

The logo for Gunzo! is positioned at the top center of the image. It features the word "GUNZO!" in a bold, blocky, black font with a white outline. The letters are slightly irregular, giving it a hand-drawn or stencil-like appearance. The background of the entire image is a dramatic scene from the game Gunzo! Operation: Bug Hunt. A massive, multi-limbed alien bug with a metallic, spiky body and glowing green eyes looms over three soldiers in futuristic armor. The soldiers are on a metal walkway, looking up at the creature with concern. The scene is lit with a mix of blue, green, and red light, creating a high-contrast, action-packed atmosphere. The overall composition is vertical, with the bug dominating the upper half and the soldiers in the lower half.

GUNZO!

OPERATION: BUGHUNT

The Only Good Bug Is A Dead Bug!

A MILITARY SPACE
SETTING FOR DCC
RPG

COMPATIBLE WITH
**DCC
RPG**



Enlist Today!

***Guaranteed Citizenship &
Your Galaxy Needs You!***

GUNZO!

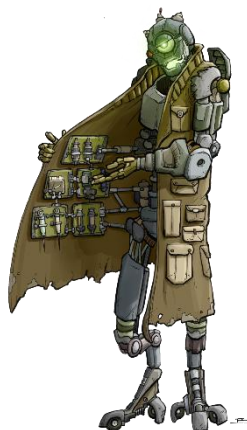
OPERATION: BUGHUNT

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“For the everlasting glory of the infantry.”
Frank Loesser, *The Ballad of Rodger Young*

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Goddammit! I hate going in hot. My ejector pod is too small, my armor is too big, and this new Cybo-leg is zapping me every couple of minutes. Doc says I'll get used to it but I dunno.

This makes jump number three in as many weeks. The frequency of hard action has really ratcheted up lately. I'm exhausted. The squad is so bruised and banged up they look more like rag tag mercs than trained veteran marines. We still haven't had a moment to mourn the fallen including General Smoothers. She was the best! As a General, she had no business being on planet with us losers. She should've been up in the command deck with the pilots! But that was never her style. She wasn't content to fight from space. She was one of us; Infantry. She liked to get her hands dirty. She had to see the bugs and Arachnoids up close and then blast them back to whatever Hell they crawled from.

Things are really starting to cook in here. Must be breaking through the atmosphere. Won't be long now. Today's mission, a simple seek and destroy. The local population on Nivay 5 has decided to cut ties with Command and severed all communications. Intelligence shows a new large bug-hole recently burrowed. Our job today, land and disable the capital city on Nivay, causing as much destruction and disruption as possible, then high-tail it back to space before the bugs have a chance to figure out what's going on.

Do I feel bad for the local population of Nivay? Hell no! Any friend of a bug is an enemy of mine! The entire galaxy is at war, in the fight for its life. You pick your side and you do your part. They choose the wrong side. Period. The end.

DCC Compatibility

Gunzo! Operation: Bughunt is completely compatible with DCC RPG. You will need the DCC RPG core rule book to play. Throughout these pages, certain rules and other information may be referenced from that book with the page number appearing in parenthesis like this: (193, DCC RPG). This tells you where to locate the additional information you will need to fully understand what is being discussed.

Introduction

This game takes inspiration from Starship Troopers by Robert A. Heinlein and it's feature length movie adaptation of the same name, along with the Alien blockbuster franchise and All You Need Is Kill and Edge of Tomorrow/Live. Die. Repeat. Really, any fiction involving space marines hunting aliens could be used as inspiration or mined for ideas (hint, hint Refs).

The action in these gaming sessions should be cranked to 11, the lethality high, and the ass kicking higher! Have fun and don't take this one too serious. It's meant to be crazy, over the top and awesome. Reward creative play (I recommend additional Luck but you do you) and encourage the players to go big, take risks and drive it like it were on rails. But above all else, just have fun!

Eric B.

Now, move out you miserable maggots! It's bug-splatting time!



Combat Medic

A Combat Medic is a lifeline to the soldiers on the battlefield and often is the difference between life and death earning them a place of honor and respect amongst their fellow enlistees who they battle alongside of.

As their skills increase, Combat Medics learn they can even learn to perform field surgeries and at high levels, complex cybernetic procedures.

Hit Points: Combat Medics gain 1d8 HP per level.

Weapon Training: Combat Medics are trained in all military weapons but must use only the Medic Armor.

Alignment: Combat Medics can be Good or Neutral Alignment but are restricted from Evil Alignment.

Medical Kit Healing: A Combat Medic uses a med kit that heals 1d4 hit points + his level once per character during a battle. A Combat Medic can carry 4 + his level Med Kits into battle with him.

Field Surgery: Upon reaching 3rd level, the combat medic can potentially save the life of a character who has been reduced to zero hit points, if the medic can reach the slain character within 1d3 rounds. By using a 3 med kits, the combat medic is able to restore the previously dead character to a single hit point, though they will remain unconscious for 1d6 hours, during which time no other healing will be effective.

Cybernetic Procedures: Beginning at 7th level, the Combat Medic's knowledge of medicine is extensive enough to go beyond the battlefield. They are capable of performing cybernetic surgery on other characters, providing they have the proper resources. They may do this only once per character per gaming session.

Level	Atk	Crit Die/Table	Action Die	Ref	Fort	Will
1	+0	1d6/I	1d20	+1	+0	+1
2	+1	1d6/I	1d20	+1	+0	+1
3	+1	1d8/I	1d20	+1	+1	+2
4	+1	1d8/I	1d20	+2	+1	+2
5	+2	1d10/I	1d20+1d12	+2	+1	+3
6	+3	1d10/I	1d20+1d14	+2	+2	+4
7	+3	1d12/I	1d20+1d16	+3	+2	+4
8	+4	1d12/I	1d20+1d20	+3	+2	+5
9	+4	2d14/I	1d20+1d20	+3	+3	+5
10	+5	2d14/I	1d20+1d20	+4	+3	+6



Engineer

Engineers are masters of all things mechanical. From weapons to cybernetics to robots to spaceships, if there's a problem, they can fix it! Enlistees want them close when jumping into combat. Nothing can screw up your day more than an ill-timed gun jam with a sea of bugs swarming your way!

Engineers are sufficient warriors, especially against mechanical opponents. Also, Engineers are great at deciphering alien tech and weapons to ascertain how the item works and how to use it.

Hit Points: Combat Medics gain 1d6 HP per level.

Weapon Training:

Engineers are trained in all military weapons but must use Light Armor only.

Alignment: Engineers can be any Alignment.

Bang on It with A Hammer: If a piece of technology breaks down in the field, the Engineer can attempt to make some slapshot repairs, temporarily forcing the object to work for another 1d6 rounds. The Engineer receives a bonus +2 to Action Die at levels 3, 5, 7 & 9.

Blasted Machines: Engineers are especially skilled at disabling technology. When attacking a Robot or other mechanical sentient beings, they receive a +2 bonus to Action Die rolls and damage rolls.

Man Of Science: Whenever an Engineer encounters a piece of alien hardware or technology they may attempt to operate it after only a round of study. The Referee sets the target based on the nature of the item. The Engineer receives a bonus +2 to Action Die at levels 3, 5, 7 & 9.

Level	Atk	Crit Die/Table	Action Die	Ref	Fort	Will
1	+1	1d8/III	1d20	+1	+1	+1
2	+2	1d8/III	1d20	+1	+1	+1
3	+2	1d10/III	1d20	+2	+1	+2
4	+3	1d10/III	1d20	+2	+2	+2
5	+4	1d12/III	1d20	+3	+2	+3
6	+5	1d12/III	1d20+1d14	+4	+2	+4
7	+5	1d14/III	1d20+1d16	+4	+3	+4
8	+6	1d14/III	1d20+1d20	+5	+3	+5
9	+7	1d16/III	1d20+1d20	+5	+3	+5
10	+8	1d16/III	1d20+1d20	+6	+4	+6



Grunt

Call them Grunts, Soldiers or Infantry — they all fall into the Grunt class. These are the men and women specializing in all types of combat. Clad in armor and armed to the teeth with the latest technology and weapons, they live (and die) by the laser and whatever else they can use to fight with.

More than any other class, the Grunts rely on her equipment as she wars throughout the galaxy. With the latest technology, she's able to defend her companions from the deadliest threats.

Hit Points: Grunts gain 1d10 HP per level.

Weapon Training: Grunts are trained in all military weapons and Armor.

Alignment: Grunts can be any Alignment.

Mighty Deeds: (See 47, DCC RPG)

Combat Machine: Against foes of one Hit Die (1 HD) or less, Grunts get one extra free attack per round, up to one extra attack per experience level. Thus a 2nd level Mercenary would receive two extra attacks each combat round. These extra attacks can only be used against foes of one Hit Die or less, but the Mercenary's standard attack can still be used against any foe they choose.

Subduing Attacks: When attacking something they have been ordered to capture, the Grunt may choose to incapacitate a target if an attack they make would reduce the target to zero or fewer hit points. That target remains unconscious for 1d6 hours and then regains consciousness and has one hit point.

Weapon Specialist: At character creation a Mercenary selects one weapon in which they are proficient – such as laser pistol, snap blade, or ion rifle. They receive +2 to all “to-hit” and damage rolls when wielding that weapon.

Level	Atk	Crit Die/Table	Action Die	Ref	Fort	Will
1	+d2	1d10/III	1d20	+1	+1	+1
2	+d3	1d12/III	1d20	+1	+1	+1
3	+d4	1d14/III	1d20	+2	+1	+2
4	+d5	1d16/IV	1d20	+2	+2	+2
5	+d6	1d20/IV	1d20+1d12	+3	+2	+3
6	+d7	1d24/V	1d20+1d14	+2	+4	+4
7	+d8	1d30/V	1d20+1d16	+3	+4	+4
8	+d10	1d30/V	1d20+1d20	+3	+5	+5
9	+d12	2d20/V	1d20+1d20	+5	+3	+5
10	+d14	2d20/V	1d20+1d20	+6	+4	+6



Pilot

Between worlds are endless stretches of emptiness dotted with stars. Countless worlds offer an oasis from the vastness of space, but it takes a skilled Pilot to fly starships from planet to planet. Pilots shine when they are in the cockpit of their vessels, operating with amazing alacrity and skill at the stick.

Pilots are serviceable in personal combat, but they truly shine when flying starships and piloting other vehicles. They are the absolute best at what they do and serve as invaluable allies.

Hit Points: Pilots gain 1d6 HP per level.

Weapon Training: Pilots are trained in all military weapons but wear only Light Armor.

Alignment: Pilots can be any Alignment.

Fame: Beginning at 4th level, Pilots become a well-known figure in the galaxy. She is easily recognized by most species in the universe for flying expertise. This can help her find allies but it also makes it difficult for her to remain hidden or out of the public eye.

Navigation: Navigation covers the ability to determine location, surroundings and likely requirements to traverse a terrain whether it be land, air, sea or even space. Pilots can use this skill to find the quickest path through confusing city streets, determine the best route around a dangerous space nebula or find the fastest route across a vast wilderness. Pilots receive a bonus +2 to Action Die at levels 3, 5, 7 & 9.

Ranged Combat Expert: Pilots receive a bonus of +2 to Ranged Attacks at levels 1, 3, 5, 7 & 9.

Stick Jockey: When a Pilot is flying a starship in combat, she receives a +2 bonus to Initiative in Starship Combat.

Level	Atk	Crit Die/Table	Action Die	Ref	Fort	Will
1	1	1d10/III	1d20	+1	+1	+1
2	2	1d12/III	1d20	+1	+2	+1
3	2	1d14/III	1d20	+2	+2	+2
4	3	1d16/IV	1d20	+2	+2	+2
5	3	1d20/IV	1d20+1d12	+3	+3	+3
6	4	1d24/V	1d20+1d14	+2	+4	+4
7	5	1d30/V	1d20+1d16	+3	+4	+4
8	6	1d30/V	1d20+1d20	+4	+5	+5
9	7	2d20/V	1d20+1d20	+5	+6	+5
10	8	2d20/V	1d20+1d30	+6	+5	+6



Robot

Robots are purely automated lifeforms. Yet, their programming is so complex that they seem to have emotions and thoughts just like a human. They can be programmed for any number of tasks from manual labor, medical assistance, technology interface, zero-g functionality, and even combat. Each Robot is designed for a single specific purpose, but their complex programming allows them to learn to adapt as much as any living and sentient being often resulting in quirky behaviors.

Hit Points: Robots gain 1d12 HP per level.

Weapon Training: Robots are trained in all military weapons but wear no armor. Hand to Hand Damage: Hand Strike: 1d4+STR Mod damage, Kick: 1d6+STR Mod damage

Alignment: Robots are always Neutral Alignment.

Languages: Unless otherwise stated, Robots are able to speak the common language and the computerized language of Robots only.

Mechanical Understanding: Robots have a natural understanding of all things mechanical and technical and receive +2 Action Die bonus when interacting with modern devices or computers.

Metal Body: Robots have metal bodies, which affords them a +3 bonus to Armor Class and they are not affected by the vacuum of space. They cannot be poisoned and do not catch diseases. Robots cannot be healed by med kits but can be repaired by Engineers.

Model: Each Robot is designed to serve a specific purpose and function. This is known as its model. At 1st level select one model and receive all the benefits associated with that model only. Then the player can select an additional package at levels 4 & 7.

- **Combat:** Designed for warfare and battle. These Robots receive a +2 bonus to their Armor Class in addition to the bonus already listed above. They are also able to wield any weapon and receive a +2 bonus on all to-hit rolls.

- **Diplomacy:** These Robots specialize in etiquette and protocol. They are able to speak any language they come into contact with after three (3) rounds of studying it.

- **Mechanical:** These Robots specialize in the operation and repair of starships and vehicles and receive a bonus of +2 to all Action Die rolls when attempting repairs.

- **Medical:** These Robots specialize in saving lives and can use a med kit that heals 1d4 hit points once per character during a battle. A Robot can carry 6 Med Kits into battle with him.

Self-Repair: Robots can choose to enter an 8-hour repair cycle. While in this repair cycle their circuits reroute power, run diagnostics, and auto-repair cycles are run. This heals the Robot for 1d6+1 Hit Points per uninterrupted repair cycle, recovering up to their maximum Hit Points.

Level	Atk	Crit Die/Table	Action Die	Ref	Fort	Will
1	+1	1d8/III	1d20	+1	+1	+1
2	+2	1d8/III	1d20	+1	+1	+1
3	+2	1d10/III	1d20	+2	+1	+2
4	+3	1d10/III	1d20	+2	+2	+2
5	+4	1d12/III	1d20	+3	+2	+3
6	+5	1d12/III	1d20+1d14	+4	+2	+4
7	+5	1d14/III	1d20+1d16	+4	+3	+4
8	+6	1d14/III	1d20+1d20	+5	+3	+5
9	+7	2d16/III	1d20+1d20	+5	+3	+5
10	+8	2d16/III	1d20+1d20	+6	+4	+6



***Come and see the beauty of
the Universe firsthand!***

***Sign up today,
Blast off tomorrow!***

Starting Cash

Roll 1d24	\$
1	1
2	2d6
3	3d6
4	4d6
5	50
6	150
7	250
8	1000
9	1200
10	1250
11	1500
12	1750
13	2000
14	2500
15	3000
16	5000
17	7500
18	10k
19	15k
20	25k
21	40k
22	70k
23	100k
24	300k



NOTE: Robots do not start with Cash.

Rank and Advancement

Rank is based on class. Advancement is based on merit and loosely based on level but can be accelerated by heroic actions or if the person the rank ahead of the character is ate by a bug or dies another horrid death!

All merit advancements are based solely on the referee's discretion.

Note: Robots have never been promoted to a higher rank are considered as servants or less than other classes in terms of rank.

Level	Combat Medic Grunt	Engineer Pilot	Robot
1	Enlistee	Recruit	Sub-Human
2	Private First Class	Crewman	Sub-Human
3	Private	Navigator	Sub-Human
4	Corporal	Pilot	Sub-Human
5	Sargent	Sky Pilot	Sub-Human
6	Staff Sargent	Officer Third Class	Sub-Human
7	Master Sargent	Officer Second Class	Sub-Human
8	Lieutenant	Officer First Class	Sub-Human
9	Captain	Chief Officer	Sub-Human
10	Major	Lieutenant	Sub-Human
-	Colonel	Commander	
-	Lieutenant General	Captain	
-	General	Vice Admiral	
-	Master General	Admiral	

Rank Based Pay Scale

While most expenses are covered during deployment the enlistee does earn a monthly salary for their troubles. If the enlistee dies in combat, then their accumulated salary will be paid out to their next of kin.

Combat Medic Grunt	Engineer Pilot	Monthly Salary
Enlistee	Recruit	\$2,000
Private First Class	Crewman	\$2,500
Private	Navigator	\$3,200
Corporal	Pilot	\$4,000
Sargent	Sky Pilot	\$5,000
Staff Sargent	Officer Third Class	\$6,000
Master Sargent	Officer Second Class	\$7,000
Lieutenant	Officer First Class	\$8,000
Captain	Chief Officer	\$9,000
Major	Lieutenant	\$10,000
Colonel	Commander	\$12,500
Lieutenant General	Captain	\$17,500
General	Vice Admiral	\$25,000
Master General	Admiral	\$40,000

NOTE: Robots are paid a flat commission of \$500 per month and their pay does not increase.

Equipment Section

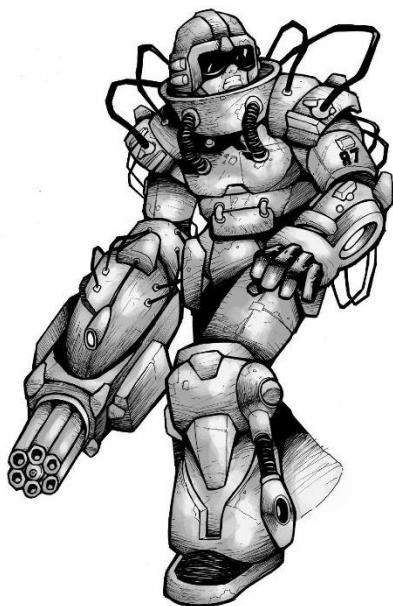




Armor

All Characters have a base AC of 10 and gain their Agility modifier. Example: *Your Character has a base of 10 and gets a +1 for their Agility Modifier, giving them an 11 AC. You buy Scout Armor that gives a +3 AC bonus. You now have a 14 AC.*

Note: AC bonus is cumulative. However, the most one can increase their AC by with armor is a +7.



Armor	AC Bonus	Check Penalty	Price	Fumble Die	Speed
Heavy	+6	-6	5k	D16	-10'
Composite	+5	-4	2,500	D16	-10'
Medium	+4	-3	1,700	D12	-5'
Scout	+3	-3	1,000	D8	
Boarding	+2	-2	500	D8	
Light	+2	-1	200	D8	
Shield, Energy	+1	-0	800	D8	
Helmet	+1	-0	300	D4	
Gas Mask	+0	-0	50	D4	

All Helmets come equipped with Coms for communication. Only armors that state they are environmentally sealed offer protection from the atmosphere.

Heavy: Heavy composite plates, reinforced with laser reflective coating, this bulky armor provides a high level of protection against all forms of attack.

Composite: Designed for hostile environments. It can be environmentally sealed for up to six (6) hours before its air canisters empty.

Medium: Modern reinforced metal alloy plates set into the lining of a padded suit.

Scout: Worn by scouts and explorers, this armor offers more protection than traditional Light Armor. Additionally, it can be environmentally sealed, keeping out harmful atmospheric effects for up to six (6) hours before its canisters empty.

Boarding Armor: This light composite armor seals to provide a small measure of protection in battle. It is environmentally sealed and has an oxygen supply of up to six (6) hours.

Light: Padded flight suits, boiled leather, and synthetic armor vests are all considered Light Armor. They offer minimal protection against most physical attacks.

Shield, Energy: A rounded metal alloy web that when activated fills with a field of crackling energy. Effective against only energy weapons. Cannot be used at the same time as a physical shield, though can be combined with an Energy Cloak.

Melee Weapons

Weapon	Damage	Range	Cost	Notes
Ion Axe, Heavy	d10	25	75	Heavy. Two-Handed
Ion Axe, Light	d6+1	40	30	Medium
Ion Chain 5'	d6-1	-	5	Light.
Crowbar	d6	10	5	Light.
Electro Dagger	d6-1	50	20	Light
Explosives	3d6/ charge	20	200/ charge	Requires Demolitions. Full damage within 10' & ½ damage within the next 10'. AGI check to take ½ damage. Ignites targets
Flail	d8	-	200	Medium
Nightstick	d4	--	25	Light
Ion Staff	d6	--	30	Light
Ion Sword	d8	-	300	Medium. Two-Handed
Electro Hammer	d6+1	30	100	Medium
Ion Whip	d6-1	-	15	Medium. Reach 5'

Ranged Weapons

Weapon	Damage	Range	Am- mo	ROF	Cost/ Ammo	Notes
Flame Thrower	2d6/ round	30	10	1	400 (50)	Heavy. Ignites target
Grenade	4d6	100	1	1	55	Anyone within 20' knocked back 10'
Grenade Launcher	-	425	1	1	1000	Has a belt that holds 4 grenades.
Hand Gun	d6+1	100	6	1	300 (30)	Medium
Javelin	d6	40	1	1	25	Light
Laser Pistol	2d6	600	8	1-2	8000 (200)	Heavy.
Laser Rifle	3d6	1000	12	1-3	10000 (300)	Heavy.
Molotov Cocktail	d6	30	1	1	2 each	Fire Damage 10' area Ignites target
Rocket Launcher	6d6	1000	1	1	2000	1 use.
Auto Pistol	2d6	75	10	1-2	500 (30)	Medium
Semi-Auto Rifle	2d6+2	150	20	1-2	800 (30)	Heavy
Shotgun	3d6	30	5	1	500 (25)	Heavy.
Sniper Rifle	3d6	500	10	1	3000 (100)	Heavy. +3 to attack if 100'+ away from target
Sub-Machine Gun	2d6+1	60	20	1-3	900 (50)	Heavy. Gun

Items

Item	Cost	Notes
Backpack, Large	10	+4 Carried Items
Clothes, Fancy	250	Well made, stylish suit or clothes.
Clothes, Moderate	50	Shirt, pants, shoes, socks, undergarments, etc.
Clothes, Simple	10	Shirt, pants, shoes, socks, undergarments, etc.
Energy Detectors	3000	Detects one: Electricity, Heat, Kinetic, Lack of Heat, Light or Radiation.
First Aid Kit, Advanced	20	
Flashlight	5	
Flint & Steel	5	
Handcuffs	15	5 HP
Lantern	10	30' of light
Matches (100 box)	2	
Motion Sensors	1000	Detects motion within 300'
Portable Breather	300	Mask.
Radio	10	
Rations, Fancy	3	1 Days' worth
Rations, Simple	1	1 Days' worth
Rope 50'	5	+2 to Climb
Satellite Uplink	75000	GPS, internet, instant tracking & communication
Swiss Army Knife	15	Versatile tool
Walkie-Talkie (Pair)	100	2-mile range

***Have you found your soul mate?
Try searching the galaxy!***



Join Up Today!



CYBERNETICS

Cybernetics are machine replacements or augmentations installed into a living host. Limbs, organs and even bone can be replaced to make a being faster, stronger, more perceptive, or even equip them with permanent weapons. Cybernetics can be purchased - however they are expensive.

Limiting Cybernetics: The Referee can choose to limit the number of cybernetic implants or replacements a character can have. Normally a character can have a number of cybernetic enhancements equal to 3, plus their Endurance modifier.

Cybernetic Arms & Hands

Cybernetic arms can be locked in place and hold up to 500 lbs of weight. If both arms are replaced with cybernetics, the character receives a -1 bonus to their armor class. Cybernetic arms also automatically include cybernetic hands (see below).

Once a cybernetic arm has been installed, only a single modification can be applied to each arm. All cybernetic arms include a cybernetic hand. Cost: \$5000 per arm.

Cybernetic Missile Weapons:

A small ranged weapon, such as an ion pistol or laser pistol, can be concealed in a cybernetic arm. Damage inflicted by this weapon is determined by the weapon installed. Cost: Base Weapon Cost x 3.

Cybernetic Hands can have their grip locked around an object, allowing the character to hold onto an object or surface indefinitely. Cost: \$500 per hand.

Small Cybernetic Melee Weapons: A specially constructed small melee weapon such as Ion Sword, a Electro Dagger, or a Ion Whip can be installed in a cybernetic hand. It is concealed until the character gives a mental command to release it, after which it springs from the palm. Damage inflicted by this weapon is determined by the weapon installed. Cost: Base Weapon Cost x 3.

Cybernetic Eyes: Cybernetic eyes replace normal eyes. They often have night vision, which grants the ability to see in total darkness at a range of up to 120 feet. Binoculars or Dark Vision Binoculars can also be installed. Cybernetic Eyes can be also be fitted with a targeting computer which grants a +1 to all To-Hit rolls when wielding a missile weapon. Cost: \$1000 (basic), \$1500 (binoculars), \$2500 (night vision), \$3000 (dark vision binoculars), \$5000 (targeting computer).

Cybernetic Legs: Cybernetic legs increase a character's speed by up to +20' Movement and assist in leaps and jumps, allowing the character to leap up to twice the distance of a normal human - though only if both legs are replaced. A character who gets both legs replaced also receives a +1 bonus to their Armor Class. Cybernetic legs can be fitted with a concealable holster which will fit a small weapon at an additional cost. Cost: \$5000 per leg, plus \$500 for a concealed holster.

Cybernetic Lungs: These replace a subject's physical lungs. They automatically filter out airborne poisons and have reserve oxygen of up to six (6) hours. Cost: \$2500.

Cybernetic Vocal Modulator: The vocal modulator amplifies a character's voice up to 10× its normal volume. Advanced vocal modulators which mimic another individual voice or sounds are available but the costs of such modifications and finding a cybernetic surgeon able to perform the procedure are typically cost prohibitive. Cost: \$2500 (basic), \$7500 (advanced).



Pressure & Shell Shock

Battling bugs is not easy. Seeing your friends die, losing a limb, being responsible for the death of another, is not easy. These types of events are all too common in combat and the characters will inevitably experience these types of situations. As this occurs, the characters will begin to accumulate Pressure.

Pressure is a system of escalating points that tracks how the character is coping with dire situations mentally and emotionally. As the Pressure builds, if not relieved, the character risks Shell Shock.

Shell Shock is the mental failure of the character's psyche to handle the troubling situations, causing the player to roll on the Shell Shock Table to determine how the Shell Shock actually effects the character in game. While pressure can be gained, both in and out of battle, Shell Shock only takes place in battle or extremely dangerous conditions.

Events That Incur Pressure	
A critical fumble	Any event that the Referee deems worthy of pressure
Any time a retreat is ordered	Being surrounded by enemies
If you fail a Save	Losing a Limb
No food/sleep for 24 hours	Seeing a friend die.
Taking more than 6 points of Damage in one hit	The ship/vehicle you are in takes damage

Each event incurs 1 point of Pressure. Every time you gain a point of Pressure, roll 4d4+Personality Mod. If you roll under your current pressure total then roll on the Shell Shock Table.

Shell Shock Table

D10	Shell Shock Effect
1	You immediately attack all living beings within your line of vision and continue to do so for 1d8 turns.
2	Permanent tick or tremble. Very obvious. Cannot be fixed.
3	Your mind shuts down and you enter a coma like state for 1d6 hours.
4	Fight or flight. You choose flight. You try to run from any contact with anything living, friend or enemy for the next 2d3 rounds.
5	Nervous breakdown. You see the battle swirling around you in slow motion. You can hear the explosions and gun fire but it seems distant, far away. You see danger coming towards you and your friend but you do nothing. It's like you're watching a movie. Even if attacked you put up no fight. If you are removed from the situation, you'll regain your wits in 8 hours.
6	Gain 2 permanent Pressure that cannot be relieved.
7	Battle broken. You must make a successful Will save each time you enter battle. If successful you can fight like normal. If unsuccessful, you freeze up, unable to fight until you take damage, then you snap out of it.
8	Nightmares. You're rest is plagued with terror; you recover HP at ½ the normal rate for 6 weeks.
9	You lose control of your bladder now every time you enter melee combat.
10	Lose your next action

Relieving Pressure

For every four hours of quiet downtime, you relieve 2 Pressure points. Note: You cannot both recover Hit Points and relieve Pressure points at the same time. You must make a choice which you focusing on to recover.



Random Bug Generation Tables

In following pages use the random charts provided to generate two or three different giant bugs that can be encountered per planet visited. Roll once on each chart to determine each bug type. All bugs are of Evil Alignment.

D16	Base Bug Stats (+ any bonus added from the other categories)
1-4	Init -1; Atk bite -2 melee (1d3); AC 13; HD 2d8; MV 30'; Act 1d20; SV Fort +2, Ref +0, Will -3;
5	Init +3; Atk bite +6 melee (1d6 plus poison); AC 14; HD 3d6; MV 60'; Act 1d20; SV Fort -1, Ref +2, Will -1;
6	Init -2; Atk pincers +2 melee (1) and arms+4 melee (1d8); AC 11; HD 2d6; MV walk 20' or swim 40'; Act 8d20; SP grasp 1d4, camouflage; SV Fort +2, Ref -2, Will +2;
7	Init +8; Atk slam +8 melee (2d6) or hurled object +8 missile fire (1d6, range 100'); AC 16; HD 8d8, 12d8, or 16d8; MV 50' (flight); Act 1d20 (or more); SV Fort +6, Ref +10, Will +6;
8	Init +0; Atk bite +1 melee (1d3) +1 melee; AC 13; HD 1d8; MV 30'; Act 1d20; SV Fort +1, Ref +0, Will +0;
9	Init +2; Atk +2 melee (1d8+2) or Antennae +2 melee (1d6 plus DC 14 Ref save or be entangled); AC 14, HD 1d8+2; MV 30'; Act 1d20; SP infravision 60'; SV Fort +1, Ref +1, Will -1;
10	Init +5; Atk swarming bite +1 melee (1 plus sting); AC 11; HD 4d8; MV fly 40'; Act special; SP sting (DC 5 Fort save or 1d4 damage); SV Fort +0, Ref +10, Will -2;
11	Init -3; Atk bite +5 melee (3d4); AC 17; HD 3d8; MV 40' or climb 20'; Act 1d20; SP camouflage; SV Fort +2, Ref -2, Will -2;
12	Init +3; Atk +22 melee (4d10+10) or hurled stone +8 missile fire (1d8+10, range 200'); AC 17; HD 16d10; MV 30'; Act 2d24; SP immune to fire, double damage from cold-based attacks, 10% crit on 20-24; SV Fort +15, Ref +5, Will +8;

Random Head Table

D16	Head Features	Notes
1-4	Beady Little Head	Small Eyes, Tiny Mouth
5	Wasp like head, with Glowing Blue Antennae and Ommatidia style eyes.	Antennae are electrified doing 1d3 damage if touched.
6	Large Round Head w/ Beetle like pincers and razor-sharp teeth	Pincer and bite damage 1d6.
7	Grasshopper like head	Headbutt 1d4
8	Hairy face and large drooling mouth	Acid saliva Ref save or 1d4 damage.
9	Red Mantis like head	+3 Init
10	Tic, Indestructible shell	Burrowing Bite 1d10 damage
11	Fire Beetle Head	Lava Vomit 60' 1d16 damage, -2 to hit.
12	Green Mantis like head	Hypnotic eyes, save vs Will or lose attack DC 14
13	Tiny Roach head	Infecting bite, save vs Fort or take 1d3 damage per turn until trauma kit healed!
14	Arachnid Triangle Head	Bite 1d6, Init +2
15	Arachnid head with pincers	Bite 1d6, Pincers 1d3
16	Black Widow Head	Poison bite. DC 14 Fort save or die!

Random Thorax & Abdomen Table

D12	Thorax & Abdomen Features	Notes
1-3	Squishy soft green body	-1 to AC
4	Black & Yellow striped body	+1 to AC
5	Black soft shell, Acidic blood	Acid blood Ref save or 1d4 damage.
6	Tough Black Shell, Centipede	+3 to AC
7	Skinny Green Grasshopper Body	Fast, Move Jump 60', +3 Init
8	Tic like indestructible shell, Can only take damage on the underside/belly.	Every 3 rd attack, will raise up exposing under belly.
9	Giant Wasp like body. Stinger.	Sting does 1d10 damage
10	Arachnid Like Body, Hairy. Fast reflexes.	+2 AC, +3 Init
11	Red Scorpion body with plasma blasting stinger	Can shoot plasma from stinger 60', 3d6 damage. If stung by Stinger, Save or Die required Fort DC 12.
12	Giant Caterpillar with ground to space firing plasma canon rectum.	Can attack starships in orbit or surrounding planets. 3d50 damage.

Random Appendages Table

D14	Appendages	Notes
1-2	4 Legs	Nothing special
3-4	6 Legs	
5	6 Legs, 2 tiny wings	Slowfall (1/2 normal speed)
6	8 legs Arachnid like, Hairy	+1 AC
7	6 Legs, Fly like wings	Fly 30'
8	6 Legs, Roach like wings	Wing Shield, +3 AC, Fly 40'
9	6 Legs, 4 sword-like arms	Stabbing attack 1d8, +1 additional attack per round
10	4 Legs, 4 Arms, 4 "Doc Ock" Style appendages	+2 attacks per round
11	6 Legs, 4 Arms, 4 Dragonfly like translucent wings	After grabbing an opponent, will fly into air and "Drop" attack doing 1d8 damage for every 10' fall beyond 20'.
12	20 legs	Move 50", +2 actions per turn.
13	2 Grasshopper Legs, 2 Mantis Arms	Jump 60', Stab Attack 1d8, +2 to Attack
14	2 Large red wings with black polka dots, 6 legs	+3 to Persuasion.



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Boss Monster Bugs

Arachnizoids

Arachnizoids: Init: +3; Atk Venomous Bite 1d4, +4 Melee; AC: 15; HD 6d8; Move 60'; Special: Venom and Wall Climb; SV Fort +2, Ref +6, Will +2, AL E.

Venom: When an Arachnizoid delivers a bite that deals 2 or more points of damage to a victim, that victim must then make a successful Fort Save, DC 10, or suffer 1d4 hp damage each round until healed by a Medkit.

Wall Climb: Can climb steep vertical accents and even upside down at half of their normal Move rate.

Arachnizoids are more intelligent than most bugs that your characters will encounter. Their methods seemed calculated, planned and deliberate. Also, they do not usually fight to the death unless trapped. Once the odds of winning the fight have turned against them, they will retreat leaving the other bugs to cover their escape.

Arachnizoids stand just over 4' tall and are extremely fast. Their movements are darting, quick and dangerous.





Swarmers

Swarmers: Init: +2; Atk Stabbing Appendages 1d6
Pincer Crushing Strike 1d8, +3 Melee; AC: 13; HD 4d8;
Move 30' Fly 40'; Special: Drop Attack, Reinforcements
and Swarm; SV Fort +1, Ref +3, Will +0, AL E.

Drop Attack: If an opponent is in Melee combat with another bug, the Swarmer will attempt a sneak attack from behind, Save vs Ref DC 14. If the save is successful, no damage or effect but if the opponent fails their save, then the Swarmer will use their powerful Pincers to entangle the opponent before lifting them off the ground, flying straight up 40' and dropping them to the ground doing 3d10 damage.

Reinforcements: 3 out of 4 Swarmers are colored yellow and black like a Yellow Jacket Bee. The others are colored red and black. The red and black Swarmers have the ability to call for back up via bug telepathy. They will call for back up when down to 4 or less Swarmers. In 1d3 rounds an additional 1d12 Swarmers will arrive as reinforcements.

Swarm: If a group of Swarmers outnumber the Characters, for each Swarmer above the character total number, all Swarmers receive a +1 to Atk. Example: 5 Characters, 9 Swarmers, each Swarmer receives an additional +4 to Atk.

Swarmers are 2' tall and mostly very stupid. The threat with Swarmers is being over whelmed by their numbers and not their individual abilities.



Tunnelers

Tunnelers: Init: +2; Atk Stab 1d12+4 Pincer Strike 1d16+4, +4 Melee; AC: 11; HD 14d8; Move 50'; Special: Dismemberment; SV Fort +3, Ref +1, Will +1, AL E.

Dismemberment: On a natural 18-20, this bug has the uncanny ability to dismember a person's appendage. Roll on the table below.

Tunnelers appear in low numbers usually 1-3. These bugs are huge and powerful and very hard to kill. Their size is akin to an Adult Dragon.

D12	Dismembered Appendage
1	Both Legs!
2	Right Leg
3	Left Leg
4	Right Hand
5	Left Hand
6	Right Arm
7	Left Arm
8	Right Eye
9	Left Eye
10-12	No Dismemberment

Other Alien Enemies

Phormonex

Phormonex: Init: +5; Atk Acid Bite 1d4, Claw 1d6, Tail Whip 1d4+2, +4 Melee; AC: 15; HD 6d8; Move 60'; Special: Acid Bite, Acidic Blood and Wall Climb; SV Fort +3, Ref +6, Will +1, AL E.

Acid Bite: When Phormonex delivers a bite that deals 1 or more points of damage to a victim, that victim must then make a successful Reflex Save, DC 12, or suffer 1d4 hp damage each round until healed by a Medkit.

Acidic Blood: As Phormonex take damage, they tend to bleed purple blood, a lot. This blood is highly acidic and requires any characters who within 5' to make a Ref Save, DC 14 or suffer 1d4 hp damage each round until healed by a Medkit.

Wall Climb: Can climb steep vertical accents and even upside down at half of their normal Move rate.

Phormonex are man-size but tend to run on all fours. They have an intense hatred of all humanoids and cannot be negotiated or reasoned with in any way. They will only listen to Master Phormonex.





Master Phormonex

Master Phormonex: Init: +8; Atk Acid Bite 1d4+4, Claw 1d6+4, Tail Whip 1d6+4, +4 Melee and 2 attacks per round; AC: 17; HD 10d8; Move 60'; Special: Acid Bite, Acidic Blood, Acidic Spray and Wall Climb; SV Fort +6, Ref +9, Will +6, AL E.

Acid Bite: When a Master Phormonex delivers a bite that deals 1 or more points of damage to a victim, that victim must then make a successful Reflex Save, DC 16, or suffer 1d4 hp damage each round until healed by a Medkit.

Acidic Blood: As Master Phormonex take damage, they tend to bleed blue blood, a lot. This blood is highly acidic and requires any characters who within 5' to make a Ref Save, DC 14 or suffer 1d4 hp damage each round until healed by a Medkit.

Acidic Spray: Master Phormonex can spit large copious amounts of acidic saliva up to 20' away causing all players within that range to make a Ref Save, DC 15 or suffer 1d4 hp damage each round until healed by a Medkit.

Wall Climb: Can climb steep vertical accents and even upside down at half of their normal Move rate.

Master Phormonex are man-size but tend stand upright. They have an intense hatred of all humanoids and cannot be negotiated or reasoned with in any way.

Intergalactic Hunters

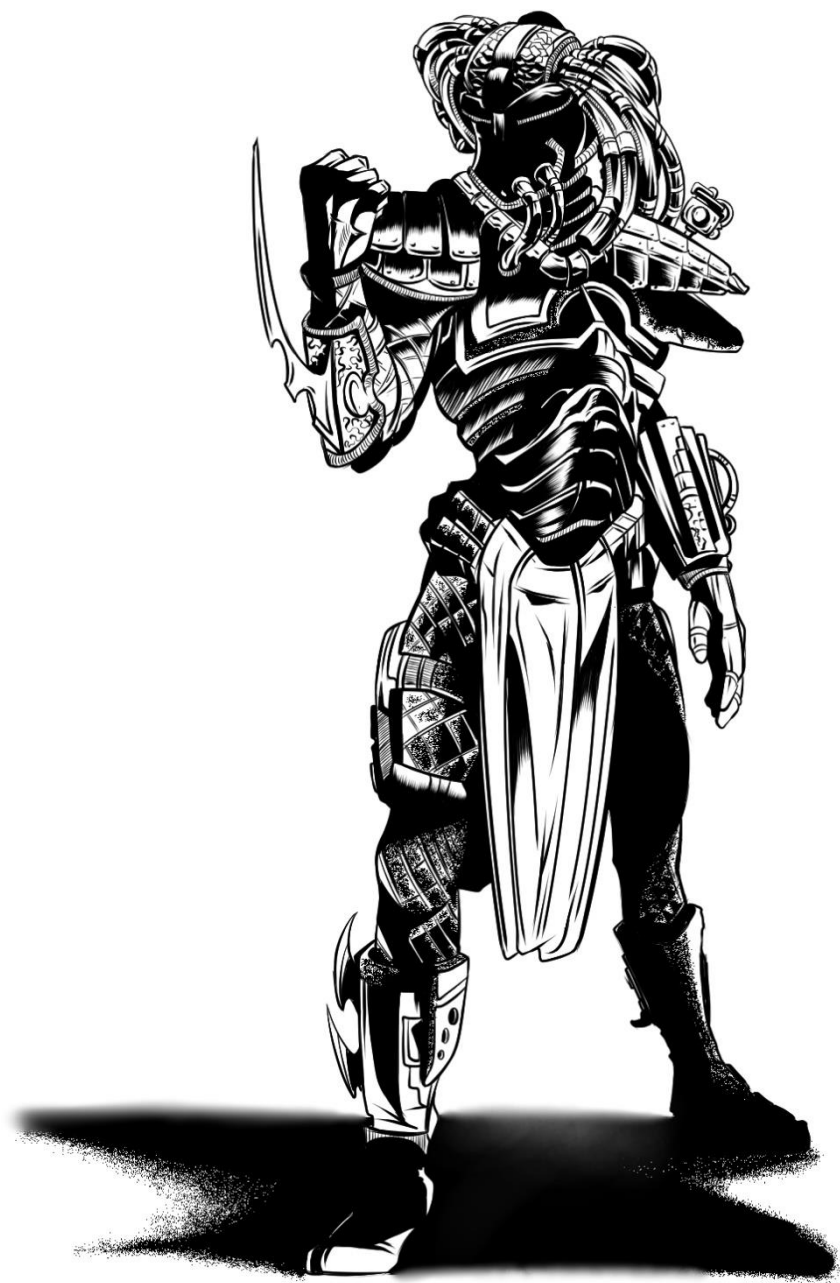
IH: Init +8; Atk by Weapon, +8 melee (2d6) or +8 ranged (1d10, range 100'); AC 16; HD 12d8; MV 30'; Special Invisible, Act 1d20 (or more); SV Fort +6, Ref +10, Will +6;

Invisible: Intergalactic Hunters have the ability to turn invisible at will. This is their preferred method to hunt.

Tactics: IH enjoy setting up deluxe, highly complexed traps to ensnare their prey. Once they begin a hunt they will not quit until the hunt is complete. However, before they begin their hunt, they will size up their would-be opponent to see if they are worthy to be hunted. Any prey deemed too weak are considered unworthy of the glory of the game and are left to be.

IH always hunt alone and prefer that their prey significantly outnumber them. Their normal prey party will consist of 5-10 trained and formidable opponents.

Furthermore, IH will never surrender, retreat or abandon a hunt. Also, they will never leave a prey injured or maimed. This is a fight to the death with the most powerful warrior emerging. They consider anything less to be dishonorable.



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