

THEM!

Turn Sequence

1. Characters move & have actions
2. Add more ants. There are a maximum of 4 times as many ants as humans. Only two ants may be added at each entry point, each turn
3. Ants move & have actions

Movement

1. Characters move 6 inches – half movement if poisoned
2. Ants move 6 inches
3. If a figure is surrounded by enemy figures he is trapped and must fight his way out. There can be a maximum of four figures on a target
4. Characters may pass through other characters as long as they don't end on the same area (unless of course they don't want them too...)
5. Characters may climb on scenery (unless designated) but ants may not

Character Actions (actions can split however a character wishes)

1. Characters can build or destroy a barricade at the cost of 6 inches of movement. Several characters may combine to build a barricade. Place the barricade immediately in front of the figure
2. Characters can destroy an entry point at the cost of 6 inches of movement and the use of an explosive charge (note the character is not injured when doing this, it is assumed the charge has been dropped down the hole)
3. Attacks cost 1 inch of movement unless stated
4. Each search and pick up of explosives cost 1 inch of movement

Character Attacks

1. May only be made in the front 180° arc
2. Ranged attacks have a range of 12 inches and hits the first target in front (friendly or not)
3. Roll d6 on the following table for ranged or hand to hand attacks
 - 1 **Oops** Lose rest of actions this turn
 - 2-4 **Miss**
 - 5 **Body Shot** – Target knocked back 2 inches. If pushed into another ant, that ant is pushed back etc
 - 6 **Head Shot** – Ant killed

Ant Attacks

1. Ants do not need to pay movement for attacking
2. Roll a d6. On a roll of a 6 then character is wounded. Character is moved backwards 1 inch (unless blocked) If pushed into another character, that character is pushed etc
3. For each wound taken, roll a further d6, on a roll of a 1 the character is poisoned by the ant venom. Movement is halved for the rest of the game
4. Characters can take 3 wounds before death

Explosive Charges

1. Characters may only hold two explosive charges at a time. If a character is poisoned, he can only carry a single explosive charge
2. Explosive charges are dropped when characters die and are immediately placed on the tabletop
3. Characters may trade with other characters who are in base-to-base contact. This costs no movement
4. A character may throw an explosive charge 6 inches and place a 3 inch burst template. Any ant or character under the template is killed on a d6 roll of a 4, 5 or 6. Misses are assumed to be duds and are discarded. Throwing costs 1 inch of movement

Barricades

1. Ants cannot cross barricades, instead they must destroy them. Ants can destroy a barricade by having a row of 4 ants lined up in front of a barricade. At the start of the ants next turn the barricade is removed
2. Characters may cross a barricade by spending 3 inches of movement. They may not halt on a barricade
3. Fencing and walls may not be crossed, unless designated at the beginning of the game