on fire, count the hex triple for range calculation. Resolve any disputes regarding blocking or terrain-type in the firer's favor.

COVER: Subtract one from any damage die rolled against a figure hit by a ranged attack while in a jungle hex. NOTE: the subtraction is from each die rolled, not the damage point result.

BURNING: The flamethrower will set any jungle hex it hits alight. Place the ammo token(s) on the hexes hit to indicate their burning. At the beginning of each turn, the fire will spread to an adjacent hex. The direction is determined by rolling a single d6 for all the fire currently on the board and placing fire markers in the appropriate hexes. Fire will not spread onto or across clear / path terrain hexes.

Any figure in a burning hex at the end of its move takes $\frac{1}{2}$ d6 damage. Any figure adjacent to a burning hex at the end of its move rolls for damage: 1-3 = 0 pts, 4, 5 = 1 pt, 6 = 2 pts. For every burning hex a figure passes through during its movement, roll for damage as described for ending a move in an adjacent hex above.

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.

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 tank cannon or demonstrated cover fire --they will not continue to run into a deadly hail of fire when a safer route is available.

They will use the paths if it is the quicker way (in number of turns) to get to the nearest Marine, but once within firing range (when a hit number of 12 is possible) they will move straight at the Marine regardless of terrain.

They prefer hand-to-hand fighting, even if shooting will give them a better target number. They always move their full allowance.

To pass through and/or end their move in (or adjacent to) burning hexes, a Fuzzy must make a bravery check: roll 1d, and allow the move on a 5 or 6. This only has to be done once per turn (not once per hex encountered).

JUNGLE SCENARIO - BOARD

