Character Selection

The first action in the game is for each player to select a character from the roster. Hopefully you can all agree to play different characters. If there is any conflict, there are two ways to resolve this:

1. Roll a die, highest rolling player gets their way, reroll in a draw.
2. A contest of skill to decide who gets priority choice.

For the sake of brevity, I suggest option 1.

Objectives

Roll a die and consult the table below to generate an objective for the game.

1-2	3-4	5-6
Destroy the Hive	Rescue the Scientist	Kill the Queen

If all the Valkyries in your team die, you lose. (Unless they somehow complete the objective as they die).

Destroy the Hive

Your objective is to place charges at various weak points around the hive. When you draw tiles (described in more detail later), some will be 'objective' tiles.

You can use an action to establish an objective tile as a structural weak point.
        Exception: The Engineer class does not need to spend an action to do this.

Once a 'weak point' has been established, you may spend a further action 'laying a charge'.
Your first objective is to place 4 charges.
Then, once you have placed enough charges, you can detonate them at any time.
Only players who have made it back to the first tile (which has unlimited room for gameplay purposes) before the detonation will 'survive'. All players still in the tunnels die as soon as the charges detonate.

Rescue the Scientist

Every time you find an objective tile, roll a die. If the die roll is equal to or smaller than the number of objectives revealed, you have found the scientist, LJ the Loquacious.

LJ will be 'attached' to one character, moving at the same speed as them. Bugs never attack LJ, only the character he is moving with.

If a character looking after him dies, LJ remains at the same place until another character 'picks him up'.

He carries a pistol and thus grants an additional die attack, with a 5+ to hit and a range of 0-3 tiles.

If all characters die before LJ can be rescued, you lose.

To rescue LJ, he must make it back to the starting tile. At any point, as long as there are no bugs in the starting tile, you may end the game for a victory. (You win as soon as he reaches the final tile, but this gives other Valkyries a chance to get to safe ground)

Kill the Queen
Objective tiles will all have a title.

Queen Chamber	Nutrient Pool
Spawning Pods	Sensory Cluster
Ventilation Centre	Bio-Aqueduct

The Queen Chamber will have a Queen token placed in it. She will have 22 HP. The Queen is very easy to hit. However, her armour is ludicrously thick, meaning it takes a roll of 6 to hurt her (excepting special items).

The Queen cannot move or attack. She occupies the impassable square at the end of the chamber.

You may make a special attack against any chamber other than the Queen chamber. Damage is automatically done, no roll is required, but you must be in the room you are attacking (this is a special attack that does not follow the normal range or attack rules). It takes two successful attacks to destroy one of these rooms. Each destroyed room automatically removes 4 HP from the Queen. You can, in principle, harm the queen and finish her off by destroying a room.

The moment the Queen dies, the game is over and you win.

"With my last breath, I spit at thee"
Sometimes, your last character may die at exactly the same moment the Queen dies. This still counts as a victory.

Playing the Game
Place all characters in the 'starting' tile.

This tile is large enough to accommodate all players. It takes one single square of movement to leave the first tile.

Shuffle the tiles and place them face down.
Then shuffle the item cards and place them near the tile piles.
Characters move in the following order

Buzzer
Jane
Kenneth
Ellie-May
Maria
Nikhita

A character gets a number of move actions equal to their agility. They spend these actions doing the following 'moves'

1. Move into a new square
2. Search a tile

Each tile is made up of multiple squares.
You may make moves and multiple searches in the same turn, but you cannot search the same tile twice.

When you move, you may only land on and move through white squares. Others are impassable. You may not move diagonally.

You may move past friends, but not past bugs (unless you are Buzzer). You may not end your movement in the same space as another character, friend or foe.

If a move would take you out of a tile, you draw a tile from the randomised pile. You must create a clear corridor leading from your current tile, but may otherwise orient it how you like. Also place an item token face down on an impassable part this tile.

You may spend an action searching a tile. Doing so allows you to trade an item token from the room you are in with an item card. Do not replace the item token afterwards unless otherwise instructed.

Many items may be traded, as a free action, to another character in the same tile during the turn of the player who initially owns the item.

There is no limit to the number of items you can carry.

Bugs

At the end of the last player's turn (for example, if Nikhita is in play, after she has performed all the actions and attacks she wants to), place a spawn token at any 'open' tile edges for a tile not occupied by a player character. You place a maximum of tokens equal to 2 + the number of players.

You may not place a second token in the same place unless all eligible positions have been taken up. Same again for a third token, fourth, etc.

At the same point in the next turn (ie, the last Valkyrie character has moved), roll a die to determine how many bugs will spawn (be 'revealed') there.

If, however, you explore a new tile which would end up being placed where a bug token already is, the bugs there are instead revealed prematurely.

Bugs can move 4 squares. They can move through each other but not player characters.

Normal Bugs have 1 HP and 1 attack.
Large Bugs have 2 HP and 2 attacks.

Die result	Bugs
1	2 Small
2	1 Small, 1 Large
3	3 Small
4	2 Small, 1 Large
5	4 Small
6	2 Small, 2 Large

Bugs will always move towards the nearest play character (count squares to decide this). If player characters are equidistant, they will move towards the character with the most allies nearby. If this is still a tie, roll randomly to decide. If they can move adjacent to a character, they will stop moving, even if they have other moves available. Bugs cannot search.

Bug Limit:
Easy: 2 Small Bugs per player, 1 Large Bug per 2 players.
Medium: 3 Small Bugs and 1 Large Bug per player.
Hard: 4 Small Bugs and 2 Large Bugs per player.

If you want an additional challenge, feel free to increase the limit!

Attacking

Line of sight

Characters can see an unlimited distance along a straight corridor. They can face any direction, at any time, as a free action.

For example, if a character is standing in the middle of a 4 way intersection, they can see in all four directions up until a corner.

Players

At any point during a character's turn, they may make an attack. They must
1. Be able to see in a straight line down a corridor to their target.
2. Have a target within their 'squares' range (usually 9 squares).

Roll a die. If your die score equals or exceeds your 'to hit' score, deal 1 HP of damage to a Bug. You may make as many attacks as you have stated on your profile.

Bugs

At the end of their turn, Bugs will attack any characters adjacent to them. If there are two or more Valkyries in base contact, roll a die to determine who gets attacked.