

# DEMOCRACY VS BUGS

Welcome Defender, to the ultimate fight against evil! You have joined the intergalactic fight against the alien insectoid threat known as the Syntics. Your duty is to exterminate them from every exoplanets in the galaxy all in the name of Democracy!

## Defender Recruitment

As a Defender, you are always combat ready! When making a Defender, you roll several d6(s) in order to determine you Defender's Stats, Weapon, and Equipment.

## Defender Stats

Your physical attributes have been evaluated and given a statistical point value. The stats are, Action (ACT), Strength (STR), and Durability (DUR). When creating a defender, roll 1d6 and look at the table below to see your stat spread.

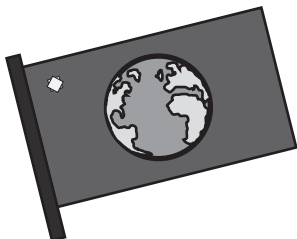
Roll	ACT	STR	DUR
1	6	3	3
2	5	4	3
3	3	5	4
4	3	6	3
5	4	3	5
6	3	3	6

## Stat Descriptions

**Action (ACT):** This is the number of Threats you can react to within a round.

**Strength (STR):** This value determines the number of d6s you roll on the Equipment table during Defender Recruitment.

**Durability (DUR):** This value determines the amount of damage you can take before your defender dies.



## Defender Weapons

When creating a defender, roll 1d6 to determine which of the following weapons you have. Each shot of a weapon deals 1 point of damage to a target. Defender weapons are described with four stats, **Fire Rate (FRT)**, **Accuracy (ACU)**, **Range (RGE)**, and **Weight (WGT)**. The stats are described below. Some of the weapons have additional features that are described in the section below the weapon.

## Weapon Stats

**Fire Rate (FRT):** This is the number of shots fired by the weapon when you use the FIRE reaction.

**Accuracy (ACU):** This is the number that your roll must be equal to or greater than to successfully damage a target.

**Range (RGE):** This is the effective range of the weapon that it can be fired at. One RGE value is directly equal to one square on the battle map

**Weight (WGT):** The value that is subtracted from your S value before rolling Equipment.

## Weapon Stats

### ROLL

1

Mercury			
FRT	ACU	RGE	WGT
2	3+	5	1

2

Venus			
FRT	ACU	RGE	WGT
1	2+	3x3	3
Hits in a 3x3 square area in front of wielder			

3

Mars			
FRT	ACU	RGE	WGT
1	3+	3	2
Deals 2 damage if with in 1 square of target			

4

Jupiter			
FRT	ACU	RGE	WGT
6	5+	6	3

5

Saturn			
FRT	ACU	RGE	WGT
1	2+	12	2
If the roll is a 4+, deals 2 damage			

6

Neptune			
FRT	ACU	RGE	WGT
4	4+	9	2

## Defender Equipment

As a Defender, you come equipped with a number of extra supplies. To determine your equipment, roll a number of d6's equal to your 1 + your STR value - your weapons WGT value. Some of the equipment must be activated with the UTILITY action, while some provide stackable passive buffs to your Defender. All of the equipment is listed and described on the table below.

Roll	Equipment	Description
1	Jump-Pack	Defender can move over grayed and blacked out squares
2	Kinetic Shield	Reduce the value needed to successfully DODGE by -1.
3	Impact Grenade	Throw an explosive up to 6 squares away, dealing 3 damage to any targets in a 3 x 3 square.
4	Land Mine	Place an explosive trap in the square in front of you, dealing 3 damage to any targets in a 5 x 5 square at the start of the next round.
5	Repair Kit	Quickly restore you or an ally's DUR value back to full.
6	Weapon Stock	Improves the FRT value of your weapon by 1.

## Defender VS Syntic Combat

### Rounds

Rounds are the base system that determines when players regain resources, timing of certain events, and when enemies are out of actions. A round starts when combat starts, and a Round ends when all living Syntics have presented a Threat. The game has no round limit.

### Threats

Threats are Syntic actions that are presented by the GM for Defenders to react to. Each living Syntic gets to present one Threat each round. Each type of Syntic has unique threats that they may present. The effect of Syntic Threats happens after Defenders reactions.

### Reactions & Movement

When a Syntic presents a Threat, all Defenders must decide if they would like to react to it. If yes, then they can pick from the list of Defender reactions to use. Once all Defenders have chosen a reaction, all reactions happen simultaneously. A Defender can only react once to a Threat and has a limited number of Reactions per round equal to their ACT value. Once the round is over, the Defender regains all of their reactions. Before each reaction, a Defender can move up to 3 squares in any direction. Diagonals count as 1 square for movement, firing, and throwing. Any reactions a Defender doesn't use within the Round are wasted and do not carry over to the next round.

## Defender Reactions

**FIRE:** Fire your primary weapon at a target in your weapons RGE value. Roll a number of d6s equal to your FRT value. If the number rolled is greater than or equal to your ACU value, it deals 1 damage to the target (unless it is specified otherwise). This reaction can only target the Syntic who is presenting the Threat.

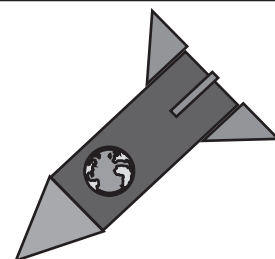
**RUSH:** Double your maximum movement against this particular Threat.

**UTILITY:** Use/Deploy one of the following equipment if you have one available: Impact Grenade, Land Mine, Repair Kit.

**DODGE:** When directly attacked by a Syntic, you can roll a 1d6. On a 4+ the attack misses and you take no damage.

**REINFORCE:** Call in a drop ship deploying a single player that died in the last round. They roll a new Defender with new Stats, Weapons, and Equipment. The freshly deployed Defender has all reactions available and a full DUR value.

**DEMOCRACY:** Once per game of *DEMOCRACY VS BUGS*, each player may use the Democracy reaction. The player calls in a missile strike centered on a point within 6 squares of the Defender. At the start of the next round, the missile strike presents a Threat, giving Defenders the opportunity to react. The missile strike deals 6 damage in a 7 x 7 square area. When a player calls the Democracy reaction, they lose their remaining reactions and must remain saluting until the missile strike lands. The missile strike goes off even if the Defender dies.



## Game Masters Information

*DEMOCRACY VS BUGS* is primarily a skirmish style tabletop war game. The game can have pre-combat narrative if the Game Master wishes to do so, but it is not recommended. The more players are attached to their Defenders, the sadder they will be to watch them get crushed or exploded. That being said, the Game Master still can create an engaging environment and world for the players to fight in.

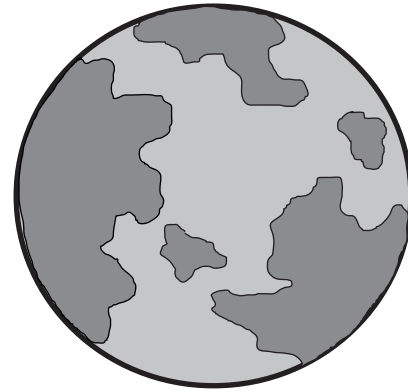
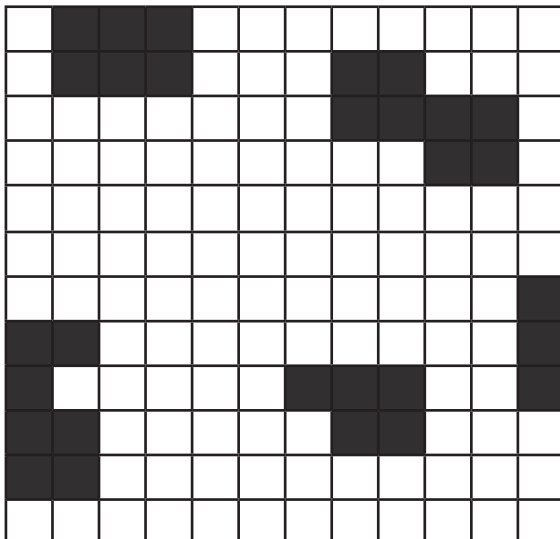
When starting a session of *DEMOCRACY VS BUGS*, you should start with determining the Exoplanet that the players will be defending. Different Exoplanets contain different environments, atmospheres, and Syntics that the players will have to overcome. The planet's features are made by rolling d6(s) on the following tables.

### Exoplanet Environment

Each planet has a distinct physical environment that brings unique challenges to the Defenders. Roll 1d6 and take the environment from the table below. The environment will decide which 12 by 12 square map the defenders use. Each map has unique terrain that will affect how the defender approaches combat. Defenders and Syntics can walk on white tiles, gray tiles can't be walked on, and black tiles are solid terrain that can't be walked or shot through.

Roll	Environment
1	Isolated Lake
2	Dense Forest
3	Mountain Valley
4	Ruins of a Human Civilization
5	Tropical Archipelago
6	Faultline Canyon

#### Ruins of a Human Civilization



### Exoplanet Atmosphere

An exoplanet's atmosphere has a major effect on the battle. For the atmosphere roll 1d6 for the weather condition that will be active during combat. The weather and their effects are listed on the table below.

Roll	Atmosphere	Description
1	Arid Sun	Defenders max STR value is set to be equal to 5 or lower
2	Beautiful Day	Defenders receive a +1 to all of their Defender Stats
3	Dense Fog	All weapon's maximum RGE value is set to be less than or equal to 6
4	Blizzard	All players movement is reduced by 1 squares
5	High Wind	All ACU values are increased by 1 up to a maximum of 5+
6	Lighting Storm	At the start of each round, the Defender with the current highest DUR value is stuck by lighting dealing 2 damage

### Exoplanet Syntic Threat

The Syntics come in many different horrifying forms. To determine which Syntics the Defenders will be facing, roll 2d6 and take the Syntic creature from the table below. Repeat this process a number of times equal to 1 + number of players. If you roll the same creature two or more times, it becomes a Super Hive and gets + 1 to its Durability, Movement, and Threat damage values. Super Hives also unlock new Threats for the Syntics to use.

Rolls	Syntic
2 / 12	Queen
3 / 11	Hiveguard
4 / 10	Charger
5 / 9	Drone
6 / 7 / 8	Worker

## Syntic Stat Description

From the pesky Workers to the living bio-weapon Hive-guard, every Syntic fights differently. Each Syntic has a Durability, Movement, and Hoard value, along with a list of Threats. Some also have unique traits that change how they function on the battlefield.

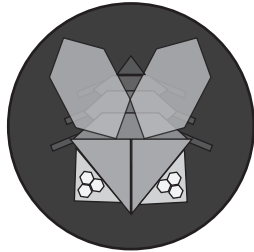
**Durability:** How much damage the Syntic can take before it dies.

**Movement:** How many squares the Syntic can move before it presents its Threat.

**Hoard:** How many of that particular Syntics are present in combat.

**Threats:** Actions the Syntic can use to Threaten the Defenders in combat. If a Threat has SH before it, it is unlocked only for the Super Hive version of that Syntic.

**Trait:** Changes how the Syntic functions on the battle field from how it moves to how big it is.



WORKER		
Durability	Movement	Hoard
1	3	6
<b>Traits:</b> none		
<b>Threats:</b> Bite, Rush, (SH) Explosive		
<b>Bite:</b> Deals 1 damage to a creature within 1 square.		
<b>Rush:</b> Doubles movement for this round		
<b>(SH) Explosive:</b> Passively, on death, presents a threat that deals 1 damage to all creatures within 1 square.		

DRONE		
Durability	Movement	Hoard
2	6	4
<b>Traits:</b> Can fly over grayed out squares		
<b>Threats:</b> Acid, Blind, (SH) Carrier		
<b>Acid:</b> Spits a glob of acid with a range of 4 squares dealing 1 damage.		
<b>Blind:</b> Spits a blinding fluid with a range of 4 squares increasing the Defenders Weapon's ACU value by 1, up to a maximum of 6+, for this round.		
<b>(SH) Carrier:</b> Picks up another Syntic or Player within 1 square and flies them up to 4 squares away. Can not move into black or gray spaces.		

CHARGER		
Durability	Movement	Hoard
4	4	3
<b>Traits:</b> takes up a 2 by 2 square on the board		
<b>Threats:</b> Charge		
<b>Charge:</b> Doubles movement in a straight line, stops at first creature and deals 3 damage		
<b>Throw:</b> Throws a creature up to 3 squares away and deals 2 damage. Can not move into black or gray spaces.		
<b>(SH) Armored Taunt:</b> Forces all Defenders to react to this Threat while it takes half damage this round.		

HIVEGUARD		
Durability	Movement	Hoard
12	4	2
<b>Traits:</b> Takes up a 3 by 3 square, but players can walk through them. Can walk through grayed out squares		
<b>Threats:</b> Bite, Stomp, (SH) Screech		
<b>Bite:</b> Shoots a glob of acid with a range of 6 squares, dealing 3 damage to everyone in a 3 by 3 square.		
<b>Stomp:</b> Steps on a target within 2 squares dealing 4 damage.		
<b>(SH) Screech:</b> All Defenders within 6 squares lose 1 reaction this round.		

QUEEN		
Durability	Movement	Hoard
6	4	1
<b>Traits:</b> Takes up a 2 by 2 square, can't be damaged by explosives or missile strikes		
<b>Threats:</b> Order, Spawn, (SH) Reign		
<b>Order:</b> Commands 2 Syntics within 12 squares to use a Threat even if they already have this round.		
<b>Spawn:</b> Summons 1d6 Super Hive Workers, but they can't present Threats until the next round.		
<b>(SH) Reign:</b> Summons 1d6 Super Hive Drones, but they can't present Threats fight until next round.		

## Ready for Battle!!!

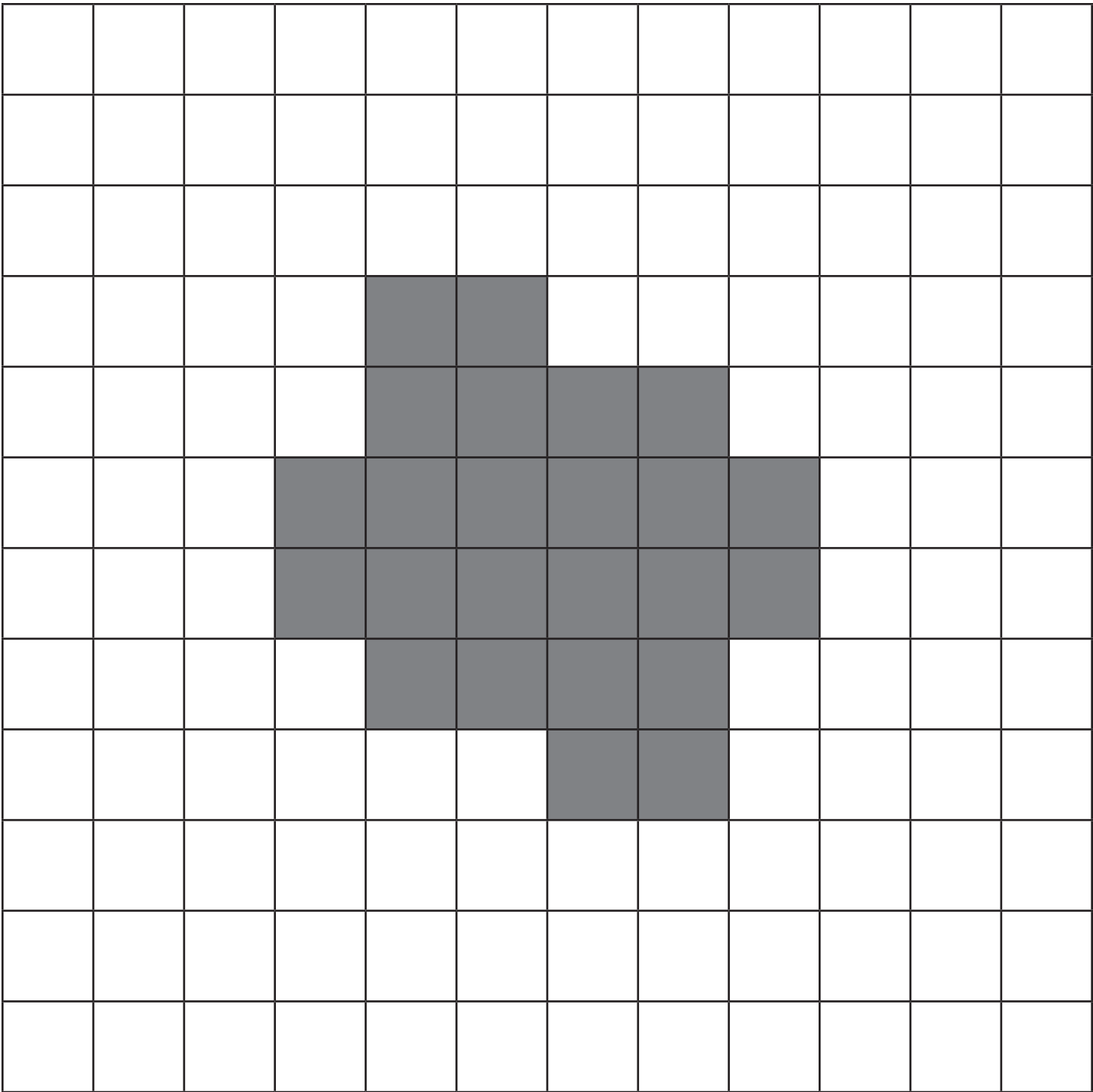
Now that your players have their Defenders and you have your Exoplanet and Syntics, you are ready to start. Cut out the provided 12 by 12 square map of your rolled Environment and place it in the middle of the table. It is recommended that you and your players use either homemade tokens, figures, or dice to track where your pieces are on the map. Place your Syntic tokens wherever you would like. Then let your players place their Defender tokens wherever they would like. Then combat can begin with the top left most Syntic, working down to the bottom right one. Have fun killing bugs!

Player Stats:		Weapon:		Equipment:
Action (ACT)		Fire Rate (FRT)		
Strength (STR)		Accuracy (ACU)		
Durability (DUR)		Range (RGE)		
		Weight (WGT)		

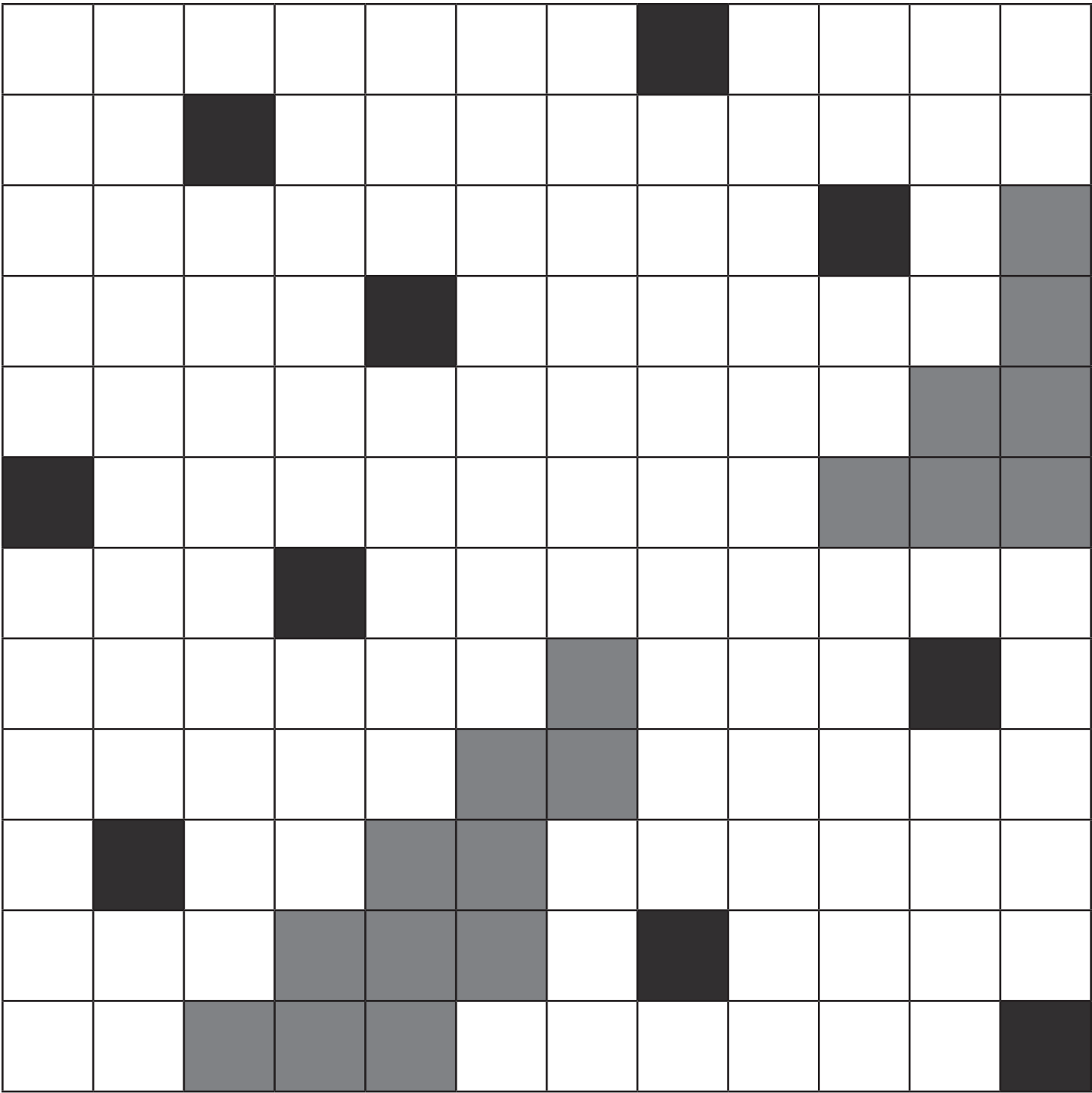
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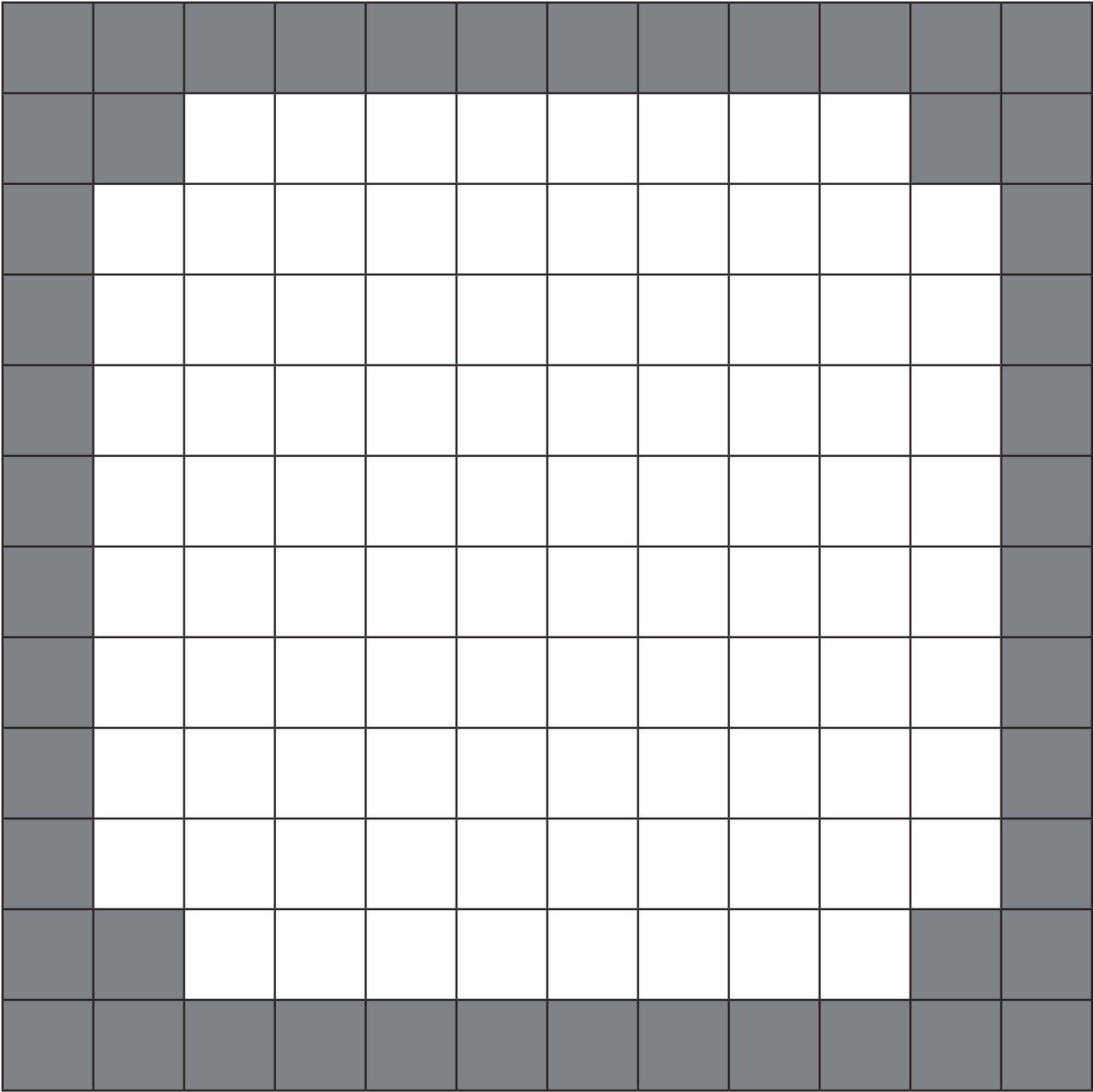
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Strength (STR)		Accuracy (ACU)		
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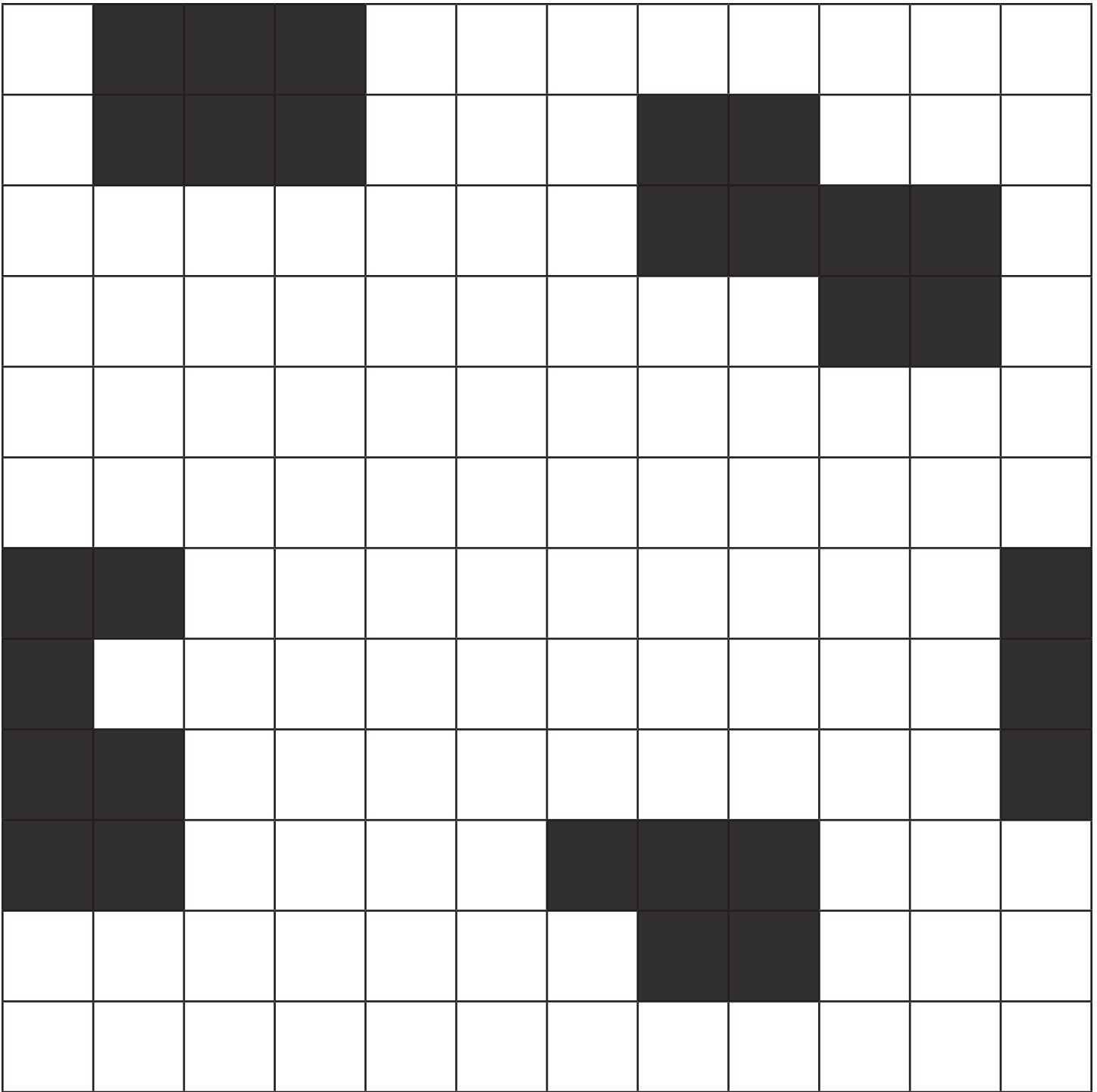
**Isoltaed Lake**



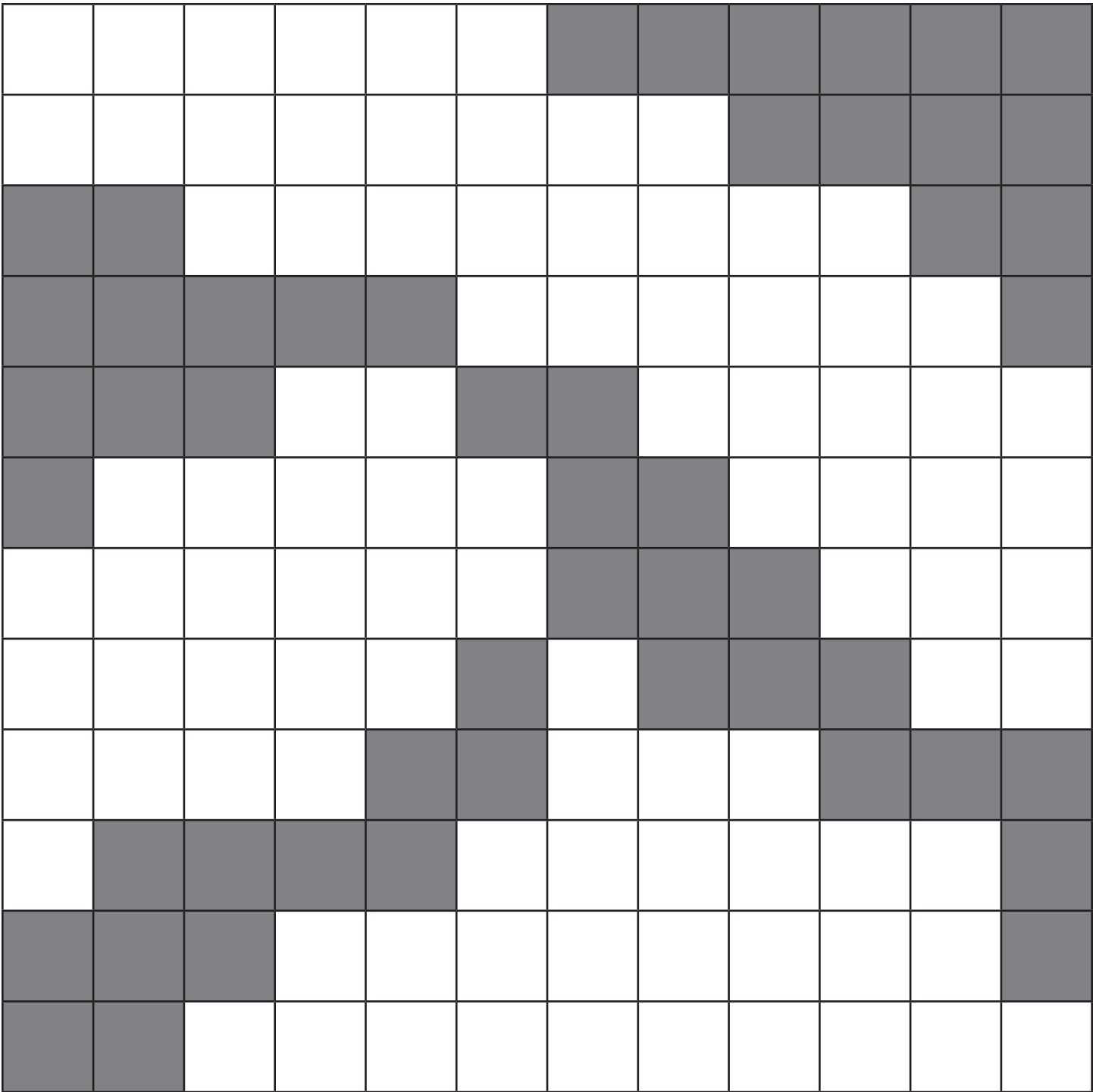
**Dense Forest**



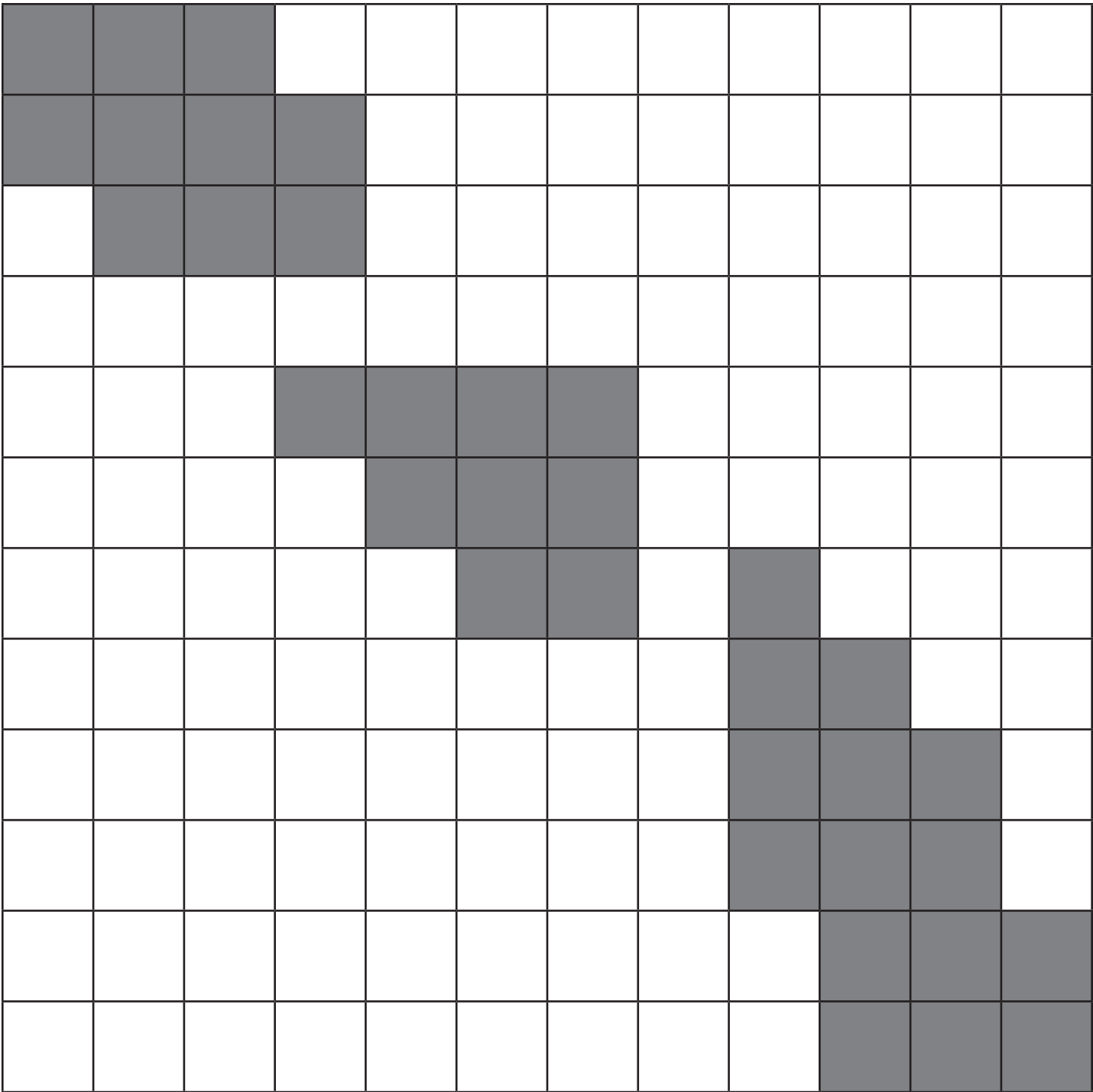
**Mountain Valley**



**Ruins of a Human Civilization**



**Tropical Archipelago**



**Faultline Canyon**