

## **LABYRINTH SCENARIO** (the Zim Maneuver)

A Shock Marine raiding party has succeeded in capturing a Bug Brain at the cost of all but two of the Marines. They're holed up somewhere in the Bug's labyrinth, and a squad of Marines is going in to find and bring them and their prized hostage safely out of the maze. The Bug's own internal sensor system overrides the tracking devices of the Marines: this means the hunt is a blind one, and the Bugs seem to pop out wherever there's a moving Marine. The rescue squad must move quickly if they hope to get in and out before being overwhelmed by the Bug horde...

**GOOD GUYS:** Shock Marines = 2 Rifles (with 1 Hand Flamer token) with captured Bug Brain.  
Marines = Sarge (with rifle), Flamethrower (with 20 ammo tokens),  
Smart Gunner, 7 Rifles (with grenades), Satchel Charge, and APC.

**BAD GUYS:** Bugs = Warriors (infinite supply)

**SET-UP:** Marines begin in the APC which is placed with its hatch at the end of a long, straight tunnel section. The next piece(s) of tunnel is (are) determined (see LAYING TUNNEL below) and placed. The Shock Marines and Brain are placed in the "hiding spot" of the room with two entrances, and the room piece set aside to be placed later when discovered by the rescue squad.

**TUNNEL DIE:** Result of 1 or 6 = Long section, 2 or 5 = Short section, and 3 or 4 = Corner section.

**TERRAIN:** The red spots indicate holes in the ceiling from which Bugs emerge during reinforcements.

**MOVEMENT:** Figures may move diagonally when there are squares on both sides of the move.

**LAYING TUNNEL SECTIONS:** As soon as a Marine moves enough spaces to bring new sections within range and/or L-O-S, roll the tunnel die and randomly draw / place the appropriate section. Marines can only see and place tunnel sections within a range of 10 squares in their L-O-S. A Marine must move onto a corner / room section to bring the sections that turn 90-degrees into L-O-S.

**ROOMS:** If an odd number comes up a room is placed instead of the indicated tunnel section. When a room is placed also place long, straight sections at its openings (inverted if outside range / L-O-S). Once the "T" and "X" rooms have been placed, the next room roll allows the placement of the room with the hiding figures. Once all rooms are placed ignore room results on the tunnel die rolls.

**REINFORCEMENTS:** Numbered markers (1-6) are placed on the board at the possible entry spots (holes or section ends) closest to the Marines. If there are not six entry spots place the remaining markers to the side. Roll 2d to determine how many Bugs come in (halve the roll, rounding up). If 5 or 6 new Bugs arrive, one of them will be a Shooter. Roll 1d for each figure to determine its location and place it on the board. If the result of a figure's location roll is one of the side markers that Bug is considered to be in the game and is placed aside as a "hunting Bug". On following turns roll for the location of all "hunting Bugs" along with the new reinforcements.

**APC:** The APC has no crew beyond the Marines available. Its weapons are a Cannon and Rifle. A Marine's own Aim Points may not be used to improve the target number. The weapons may fire over figures if the intervening figure is equal or closer to the APC than the target.

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

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

**SATCHEL CHARGE:** The charge has a time-delay fuse that can be set at 1, 2, or 3. It costs one Point to activate (which counts as the Marine's action for that turn). At the beginning of each turn the timer is reduced by one: when it reaches "0" it goes off. Damage = 3d, plus 2d in each adjacent square, and 1d at a 2-square range.

A Marine may spend one Point to disarm the charge, but it may not be set again. A Bug Shooter has a 1/6 chance of disarming. If in its L-O-S, a Shooter may direct a Warrior to pick up/move the charge.

**CONCUSSION:** When a Grenade, Cannon, or the Satchel Charge is used each figure must roll its range (doubled for Bugs and Shock Marines) or less on 2d or they fall. If fallen, they must roll to stand up (cost = 1/2d Points) on their next turn.

The above three weapons may also collapse the tunnels. Roll 1d for each ring of squares around (and beginning with) the target square (subtract 2 from the roll for Grenades), and if the result is greater than the range to the detonation square that ring (or first square) collapses. Continue rolling until a die roll ends the collapse. Any figures caught in a collapsed square are killed. Collapsed squares are treated as impassable and block all LOS.

**COVER FIRE:** Target Areas are single squares at extreme range within L-O-S (ie- cover fire cannot be placed on a nearer square to achieve a better shot). Examples would be passage endings, corners, holes, and other spots where a previously unseen Bug would come into view.

**MORALE CHECKS:** If at the beginning of the turn a Bug Warrior is 1 or 2 squares away from a Marine the Marine must roll 1d: on a result of 1 or 2 the Marine freaks out and fires at the Bug. This counts as that figure's move and action for the turn. (The Shock Marines need not check morale.)

**NEVER LEAVE YOUR FRIEND'S BEHIND:** During the course of the game no Marine may ever be more than 2 turns' movement away from the next nearest Marine. Command Points may be used to calculate the distance, but any wounds must also be taken into consideration. This rule is intended to prevent abandonment (called "heroic stand" in the posthumous award citation).

**BUG BRAIN:** A Marine must be designated as holding / leading the Brain. The holding Marine must be in an adjacent square (incl. diagonal) and may make no attacks. Holding costs 0 Points, and the Bug can be led up to 5 squares per turn. The holding Marine may pass the Brain to another Marine, but that ends the new Marine's turn.

At the end of the Marine phase the Brain rolls against the holding Marine (1d each) to escape. Marine modifiers: +1 (+3 if a Shock Marine), +1 for each Point not used by the holding Marine, +1 for each adjacent Marine who did not take an action that turn, and -1 for each wound taken so far. If the Brain rolls higher, it will move in the Bug phase: if it succeeds in getting up a hole the game is over.

Recapturing is the same d6 roll-off, but the Marine is at a -1 from the above bonuses.

**PLAYING THE BUGS:** The Warriors are relatively mindless, and will move toward / attack the nearest Marine. Whenever two or more equal opportunities present themselves (such as movement direction or target to attack), simply roll a die to determine which one it chooses. Shooters are smarter, and may exhibit some semblance of intelligent tactics. They are, however, still bloodthirsty Bugs, and must move to attack (though they may screen themselves with Warriors).

# LABYRINTH SCENARIO – BOARD PIECES

