

# Bugged!

“In space everyone can hear you roll 1’s”



**A hex based wargame of  
the extraterrestrial kind**

Written By  
**Jeremey Claridge**

[www.germwarfare.co.uk](http://www.germwarfare.co.uk)



# Introduction

Welcome to Bugged! The hex based wargame of the extraterrestrial kind.

Bugged! Will let you engage in the conflict for territory that has plagued humankind ever since it took to the stars.

In Bugged! You can play one of the four main races that inhabit the galaxy in an attempt to wipe out any opposition. You could be anything from the mutant bugs with their limited intelligence but powerful weapons to the more resourceful but heavily outnumbered human marines.

So lets get you started on the road to Galactic Conquest.....

To play Bugged! You will need some figures to represent your units, a hex marked playing surface and a dozen or so six sided dice.

# Contents

Units & Organisation	2
Movement	3
Combat	4
Ranged Combat	4
Melee Combat	6
Sequence of Play	6
Vehicles	7
Choose a Force	7
Action Cards	8



# Units & Organisation

Each player chooses a number of units with which to fight any opposition.

Before a game can begin the players need to decide how many points each of them can spend on buying units.

Each unit will have a number of scores which will tell you how they are likely to perform on the battlefield.

Lets look at a typical unit:

Veteran Marine			
Melee Skill	4D6		
Melee Damage	3D6		
Range Skill	4D6		
Range Damage	3D6		
Dodge	4D6		
Armour	3D6		
Movement	6	Points	90
		Wounds	2

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The scores listed for the unit represent the number of six sided dice that are rolled when that particular score comes in to play. The more dice rolled the better the unit. E.g. 3D6 simply means rolling 3 six sided dice.

The scores represent the following abilities:

## Melee Skill

This is the number of dice you roll when attacking another unit in close combat.

## Melee Damage

This is the number of dice you roll to see whether or not you have damaged the unit being attacked.

## Range Skill

This is the number of dice you roll when attacking another unit with a ranged weapon.

## Range Damage

This is the number of dice you roll to see whether or not you have damaged the unit being attacked.

## Dodge

This is the number of dice you roll to see whether or not you have managed to avoid being hit in either close or ranged combat.

## Armour

This is the number of dice you roll to see whether or not you have managed to avoid taking any damage from close or ranged combat.

## Movement

This is the only score not based on a number of dice rolled. It is simply the number of movement points the unit has.

## Points

This is simply how many points it would cost to bring the unit on to the battlefield.

## Wounds

This is how many times the unit can be damaged before being killed or destroyed.

All rolls in Bugged! are known as opposed rolls. This means that every time you roll to do something. Its success will be based on the counter roll your opponent makes.

So the more dice you roll the more chance you have of succeeding in your chosen actions.

# Movement

In order for your units to fight it out with the enemy your going to need to move around the battlefield.

The units movement score indicates how many hexes the unit can travel each game turn. Different types of terrain will however affect how far they can move.

<b>Terrain Type</b>	<b>Movement cost</b>
Easy (grass, level ground)	1 point
Moderate (rocky, unstable ground)	2 points
Hard (swamp, deep water, mountainous)	3 points

Each time you move a unit onto a hex with terrain listed as above it takes that many movement points to move on to it. A unit cannot move onto a hex if it does not have enough movement points left.

Going up hill or across obstacles can also use up more movement points.

Moving up a level or crossing an obstacle uses up double the normal amount for that terrain (or the terrain the unit ends on).

Fig 1 shows the cost for a marine unit to move from **Easy** terrain up a level onto **Moderate** terrain and back down again.

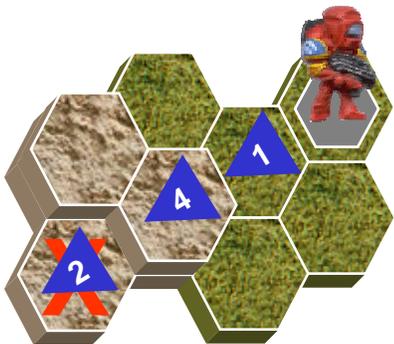


Fig.1

As you can see the marine unit would need a total of 7 movement points to reach the desired location. Unfortunately because going up a level on **Moderate** terrain means doubling the movement cost, the marine will need 5 of their movement points just to get to the upper level.

Units do not have to use up movement points to turn around.



# Combat System

The combat system for Bugged! Is very simple and designed for speed of play.

Whether engaging in ranged fire or melee combat the principle is the same.

For each attack roll the number of dice listed for the appropriate skill.

Add up the dice values for the total score. If your opponent manages to roll equal to your score or greater than, then the attempt has failed.

If you score more on an attack than your opponent then the attack has been a success.

When trying to damage your opponent, again you need to perform an opposed roll. Damage is rolled against a targets armour.

If you get beat your opponents armour roll when trying to damage your opponent then the target unit suffers a wound. If the target unit has more than one wound then a wound marker is placed next to the unit.

If you get double your opponents score when rolling for damage you cause 2 wounds instead of just 1.

A unit reduce to zero wounds is removed from play.

**A unit can always dodge in combat even if it has already been activated in that game turn.**

# Ranged Combat

Any units with a range skill can engage in ranged combat.

All weapons have unlimited range but the distance to the target will have an effect on the units chances to hit.

For every 5 hexes between the firing unit and the target the firing units range skill is reduced by 1 dice.

If the range is such that the firing unit is reduce to zero dice then they cannot fire on the the target.

Range skill is opposed by the targets dodge skill.

A unit may only use their range skill once per game turn.

A unit may use their range skill before or after moving.

A unit can only use ranged attacks against a unit within line of sight.

## Line of Sight

A unit may fire at any unit so long as they are within their forward facing arc (fig.2).

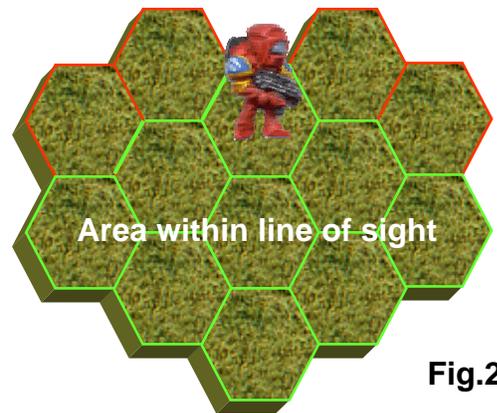


Fig.2

Intervening terrain will also have an impact on what is within line of sight.

## Line of Sight (cont.)

The two units shown in fig.3 cannot fire at each other because of the terrain in between them being of a higher level.



Fig.3

Fig.4 shows two units that can fire at each other. Although one of the units is on a higher level the unit on the higher terrain is on the edge of that level and so is still within line of sight.



Fig.3

Fig.5 once again shows how terrain can block line of sight. Because one of the units is not on the edge of higher terrain that unit can only be attacked if a unit was at on the same terrain level or moved so that they could see the higher unit on an edge.



Fig.5

## Opportunity Fire

A unit that can engage in ranged fire can also use opportunity fire against a target unit. During the movement of an opposing unit the opposing player may interrupt the movement to fire on the unit. This does come at a price though since a unit choosing to opportunity fire loses its action for that turn and can only fire if it cannot move if taking opportunity fire.

Opportunity fire can only be done by units that have not yet had their action in the turn. Units opportunity firing can only do so against the unit whose movement it interrupted. Once opportunity fire has been resolved the interrupted unit can continue with its turn.

Each unit can only have opportunity fire used against them once per turn.

You can only opportunity fire against units that move.

Firing in range combat or engaging in melee combat cannot be used to opportunity fire against that unit.

# Melee Combat

Any units with a melee skill can engage in melee combat.

Melee combat can only take place between units that are in adjoining hexes.

Units can engage in melee combat if they are at different terrain levels so long as the difference is only one level.



**Fig.6**

The two units in fig.6 can fight because they are in adjoining hexes and only one level of terrain different.

Fighting at different heights does give the unit on the lower level a -1 melee skill penalty.

Melee skill is opposed by the targets dodge skill.

A unit may only use their melee skill once per game turn.

A unit may use their melee skill before or after moving.

A unit cannot be engaged in ranged fire if they are in an adjoining hex.

Even if fired upon by a different unit not in an adjoining hex.

# Sequence of Play

At the start of each turn the following sequence is followed:

**Initiative** - Each player rolls 1 six sided dice. The player to score the highest decides whether to go first or second.

**Action** - Each player now takes it in turns to activate one of their units to conduct range fire, melee combat move etc.

This continues until all players have activated each of their units.

**Victory Conditions** - At this point players check to see if they have achieved enough victory points to win the battle.

If no one has won then the process starts over again.



# Vehicles

Vehicles in Bugged! Work in the same way as other units, with these exceptions.

Vehicles have no melee combat skill and cannot engage in melee combat.

They can be attacked by other units in melee combat. This reflects other units either tearing the vehicle apart or shoving grenades down the exhaust pipe.

Vehicles can however run over other units or ram other vehicles.

Any target unit may avoid being run over or rammed with a successful dodge roll.

The dodge roll is made against the vehicles ramming roll.

The vehicles ramming roll is worked out by adding the number of hexes it has moved before making contact with the target.

Maximum move that counts is 6.

**Any movement above 6 hexes does not count.**

The damage the vehicle does is the number of hexes moved plus any wounds remaining.

E.g. a Hover Tank with 3 wounds moves 4 hexes before making contact with the target unit.

Its chance to hit is 4D6 (4 hexes moved)

This is opposed by the target units dodge score.

If it hits it will do 7D6 damage (4 hexes moved plus 3 wounds remaining)

Damage is opposed by the target units armour.

If a unit successfully dodges being run over then the unit must move to an adjoining hex of the players choice to get out of the path of the vehicle.

Vehicles can also carry other units. A vehicle unit sheet will state the number of other units it can carry. Vehicles cannot carry other vehicles.

Units can embark and disembark without penalty during their activation.

If a vehicle is destroyed with any units onboard then those units are also destroyed.

# Choose a Force

As a player of Bugged! You will need to choose a force to fight with.

There are four races in Bugged!

**Humans** - The Humans have begun colonizing the galaxy. Unfortunately it didn't turn out to be the friendly place they were hoping for.

In response to the hostilities the humans have put together a force of tough marines to deal with any problems. Armed with battle armour, tanks, rapid fire cannons and nukes they are ready for anything.

**Androids** - No one knows exactly who built the first of the android race but now that they can build themselves it hardly matters.

The androids are on a mission to wipe out the other three races in the galaxy so that only robotic life will exist.

Boasting some of the most powerful weaponry the only thing stopping the androids from making this a cake walk is their limited numbers.

**Bugs** - No one cares where these creatures came from. All they are interested in is stopping the bug onslaught. The bugs come in many shapes and sizes and are bred as weapons themselves. What they lack in fire power they make up for in melee combat prowess.

**Hunters** - A strange race born for the test of combat. Technologically more advanced than any other race they love to try out the latest inventions in the heat of battle. The biggest weapon they bring to the battlefield is surprise.

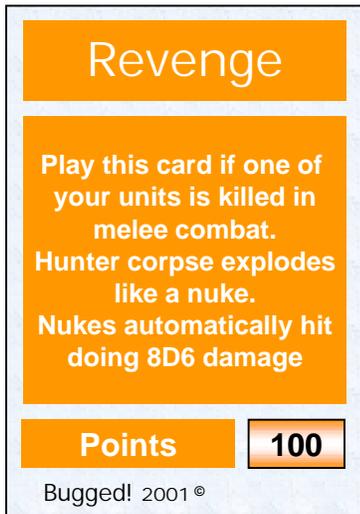
See the unit sheet cards for the details of what each race can bring to the battlefield.

# Action Cards

To add another dimension to the battlefield, you can purchase along with your units action cards.

Action cards let your forces perform other actions not normally available to units. Each card will have a points value and an indication of how and when the card can be played during the course of a battle.

Action cards look like this:



Only one card may be played at a time and only by the player who's turn it is unless otherwise stated on the card.

Cards are usually played by the player who's activation it is. Although once again the card description may say otherwise.

Each race gets different action cards. You cannot use another races action cards.

There is no limit to the number of action cards you can have so long as you have the points to pay for them.

Action cards can only ever be used once.

You must display how many action cards you have to your opponent but not what they are.

# Special Rules For Action Cards

Some of the action cards may need a bit more of an explanation as to their use.

## Destruct, Nuke Em!, Revenge

All of these action cards use the explosion template. The effects of the card are played out to every unit within the range of the template. Including friendly forces.

Nuke Scatter rules work like this.

Roll 1D6 with 1 being the top edge of the target hex. (Fig.7)



Fig.7

The next thing is to roll 1D6 to see how many hexes it travels in that direction.

## Tunnel Trap

Simply choose a unit and put it anywhere else on the battlefield. The unit can suffer from opportunity fire but only when it reaches its destination. If the units destination is next to an enemy unit the enemy unit can opportunity fire against it. This is the only circumstance under which ranged fire can be used on an adjoining hex.



### **Telepathy**

In order to control another unit you must roll as if you were causing damage to an enemy unit.

The card allows you to roll 4D6

The target unit rolls their Armour. If you succeed then you can control the actions of the enemy until for one turn.

Using this card uses up the activation of one of your units.

### **Swarm**

Swarm works by letting you add up the attacking scores of several units and have them all attack at once.

E.g. 2 Warrior bugs are in melee combat with a marine. Instead of rolling two combats with a melee skill of 4D6 you can activate both units and roll 8D6 instead.

The same is done with damage.

All units taking part are considered to of lost their activation for the turn.

### **Tracker**

When one of your units opportunity fires you may play this card after that attack to have a second opportunity fire using a different unit.

This is the only time you can get 2 opportunity shots in on one target.

### **Transform**

This card is played when you activate the unit you want to transform.

The transformation takes up that units activation for that game turn. They cannot do anything besides transform.

