

BUGS!

MAN TO "BUG" COMBAT IN THE DISTANT FUTURE



2

Hour Wargames

“What’s with the free games?”

We’re giving away six free games to anyone that wants them. All are available for you to download in PDF form.

“Okay, but why?”

The six games that we’re giving away are all “old school” games from Two Hour Wargames. Each one is a stand-alone game that will give you a glimpse into how the Two Hour Wargames game mechanics work. Especially the unique Reaction System. Each game has been updated and replaced in the lineup by a newer version that can handle more figures and has more detail. But each of these games is good in their own right and will still give you plenty of enjoyment.

“What’s the catch?”

No catch. We just want to provide gamers with a free sample of what Two Hour Wargames is about and these six games cover a wide variety of periods.

“What about figures? Do we have to use yours?”

Heck no. In fact, with all rules from Two Hour Wargames you can use any figures that you want. Even those cool ones from that other set of rules that ended up in your closet. Just dig them out and put them to use.

“Well what if I like them and want to check out more Two Hour Wargames?”

Simple. Just download one or more games and give it a try. Join the THW Yahoo Group by following the link and ask questions. Once you feel comfortable check out the THW site and see if anything is interesting. To make it easy we’ve put together a list of comparable games. Just remember these free games are simplified versions of the current THW games. So what are you waiting for?

“Just play the game!”

- **Two Hour Wargames Yahoo Group** – Around 2000 of the friendliest and most knowledgeable gamers in the world. Got a question? Get an answer!
<http://games.groups.yahoo.com/group/twohourwargames/>
- **Two Hour Wargames** – Here’s the site where you can see all the current games we offer and some more freebies as well! <http://www.twohourwargames.html/>
- If you liked...then you’ll love...
- *Chain Reaction?* Then check out **Chain Reaction 2.0, All Things Zombie, NUTS! or FNG**
- *Mayhem: Warrior Kings?* Then check out **Montjoie!**
- *Mayhem: Wasteland Warriors?* Then check out **5150**
- *Bugs?* Then check out **5150 or Chain Reaction 2.0**
- *Mayhem: Warring Nations or Muskets and Mohawks?* Then check out **Black Powder Battles.**
- *Six Gun Sound?* Then check out **Six Gun Sound Blaze of Glory**

BUGS! “Whack’em fast and whack’em hard!”

INTRODUCTION TO “BUGS!”

“You’re lucky. See a bug on the ground, you just squish’em with your foot. No problem, right? Well in the far future on planets far away it isn’t so easy anymore. ‘Cause the “bugs” are bigger than you and have appetites to match. You’ve seen them. Aliens... Starship Troopers... know what I’m saying? That’s what’s this is all about. This...”Bugs!” It’s about us against them. So what are you waiting for? Not afraid of a little bug, are you?”

Here are some of the qualities that BUGS! shares with all Two Hour Wargames products...

- Easy to learn game mechanics.
- Playable in an hour or two.
- Simple and inexpensive.
- And can be played solo.

Like other Two-Hour Wargames these rules are made to be fast, fun, and very playable. Without further adieu, allow us to present –

Bugs! “Whack’em fast and whack’em hard!”

EQUIPMENT REQUIRED

To play “BUGS!” you will need the following items-

- Two or more six-sided dice
- One ruler or measuring tape
- A flat surface at least 3x3 feet with 4x6 feet being best.
- Material to represent rocks, woods, and other terrain features.

SCALE AND FIGURES

The easiest way to mount 25mm figures for “BUGS!” is 1 figure on a 1” square base. Figures previously mounted for other rule systems will work also.

HUMANS AND BUGS

“BUGS!” is played with individual characters (figures) representing one “human” or one “bug”.

Humans are divided into two groups, soldiers and citizens.

Soldiers are the guys that pack the heavy gear and weapons while citizens are the ones that scream a lot. Both have their purpose. Citizens are either being protected by the soldiers, escorted by the soldiers, or acting as “bug bait”. The soldiers are usually protecting the citizens, escorting the citizens, or killing the bugs when they come after the citizens.

The Bugs are divided into two groups also. “Big’uns” and “little’uns”. The “big’uns” are the bugs in charge and the most dangerous. They really have a chip on their shoulder and delight in dismembering

the humans. Remember Alien? The “little’uns” are not as bad and usually will run after a good thumping.

There are six characteristics that define each figure whether they are human or bug. They are:

- **WEAPON SKILLS (WS)**– The ability to handle weapons (whether guns, claws, or teeth) and to place damage upon the target.
- **POWER (POW)**– The overall physical strength of the character.
- **WILLPOWER (WILL)**– A combination of desire, training, and experience that combine to determine the characters will to fight.
- **STAMINA (STAM)**– The amount of damage a character can sustain before he or she will run from the battle or when death occurs.
- **DEFENSIVE ARMOR VALUE (DAV)**- This is a numeric value assigned to different types of armor worn by characters from 0 to 12.
- **WEAPON (WPN)**– Either guns, claws, or teeth.

All of the characteristics that define each figure is pre-generated in the Character Lists in the back of the booklet.

DAMAGE AND WEAPONS

There are two basic ways to inflict damage in “BUGS!” The first is in melee (hand to hand, claw, whatever) and the other is ranged combat. In “BUGS!” it is assumed that the humans are more “advanced” than the bugs so they have the ranged weapons and try to make “pink mist” out of the bugs. The bugs, however, are bigger and badder and prefer the classic “slice and dice” method of melee combat.

All humans have their weapons listed on their character sheet. Most of the citizens start out unarmed. It’s okay as they are usually the objective of the encounter...you’ll understand later.

For ease of play there are no ammunition rules as the Reaction Checks handle them in an abstract way.

Each weapon is defined below. These are allotted a Damage Value equal to 1 to 3 six sided dice (D6) and a separate Power Rating to be used on the Impact Table when a target has been hit. (See the Weapons Table). Here is a brief description of the weapons carried by the humans.

- **Pistol** – Pretty pathetic. Save a bullet for yourself if this is all you have to fight the bugs with.
- **Assault rifle** – Much better. A must for “bug hunts”.
- **Grenade** – Never can have enough grenades.
- **Heavy weapon** – Now this is what serious “bug hunters” carry around.

BUGS! “Whack’em fast and whack’em hard!”

WEAPONS TABLE					
Weapon	Eff Rng	Lng	Targ	Dam	Pwr
Pistol	Up to 6”	12”	1	1D6	5
Assault Rifle	Up to 32”	64”	3	3D6	11
Grenade	Up to 4”	NA	UNLIMIT	2D6	11
Heavy Weapon	Up to 32”	64”	UNLIMIT	2D6	9

EXPLAINING THE TABLE

- **Eff Rng** – This is the effective range of the weapon. Anything over this number is said to be long range.
- **Lng** – This is the maximum range of the weapon.
- **Targ** – This is the number of targets that the weapon may be used against in one fire. The targets must be within 2” of each other. They are treated as individual targets for damage. Grenades and heavy weapons can hit as many targets as they can within a 3” burst radius.
- **Dam** – Roll this many six-sided dice and add them up for the damage inflicted by the weapon.
- **Pwr** – The stopping power of the weapon, higher the better.

LINE OF SIGHT

Although the ranges of many weapons are great remember that to shoot something you must see it. A straight line from the shooter to the target is called a Line of Sight. Line of Sight extends across the whole table and is blocked only by terrain, buildings, and sometimes other characters.

CHARACTER SHEETS

Each character has a sheet that is used to keep track of their progress in “BUGS!” Follow the sheet in the back of the book as we explain how it is filled out.

- **NAME** – This is the name of the character. Use it to differentiate between figures.
- **WS** – Weapons Skill.
- **POW** – Power.
- **WILL** – Willpower. It is written on the left side because the Willpower may go down during the battle.
- **STAM** – Stamina. It is written on the left side because the Stamina may go down during the battle.
- **DAV** – This is where the type of armor is written in and also the armor value.
- **WEAPON** – The type of weapon the character is armed with and also it’s Damage Value and Power Rating.
- **MOVEMENT** – The movement rate of the character.

ACTIVATION, WILLPOWER, AND VOLUNTARY MOVEMENT

At the start of every turn players “count down” from the highest to lowest Willpower. Whenever a characters Willpower is called he is considered to be “Active”.

Those with the same Willpower must roll 1D6 to determine who is Active first with high score going first.

Characters with high Willpower may be designated BEFORE the battle as leaders. When it is their time to “Activate”, any friendly characters within 3” of them may also “Activate” but only if they have not been “Activated” earlier in the turn. When “Activating” with a leader they forfeit their “Activation” later on in the turn.

When a character is Active he may voluntarily do one of the following actions.

- Move up to full distance and fire if desired.
- Stay in place (allowed to change the way faced).
- Charge into melee at one and a half-normal movement rate and melee.

INVOLUNTARY MOVEMENT

Characters may be forced to move during battle due to Reaction Checks. The procedure to check Reaction will be described later. However, the possible Reaction forced moves are as follows.

1. **STAND** – Will stand his ground and ready himself for melee. May be allowed to fire.
2. **CHARGE** – Movement usually up to one and one-half normal to come into contact with enemy character.
3. **DUCK DOWN** – Run to nearest cover AWAY from threat and duck behind cover or move full charge speed away.
4. **CARRY ON** – Will continue as desired.
5. **RUNAWAY** – Run to exit board at charge speed. Stamina and Willpower immediately drop to zero. The character that runs away while in melee is subject to a “free hack in the back” or melee attack from those he is in melee with.
6. **MOVE BACK** – When forced to “move back” a character must first be in melee. To move back he moves backward 2” and receives 1 reduction to his Willpower. Characters will “move back” even if they are not Followed Up.
7. **FOLLOW UP** - Characters that cause enemies to “move back” must “Follow Up” 2” and remain in contact. However if they are in melee with other characters they may not Follow Up.
8. **PURSUE** – During a melee all characters not still in melee with other characters, and cause an enemy to Run Away, will Pursue the defeated enemy. Pursuers will move their full move + 1/2D6”. If they remain in contact after moving then they may be allowed to take a “free hack in the back” versus the fleeing enemy. After one full turn of Pursuit roll 2D6 and compare the total to

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the current Willpower of the Pursuer. If the score is equal or less than the current Willpower the Pursuer will stop pursuit and behave as desired. If the score exceeds the current Willpower then the character will Pursue another turn but this time at half normal speed. This check continues each turn until the character either controls himself via the dice roll or his movement is reduced to 1”.

MOVEMENT RATES

Movement rates are listed on the character sheets.

TARGET SELECTION

When a character is Active he may fire at the end of his movement at any target in line of sight. He may also engage more than one target if they are within 2” of each other, or in the burst circle, and the weapon allows.

SCORING A HIT

The only difference between Melee and ranged weapon fire when it comes to scoring a hit or inflicting damage is the distance or range of the weapons. All melee weapons may only be used when in contact with the enemy. Ranged weapons however may be fired up to their maximum range as listed on the weapons table.

To score a hit, first declare who the attacker is and who the target is. Immediately roll 2D6 and consult the Hit Table. **THERE IS NO NEED TO CHECK ANY MODIFIERS PRIOR TO ROLLING AS THE MODIFIERS ARE ALREADY BUILT INTO THE HIT TABLE.** Total the dice score and read the appropriate line on the table to see if a hit is scored. (See rear of booklet for Hit Table)

Hit Table results are as follows.

- Critical wound! The attacker has inflicted heavy damage to the target. Damage is calculated as follows. Take the attackers Weapon Skill; add the score from the Damage Value of the weapon used and minus the Defensive Armor Value of the target. This sum is immediately removed from the target’s Stamina. In addition the attacker is allowed to roll 2D6 on the Impact Table which is explained elsewhere.
- Flesh wound! The attacker has inflicted light damage to the target. Damage is calculated as follows. Take the attackers Weapon Skill; add the score from the Damage Value of the weapon used and minus the Defensive Armor Value of the target. This sum is immediately removed from the target’s Stamina.
- Miss! The attacker has missed the target.
- Other results apply to certain weapons or situations. For example a roll of 9 would score a Miss to any target moving fast at 12” or more or if

he were at long range. Otherwise all others would receive a Flesh wound.

After a non-Active character has been attacked in melee and scored a Carry On result from the required reaction test, he may immediately attack the Active character. This applies to hand to hand combat only. Return fire on a target is subject to a Reaction Check.

MELEE

Characters may be attacked by more than one enemy at a time. Up to three enemies may attack the same target in melee with up to two enemies attacking to their front and one enemy to their rear.

During each round of melee the first attack will always go to the “Activated” character.

IMPACT AND POWER

Those inflicting a Critical wound whether by hand to hand or from ranged weapon fire are allowed to roll 2D6 and consult the Impact Table. A Critical wound is a potentially mortal wound. The attacker totals the dice roll and checks this score on the column appropriate for his Power Rating if in hand to hand combat or the Power Rating of the weapon for ranged combat. If the result is a number then this sum is immediately subtracted from the targets Stamina and all damage is finished. If the result is a “W” then 10 points are immediately subtracted from the target’s Stamina and the target has been knocked to the ground and must spend his next turn regaining his feet. In addition the target must roll 2D6 on the Wound Table to see if he has sustained a mortal wound. (See rear of booklet for Impact Table.)

WOUND AND WILLPOWER

After a target has received a Critical wound and a result of “W” on the Impact Table he must roll 2D6 and total his score. He then checks this score on the column appropriate for his Willpower Rating. If the result is a –1 then he immediately reduces his Willpower by 1 point and damage is finished. If the result is a “K” then the character is dead. Dead, dead. (See back of booklet for Wound Table.)

DEATH AND STAMINA

When a character’s Stamina reaches “0” he or she will immediately Run Away. This combination of damage and stress has resulted in the character losing its will to continue. When this occurs the characters Willpower is also reduced to “0”. However, even if the character has a Stamina of zero he may still receive damage. This damage is kept track of by negative numbering. When the total Stamina damage reaches double the characters original Stamina that character is dead. Dead, dead.

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HOW TO CHECK REACTION

The “Reaction Check” represents the effect of various stressful situations on a character’s ability to perform tasks. Taking a “Reaction Check” involves taking the character’s current Willpower and applying the appropriate modifiers. (See rear of booklet for Reaction Tables.)

Next roll 2D6 and compare the total to the modified Willpower of the checking character. If the score is equal or less than the modified Willpower the character is said to have “passed” his roll. If it is higher then roll 2D6 again. If the score is equal or less than the modified Willpower the character is said to have “passed”. If the character “passes” on its 1st roll refer to the appropriate reaction Check under the “Passed 1st roll” section. Immediately carry out the result. Do the same if the character has “Passed the 2nd roll” or “Failed both rolls”.

ENCOUNTERS AND “BUG HOLES”

Here are some ideas for “encounters”.

- Soldiers are escorting an equal number of citizens from one end of the board to the other. Objective – Protect the citizens.
- Soldiers are defending a small settlement from a bug attack. Objective – Protect the citizens.
- Soldiers raid a “bug nest”. Objective – Kill the bugs.

Here is how the “basic” bug encounter happens. After the humans move check for a “bug hole”. The basic chance of a “bug hole” is a 9. To this number add or subtract the modifiers below.

+2	Terrain is jungle or swamp
+1	Terrain is clear.
+1	Each “bug hole” on table.
-1	Terrain is rocky.
-2	Terrain is mountainous.
-2	Terrain is city or settlement.
-1 to 6	Number of soldiers in the encounter.

Next roll 2D6. If the score is equal or less than the modified score needed then a “bug hole” is created in the ground. If the score is higher then no “bug hole” is created.

When a “bug hole” is created roll 1D6. On a score of 1 the hole is to the party’s front. On a 2 the hole is to the right of the group. A 3 is to the rear and a 4 is to the left of the group. A score of 5 or 6 signifies “tremors” and on the next turn roll for the “bug hole” location as normal. Any score of 5 or 6 on the next turn must be re-rolled.

After the direction of the hole is discovered, roll 2D6 and multiply the scores. This is the distance in inches that the 3” hole will appear. Anyone standing in a “bug hole” when it opens is killed.

On the first turn of the hole opening one bug at random will appear. Each subsequent turn 1D6 bugs will exit the hole.

The number of bugs attacking equals the number of characters in the human group + 1D6.

To determine what type of bug comes out of the hole roll 2D6 and compare to the table below.

2, 3, 10, 11, or 12 = “big’uns”
4, 5, 6, 7, 8, or 9 = “little’uns”

Example – Three soldiers are escorting 2 citizens across the board. The base encounter is a 9. Minus 3 for the soldiers equals a 6. It is in clear terrain so add 1 for a score of 7. A 2D6 roll of 4 means the bugs are coming.

The number of humans are 5 so added to a roll of 4 (1D6) means 9 bugs.

A roll of 1 means the hole is to the front of the group. A roll of a 2 and 6 means the hole is 12 inches away. A roll of 3 means a “big’uns” pops up the first turn.

After the humans clear out the bugs the encounter procedure is resumed until the battle is over, (exit table, etc.)

TERRAIN

All Encounters begin with determining the terrain of the board. Roll 1D6 to see what the terrain is like.

5, 6, 7, or 8 = Clear – Flat terrain with clumps of no-effect vegetation about.

4 or 9 = Jungle/swamp – Flat terrain with 50% jungle/swamp vegetation that reduces LOS to 12” and slows movement to half speed.

3 or 10 = Rocky - Flat terrain with 50% rocky terrain that blocks LOS and slows movement to half speed.

2, 11, or 12 = Mountainous – Flat terrain with 75% impassable terrain that blocks LOS. Passes between mountains may lead from one end of the board to other.

Or make the terrain as you want it to be. If you decide you want to use buildings place them wherever you desire and make them as big or small as you like.

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CHARACTER SHEETS

NAME	DAV
WS	WEAPON
POW	MOVEMENT
WILL	
STAM	

NAME	DAV
WS	WEAPON
POW	MOVEMENT
WILL	
STAM	

NAME	DAV
WS	WEAPON
POW	MOVEMENT
WILL	
STAM	

NAME	DAV
WS	WEAPON
POW	MOVEMENT
WILL	
STAM	

NAME	DAV
WS	WEAPON
POW	MOVEMENT
WILL	
STAM	

To Hit Table	
Score	Results
2	Critical wound!
3	Long range count Miss, all others Flesh wound!
4	Miss!
5	Firer moved fast 12+, second or third targets count Miss, all others Critical wound!
6	WS 5 or less count Miss, all others Flesh wound!
7	Miss!
8	Target in Cover or third target counts Miss, all others Critical wound!
9	Target moved fast 12+ or long-range counts Miss, all others Flesh wound!
10	Miss!
11	WS 9 or higher counts Critical wound all others Flesh wound!
12	Long range counts Miss, all others Critical wound!

IMPACT TABLE

		POWER RATING									
Die Roll	12	11	10	9	8	7	6	5	4	3	2
12	w	w	w	w	w	w	w	w	w	w	10
11	w	w	w	w	w	w	w	w	w	10	9
10	w	w	w	w	w	w	w	w	10	9	8
9	w	w	w	w	w	w	w	10	9	8	7
8	w	w	w	w	w	w	10	9	8	7	6
7	w	w	w	w	w	10	9	8	7	6	5
6	w	w	w	w	10	9	8	7	6	5	4
5	w	w	w	10	9	8	7	6	5	4	3
4	w	w	10	9	8	7	6	5	4	3	2
3	w	10	9	8	7	6	5	4	3	2	1
2	10	9	8	7	6	5	4	3	2	1	0

WOUND TABLE

		WILLPOWER RATING									
Die Roll	2	3	4	5	6	7	8	9	10	11	12
12	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1
11	k	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1
10	k	k	-1	-1	-1	-1	-1	-1	-1	-1	-1
9	k	k	k	-1	-1	-1	-1	-1	-1	-1	-1
8	k	k	k	k	-1	-1	-1	-1	-1	-1	-1
7	k	k	k	k	k	-1	-1	-1	-1	-1	-1
6	k	k	k	k	k	k	-1	-1	-1	-1	-1
5	k	k	k	k	k	k	k	-1	-1	-1	-1
4	k	k	k	k	k	k	k	k	-1	-1	-1
3	k	k	k	k	k	k	k	k	k	-1	-1
2	k	k	k	k	k	k	k	k	k	k	-1

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REACTION CHECK MODIFIERS

CONDITION	MODIFIER
Leader	+2
Leader within 3" and sight	+1
Each friend, up to 3, within 3" and sight	+1
Uphill of all enemies.	+1
In cover.	+1
Attacking someone from behind	+2
Attacked from behind.	-2

"WHAT NOW" CHECK

Anytime a target moves into LOS from a concealed position (like popping out of a "bug hole") a non-active character must take a "WHAT NOW" Check.

Pass 1 st roll	Fire immediately or carry on as desired.
Pass 2 nd roll	Checker and target must roll 1D6 and add to their Willpower. High total moves/fires first, ties re-roll.
Pass no rolls	Checker "freezes" and does nothing.

"SHOT AT" CHECK

If you are fired on by anybody, you must take a "Shot At" Reaction Check.

Pass 1 st roll	Finish movement.
Pass 2 nd roll	Duck down.
Pass no rolls	Runaway.

"CHARGING" CHECK

If you are attempting to move into melee with an enemy, you must take a "Charging" Reaction Check. This applies to ANY move that will result in melee combat.

Pass 1 st roll	Charge into Hand-to-hand combat.
Pass 2 nd roll	Halt in place and fire instead.
Pass no rolls	Duck down.

"BEING CHARGED" CHECK

Characters attempting to contact the enemy and have passed a "Charging" Reaction Check must stop ½ the distance away and the target must take a "Being Charged" Reaction Check.

Pass 1 st roll	Stand for combat and fire if can.
Pass 2 nd roll	Stand for combat but cannot fire.
Pass no rolls	Runaway.

"RECEIVED WOUND" CHECK

When characters receive a wound they will immediately make a Received Wound Reaction Check.

Pass 1 st roll	Continue fighting.
Pass 2 nd roll	Move back 2", -1 to Willpower, and keep fighting if in melee. If fired upon -1 Willpower and Duck Back.
Pass no rolls	Runaway.

"LEADER LOST" CHECK

Whenever a character loses its leader to death or Run Away and the leader is within 12" and visible it must make an immediate Leader Lost Check

Pass 1 st roll	ALL carry on.
Pass 2 nd roll	Duck down.
Fail both rolls	Runaway.

REACTION CHECK MODIFIERS

CONDITION	MODIFIER
Leader	+2
Leader within 3" and sight	+1
Each friend, up to 3, within 3" and sight	+1
Uphill of all enemies.	+1
In cover.	+1
Attacking someone from behind	+2
Attacked from behind.	-2

HOW TO CONTACT US

Rules sets may be purchased my mail or online.

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www.twohourwargames.com

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Check out our Two Hour Wargames Yahoo Group for free downloads and info.

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CHARACTER SHEETS

HUMANS

NAME Citizen	DAV None	0
WS 5	WEAPON Fists	1D6
POW 6	MOVEMENT	8”
WILL 7		
STAM 42		

NAME Citizen	DAV None	0
WS 5	WEAPON Pistol	1D6 P5
POW 6	MOVEMENT	8”
WILL 7		
STAM 42		

NAME Colonist	DAV None	0
WS 7	WEAPON Assault	3D6 P11
POW 7	MOVEMENT	8”
WILL 9		
STAM 63		

NAME Soldier	DAV Body Armor	8
WS 10	WEAPON Assault	3D6 P11
POW 9	MOVEMENT	8”
WILL 9		
STAM 81	Also has 2 grenades 2D6 P9	

NAME Soldier	DAV Body Armor	8
WS 10	WEAPON Assault	3D6 P11
POW 9	MOVEMENT	8”
WILL 9		
STAM 81	Also has 2 grenades 2D6 P9	

NAME Soldier	DAV Body Armor	8
WS 10	WEAPON Hvy Wpn	2D6 P9
POW 9	MOVEMENT	8”
WILL 9		
STAM 81	Also has 2 grenades 2D6 P9	

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CHARACTER SHEETS

BUGS

NAME	“Big’un”	DAV	Body Type	12
WS	12	WEAPON	Claws/Teeth	3D6
POW	12	MOVEMENT		6”
WILL	10			
STAM	120			

NAME	“Big’un”	DAV	Body Type	12
WS	12	WEAPON	Claws/Teeth	3D6
POW	12	MOVEMENT		6”
WILL	10			
STAM	120			

NAME	“Little’un”	DAV	Body Type	8
WS	5	WEAPON	Claws/Teeth	2D6
POW	7	MOVEMENT		12”
WILL	7			
STAM	49			

NAME	“Little’un”	DAV	Body Type	8
WS	5	WEAPON	Claws/Teeth	2D6
POW	7	MOVEMENT		12”
WILL	7			
STAM	49			

NAME	“Little’un”	DAV	Body Type	8
WS	5	WEAPON	Claws/Teeth	2D6
POW	7	MOVEMENT		12”
WILL	7			
STAM	49			

NAME	“Little’un”	DAV	Body Type	8
WS	5	WEAPON	Claws/Teeth	2D6
POW	7	MOVEMENT		12”
WILL	7			
STAM	49			

“You’re lucky. See a “bug” on the ground you just “squish” them with your foot. No problem, right? Well in the far future on planets far away it isn’t so easy anymore.’Cause the “bugs” are big with appetites to match. You’ve seen them. Aliens...Starship Troopers... know what I’m saying? That’s what this is all about. This...”Bugs!” It’s about us against them. So what are you waiting for? Not afraid of a little bug, are you?”

Welcome to the world of BUGS! where the bugs are big with an attitude to match. It’s your job to turn them into “green goo” before you’re “sliced and diced”. Man against bug, up close and personal.

The unique Reaction System provides for a fast and furious game. BUGS! Is ideal for solo, same side gaming and head to head play .

Playable in two hours or less with any figures you choose. BUGS! will provide hours of entertainment for less than the cost of a movie ticket.

Hmmm, fun and cheap. That’s something the hobby could use more of....

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**REACTION
DRIVEN**

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