

GRINDHOUSE GAMES PRESENTS:



INCURSION

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THIS IS GÖTTERDÄMMERUNG.





INCURSION

A Grindhouse Games Production

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TABLE OF CONTENTS

THE GAME

GAME COMPONENTS

The Rulebook	3
Game Board	3
Counters	3
Models	3
Model Cards	3
Battle Cards	3
Abbreviations	4

PLAYING THE GAME

Maintenance Phase

Replenish Command Points	5
Replenish Hand	5
Turn Bidding	5
Deployment	5

Action Phase

Action Points	5
Command Points	6
Movement	6
Doors	6
Activate Items or Pick up Items	6
Line of Sight	7
Shooting	7
Range	7
Reaction Fire	7
Grenades	8
Grenade Launcher	8
Heavy Machine Gun	8
Flamethrower	8
Shotgun	8
Hand to Hand Combat	8
Rerolls	8

CHOOSING YOUR FORCES

Campaigns	9
One-off Battles	9

ORDERS OF BATTLE

The US Lucky Seventh

Grunt APE	10
Slugger Murphy	10
HMG APE	10
APE Blazer	11
APE Sarge	11

German SWD

Gretel von X	12
Ilsa von X	12
Hans the Hunter	12
Blitzhund	13
Sturmzombies	13
Bomberzombies	13

MISSION DOSSIERS

Recon	15
Incursion	16
Pinger Raid	17
Twitcher!	18
Behind Enemy Lines	20
AC/DC	21
Doomsday	22
Counter Diagram	24

“Don’t tell mama I’m an APE pilot, she thinks I play piano in a whorehouse.”

Corporal Vince Moretti

THE STORY SO FAR



IT IS THE YEAR OF OUR LORD 1949 and the world is in flames. The human race screams in agony as the Second World War rages unchecked around the planet. Nations die and millions perish as civilization is brought to its knees in a global orgy of savagery and rage. The technology of war develops at a suicidal pace as all sides in the conflict seek the weapon that will ensure a final victory. Dark things lurk beneath the Third Reich: twisted creatures of malevolent intent born of demented minds. It is a time of monsters and madness and armored behemoths spitting fiery death from their fearsome guns. Though chaos reigns and evil flourishes in this desperate age, it is also a time of heroes. Join us at Grindhouse Games as we journey through the bowels of a hell on earth and fight for the very survival of mankind.

IN 1946, after stunning German victories on both fronts largely attributed to Vergeltungswaffe 4, a compound that kills painfully and resurrects corpses as dangerous animate objects, Franco joined the Axis. Spanish forces backed by Brandenburg commandos and Fallschirmjager Drop Armor assaulted the British held rock of Gibraltar. Germany claimed the ancient fort with its network of caves and aggressively expanded it into a vast underground research, command, and control center, plumbing the depths of the Rock. In 1949, allied forces mount a massive offensive to retake it. The campaign is bloody and hard-fought but

ultimately successful. German and Spanish personnel escape by U-boat from underwater chambers. US and British forces enter the German compound only to be beaten back by the horrors that lurk within the vast twisted labyrinth under Gibraltar. Many commanders feel that the only recourse is to seal the caves from the surface, so that is done. Unfortunately it is impossible to determine the location of all of the undersea tunnels. Zombie naval mines damage or destroy numerous smaller vessels and sink the aircraft carrier Lexington as they sally forth from these undersea caves. MI-13 stumbles onto communiqués detailing German SWD plans for a diabolical Doomsday Device under Gibraltar. Given the effectiveness of previous SWD attacks, the credibility of these reports cannot be ignored. The decision is made to clear the caves. MI-13 Commandos and elements of the US Lucky Seventh invade the stronghold in a desperate race to shut down the Doomsday Device before it can be deployed.

INCURSION is set in the world of Secrets of the Third Reich and is the ultimate combination of board game and miniatures game. This two player game features a tight storyline campaign that culminates in an epic and desperate climax. The game mechanics are simple to grasp allowing players to instantly focus on their tactical options. Game play is fast-paced and tense and players choose their forces through a card-based Requisition Point system.

“Courage is being scared to death but saddling up anyway.”

“Slugger” murphy

THE GAME



GAME COMPONENTS

THE RULE BOOK

This document is organized into three distinct chapters that present all of the information you need to get started:

The Game contains rules for playing a game of Incursion.

Choosing your Forces presents background and special rules for the model cards and rules for choosing your forces.

Mission Dossiers describe the specific conditions of the game being played such as how to set up the game board, what forces will participate, and the mission objectives for each player.

GAME BOARD

This is the playing surface. Refer to the Mission Dossier to determine which portion of the playing surface will be utilized for the game. Note that furniture and vents and hatches and machinery and so forth are to be ignored for the purpose of gameplay.

COUNTERS

There are a number of counters included in the set to make playing a game of Incursion easier. Also included are a number of counters that represent the models used in the game in case you haven't picked up your set yet!

MODELS

Throughout these rules you will see references to Models. These are the playing pieces. Grindhouse Games produces a full line of miniatures to use with this game though cardboard stand-ups are provided in this box. See "Choosing your Forces" to choose which miniatures you would like to play with and to design your ultimate force pool for the game.

MODEL CARDS

Each Model has a corresponding Model Card that lists its vital stats, armament, and special rules.

The exception to this is Sturmpzombies which have one Model Card to represent every Sturmpzombie in play throughout the course of a game. Lay the cards representing your models in a line in front of you for reference and to stack Battle Cards on.

BATTLE CARDS

The game utilizes a deck of Battle Cards that represents random or planned events and upgrades and so forth that a player may use to affect the outcome of the Mission.

Any card may be played at any time during the owning player's Action Phase unless the card says otherwise. In any given turn, when the second player of the turn is finished he must announce that his turn is complete. No more cards may be played until the following Game Turn (See Card Killing below).

Any number of cards may be played in a Game Turn, limited only by the size of a player's Hand.

Shuffle the deck, place it face down, and draw the number of cards based on RP level of mission as described in the following table during the Replenish Hand portion of the Maintenance Phase. This is your hand. Cards should be kept secret from the opposing player until played.

Place discarded Battle Cards face-up into a Discard Pile. When the Battle Card Deck is exhausted, immediately shuffle the Discard Pile and turn it face down. This becomes the new Battle Deck.

INCURSION

MISSION RP LEVEL PER PLAYER	BATTLE CARDS IN EACH PLAYER'S HAND
3-5	1
6-13	2
14-17	3
18+	4

Within the deck, there are two types of Battle Cards: Effect Cards, and Event Cards.

Effect Cards

An Effect Card is placed on the Model Card for the Model it affects. It remains there throughout the Mission unless removed by another card or by Command Points (see CP below). Effect Cards may be placed on either friendly or enemy Model Cards.

Any number of Effects may be placed on an individual Model Card and these effects stack. Example: a model that has 2 “Extra Ammo” and 1 “Low on Ammo” cards placed on it rolls only 1 extra DD. Only Effect cards with the Sturmpzombie Icon printed on them may be placed on the Sturmpzombie card. Effect cards may be played on units that have not been deployed yet.

Event Cards

Event cards are played as described on the card. Some Event Cards are instantaneous in which case they are discarded after use, some last for a full Game Turn at which point they are discarded, and some remain in play throughout the remainder of the mission. If the card does not specify a length of time its effects are in play, it is an instantaneous effect. Event cards will only influence units currently deployed on the board or are deploying on to an event influenced area.

RP- Requisition Point cost to purchase model

AP- Action points available every turn to the model

FORTITUDE- Model's ability to weather attacks and withstand damage

DP- number of Damage Points a model has

LIMIT- Number of this type of Model Card which may be chosen in any game of Incursion

ARMAMENT- Describes what a model is armed with

SPECIAL- Lists any special rules or abilities of the model

BATTLE CARD



MODEL TRACKER- If multiples of the same model are used, this number is to track which model or counter corresponds with which card

CARD NAME

KILL VALUE- number of CP required to kill this card

STURMZOMBIE ICON- Only cards with this icon may be played on the Sturmpzombie Model Card

CARD TYPE- Either Event or Effect

CARD EFFECTS



MODEL CARD

ABBREVIATIONS

SMG	Sub Machine Gun
LMG	Light Machine Gun
HMG	Heavy Machine Gun
AP	Action Point
CP	Command Point
LOS	Line Of Sight
ROF	Rate Of Fire
DP	Damage Point
RP	Requisition Point
HTH	Hand To Hand
F	Fortitude
DD	Damage Dice
VP	Victory Point
RF	Reaction Fire

PLAYING THE GAME

A game of Incursion is divided into Game Turns, the number of which may vary from mission to mission. Each Game Turn is divided into two phases: the Maintenance Phase followed by the Action Phase. Choose a Mission to play from the Mission Dossiers section of these rules then follow the sequence below.

MAINTENANCE PHASE

The following actions are performed in the maintenance phase in the order described below:

REPLENISH COMMAND POINTS

See the rules for Command Points below. Each player discards any left over CP from the previous turn and draws the number of CP counters as specified by the RP level of the Mission being played.

REPLENISH HAND

Each player draws the number of cards necessary to replenish their hand to the number specified by the RP level of the Mission being played. Prior to doing so, either player may discard any card(s) from their hand.

In the first Turn, players clearly have no cards to begin with so may only draw their hand up to full.

TURN BIDDING

Starting with the first turn of the game, both players “bid” for who will go first in that turn using Command Points. Both players secretly write down the number of CP they are bidding and reveal their bids simultaneously. The player who has bid higher gets to go first. If both bids are equal then the Allied player goes first. CP counters used for turn bidding are discarded. Determine how many CP are available for each side in the Mission in the section dealing with CP below. A player may bid as few as zero CP up to as many CP as they have available.

Allied Intelligence: Once per game, the Allied player may automatically go first. This is announced prior to Turn Bidding and on this one turn, Turn Bidding does not happen.

DEPLOYMENT AND PLACEMENT OF REINFORCEMENTS

When setting up, both sides simultaneously place all of their models next to eligible entry points as described in the Mission Dossier being played.

Any number of models may be placed next to any entry point. All models may enter the board upon activation (assuming there is an open square for them to do so), paying the required number of AP to enter the first square. If there is no room to enter the board after all friendly models have been activated, the model in question must await the next turn to enter. If multiple models

are placed outside an entry point, the owning player may choose the order that the models activate and move onto the table. If the square that a model is set to enter is occupied by an enemy model then the first and any subsequent actions that the model performs instead of moving must be either HTH or shooting attacks until the enemy model is dead and the square vacated.

Reinforcements in subsequent turns are deployed in the same manner. Note that models need not enter the board on the turn they become available but may wait until a later turn if the player chooses.

ACTION PHASE

This phase of the turn is, as the name suggests, where all the action happens. Movement, shooting, hand-to-hand fighting, and special actions all happen here.

Actions are performed in the Action phase model by model. The player who’s turn it is “activates” a model and completes all actions for that game turn with that model: movement, shooting, hand-to-hand combat and special actions. Actions may be performed in any order.

Once complete, an Activated counter is placed next to the model. That player then chooses the next model to be Activated and so on until all friendly models have been Activated at which time play turns to the opposing player. A model may only Activate once per game turn even if not all AP for that model are spent. A player may not, for example, Activate and move model A, then Activate model B, then Activate model A again later to perform a shooting action. A model need not spend all or any of its AP allowance but all models must Activate.

ACTION POINTS

The number of actions that a model may perform in a given game turn is limited by the number of Action Points (AP) that the model has. Each action performed by the model, whether moving, firing a weapon, swinging a blow at an enemy, or grabbing an objective item, costs a certain number of AP. Once a model has exhausted its available AP, it may perform no further actions that Activation, except as provided under Command Points. AP are expended on an action by action basis. In other words, a player may expend an AP to move or shoot, then expend another AP to move or shoot again. Refer to the following chart for AP cost of actions.

INCURSION

AP COST	ACTION
1	MOVE 1 SQUARE FORWARD
2	MOVE 1 SQUARE SIDEWAYS OR BACK
1	CHANGE FACING UP TO 180 DEGREES
1	FIRE WEAPON (UNLESS OTHERWISE SPECIFIED BELOW)
2	FIRE FLAMETHROWER OR GRENADE LAUNCHER
2	THROW GRENADE
1	HAND TO HAND ATTACK
1	OPEN OR CLOSE DOOR
1	PICK UP OR ACTIVATE ITEM

COMMAND POINTS

Each side has a certain number of Command Points (CP) to spend every turn as specified in the following chart.

MISSION RP LEVEL PER PLAYER	CP PER PLAYER
3-5	3
6-8	4
9-11	5
12-14	6
15-17	7
18-20	8
21+	9

CP are represented by counters that are drawn at the beginning of every turn. When a CP is used, it is placed into a discard pile. A CP may be used in a number of different ways.

CP are used for Turn Bidding as described in the Maintenance Phase.

Any CP which is not used for Turn Bidding may be converted to an Action Points for any friendly model during that model's Activation. CP may be used in conjunction with remaining AP to perform an action that requires more than the remaining AP for any given model.

EXAMPLE: A Blazer uses 2 of his 3 AP to move into position to fire. However, since he only has 1 AP remaining, he would normally be unable to fire his flamethrower. The player may expend one CP to add an additional AP to the Blazer, giving him the required 2 AP needed to fire his weapon.

CP may be used for card killing. When the enemy plays a Battle Card, CP may be used to negate its results and cause it to be placed in the Discard Pile. Cards which are already in play may also be killed in the same manner at any time. Each card has a Kill Value printed on it in red. This is the number of CP required to kill that card.

After the second player in a Game Turn has announced that he

is "done", the first player has a final opportunity to expend any remaining CP on Card Killing as the second player will not be allowed to place further cards until the next Game Turn.

CP may NOT be used to counter other CP.

MOVEMENT

The direction in which a model is facing is an important consideration in Incursion. A model may only be considered to be facing **one** of the four sides of the square it currently occupies. For example, a model cannot be pointed at a corner of the square and be considered to be facing two sides. The facing of a model is the direction its torso or the front of the stand-up is pointing.

Movement of an individual model consists of four functions: 1) moving from square to square, and 2) changing facing within the currently occupied square, 3) opening or closing a door, or 4) picking up or activating an item. Each of these actions consumes a number of action points. Movement may be backward, forward, or sideways at the cost listed in the AP chart. Models may not move diagonally nor may they move through other models unless a special ability of the model says otherwise, such as in the *Leap* special ability.

DOORS

Doors are represented on the game board by separate game pieces that stand upright. A Door may only be opened by models which are in the square directly in front of it and either facing or turned at a 90 degree angle to it. In every mission, unless otherwise noted, all Doors begin the game closed.

ACTIVATE OR PICK UP ITEMS

Some Missions call for models to interact with items in some way. The Mission Dossier will describe how this happens but as a rule, items may only be activated or picked up by models which are in the square directly adjacent to (and not corner to corner to) the item and either facing it or turned at a 90 degree angle to it.

Sturmzombies and Bomberzombies may never activate or pick up items unless otherwise noted in a Mission Dossier.

A model that is carrying an item it has picked up may drop it at any time at no AP cost. A model may only pick up an item if it has not been dropped by another friendly model in the current turn. If the model is a casualty, the counter is left in the spot where it died and may be picked up by other models.

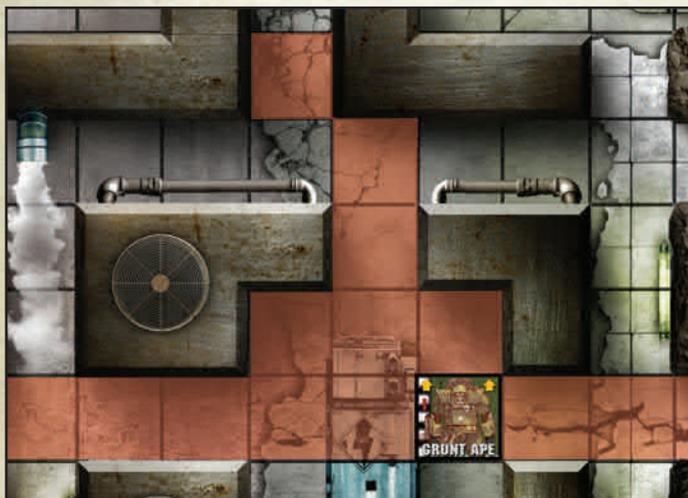
Models may take items from other friendly models that have not yet Activated in exactly the same way as they are picked up in the first place. The facing of the model carrying the item is of no consequence, only that of the model taking it.

LINE OF SIGHT

To shoot at a target, the target must be within the firing models Line of Sight (LOS). All models have an effective LOS of 180 degree radius. All board squares to which a line can be drawn

INCURSION

from the center of the square the model is in to the center of another square that does not intersect a closed door or a square occupied by another model are considered to be within LOS. Hold a straight edge between the center points of the squares in question using the corners of the squares as guides to determine eligible targets.



LINE OF SIGHT The APE facing toward the yellow arrows has LOS to all the light red squares in the diagram above.

SHOOTING

To shoot at a target, the target must be within the firing model's Line of Sight (LOS). Once LOS is determined, the player pays 1 AP and simultaneously rolls a number of d6 equal to the number in the Rate of Fire (ROF) chart below for the weapon in question.

These are called Damage Dice (DD). The results of all DD rolled per single AP expenditure apply to a single enemy model. The second column in the following chart represents that weapon's RoF in Reaction Fire mode.

WEAPON	ROF	REACTION FIRE
SMG	2	1
LMG	3	2
HMG	3 (x2)	2
SHOTGUN OR PISTOL	1	1
FLAMETHROWER	1 (special)	-
GRENADE LAUNCHER	1	-

For each DD that is rolled by the attacker, compare the result to the target model's Fortitude (F). If the roll meets or exceeds the target's F, the model suffers a Damage Point (DP).

Some models have more than one DP. Each DP that a model with more than one DP sustains should be marked with a DP counter. When all DP are gone, the model is a casualty and is removed from the table.

Note that unless this rule is modified by some special ability, a single DD may never cause more than 1 DP.

Some Battle Cards and weapons can modify a model's Fortitude or DD rolls. No matter how DD or Fortitude are modified, any roll of a natural 1 does not cause a Damage Point.

EXAMPLE: An APE spends 1 AP to fire its LMG that has a ROF 3 at a line of Sturmpzombies that are coming down the corridor toward him.

The APE rolls 3 DD to try to kill the front Sturmpzombie in the conga line. He has LOS as the Sturmpzombie is directly in front of him. He rolls a "1", a "2", and a "4". The "1" and "2" have no effect but the "4" meets the Sturmpzombie's Fortitude of 4 so the Sturmpzombie suffers a DP. Sturmpzombies only have 1 DP so it is removed as a casualty.

Had he rolled a "5" instead of a "2" he would have done 2 DP to the Sturmpzombie. The second result would have been discarded as Sturmpzombies only have 1 DP.

RANGE

Some weapons or special attacks have a maximum effective distance. This is expressed as a "Range of x" in the description of the attack. The attack may be made up to "x" number of squares away. When making the attack, determine LOS per shooting. Every square that the straight edge passes over in any part whether the straight edge is laid orthogonally or diagonally counts toward the maximum allowable range.

REACTION FIRE

At the end of a Player's turn, models with ranged weapons that cannot draw LOS to an enemy model go into Reaction Fire mode, waiting for opportunity fire in a given direction. Models armed with weapons that affect more than one square may never go into this mode. Grenades of any kind may never be used in Reaction Fire.

While a model is in Reaction Fire mode, it may engage in opportunity fire at targets which move or shoot within the model's LOS. For each movement or shooting action performed by any enemy model: i.e. moving from square to square, changing facing, opening a door, firing a weapon, etc., within the firing model's LOS, the model may fire its weapon as described in the Shooting rules but using the Reaction Fire column on the weapon chart to determine ROF. This could result in lots of free shots for the model in Reaction Fire mode. If an enemy model's action takes it out of LOS of the firing model, no Reaction Fire is possible.

OUT OF AMMO! If a model rolls doubles while rolling DD, that model loses Reaction Fire mode. It is assumed that the model is busy reloading. If a weapon only rolls a single DD in Reaction Fire mode it runs Out of Ammo on a roll of a 1.

If a model in Reaction Fire mode is the target of a HTH attack or performs an action other than shooting, Reaction Fire mode is lost.

Reaction Fire automatically ends at the beginning of the model's next activation.

INCURSION

GRENADES

Any model which is armed with grenades may pay the appropriate number of AP to make a grenade attack. A grenade has a range of 6 and is thrown to a target square that would normally be within the model's LOS. It may however be thrown over intervening models and the target may be an unoccupied square. The blast of the grenade fills 9 board squares, beginning with the square in which the grenade landed and extending evenly to fill adjacent and diagonal squares. Make a DD roll for any model (friend or foe) that is within these 9 squares and add 1 to the result. Models in squares which are behind closed doors are not subject to DD rolls.

GRENADE LAUNCHER

A grenade launcher follows the rules for Grenades above except that it has no maximum Range and requires 2AP to fire.

HEAVY MACHINE GUN

An HMG may shoot twice per AP spent with a ROF 3 for each shot. Fire the first shot and remove any casualties, then fire the second shot. All shots are affected by any battle cards played on the model as if they were individual shots at 1 AP. The second shot may not be used in Reaction Fire.

FLAMETHROWER

A flamethrower shoots a jet of jellied gasoline which can be roughly directed by the firing model. The firing model may choose up to 8 squares to be affected by a blast of the flamethrower. He does so by placing "On Fire" counters on the affected squares.

The first square to be affected is always the square directly in front of the firing model. The player then proceeds to place the remaining 7 markers. Each marker must be placed adjacent to a previous marker and must be in a square that would normally be within the firing model's LOS. Intervening models do not block LOS for the purpose of placing On Fire counters.

The counters remain on the board and are removed in the next turn just before the first model of the side that fired the flamethrower activates. Any extra On Fire counters beyond the first in any given square are ignored for determining damage. No matter how many counters are in a square, the square is simply "On Fire"

Any model which expends an AP or CP within a square or to move into any square that is On Fire is subject to a DD roll. Each subsequent On Fire square the model moves into or expends an AP or CP within in the same activation becomes increasingly dangerous as the heat builds. Roll 2 DD for the second, 3 DD for the third, and so on. On Fire counters do not block LOS.

SHOTGUN

A shotgun may either fire an armor piercing slug against armored targets or a load of buckshot against softer targets. In both cases, the result is the same. Models that are the subject of a shotgun attack suffer a -1 to their F value on DD rolls.

HAND TO HAND COMBAT

Attacking an enemy model in HTH costs 1 AP, as stipulated in the AP chart. Any model may make a HTH attack and all HTH attacks follow these rules no matter what weapons a model is carrying unless otherwise noted.

To attack an enemy model in HTH, the target model must be in one of the 3 squares directly in front of its current facing. For each HTH attack, roll a DD and place DP markers or remove models as casualties as described in the Shooting section above.

Note that initiating HTH combat does not "lock" either model in place and either model may act freely in its current or next activation. Models may shoot freely even if occupying squares adjacent to enemy models. Only one enemy model may be attacked for each AP spent on HTH. Note that in some cases, it may be more efficacious to shoot an enemy model that is in an adjacent square rather than attack it in HTH.

REROLLS

No single die may ever be rerolled more than once for any reason.



CHOOSING YOUR FORCES



EACH Mission Dossier specifies the number of Requisition Points (RP) available to each player. A player may spend up to and including the number of allowed RP to purchase forces but no more. Unused RP are lost. In two player games, Lucky Seventh players may only choose Lucky Seventh Model Cards and German SWD players may only choose SWD Model Cards. The maximum number of any specific model that may be used in any game of Incursion is specified by the (icon) icon on the Model Card. U means that an unlimited number of this type of model may be chosen.

No matter which Mission is being played, the SWD player must always take at least 3RP worth of Sturmzombies unless the Mission says otherwise.

You may choose to play any mission as each is a stand-alone game but all of them together, played in order, constitute a campaign.

CAMPAIGNS

Any series of Missions that are linked together constitute a Campaign. The basic Campaign for Incursion consists of all the Missions played in order.

Experience Cards: Through the course of any Campaign, models may accumulate extra abilities as they gain experience fighting the enemy. One model per side that survives any given Mission may keep one Effect Card that remains on it at the end of the game. In future Missions, place this "Experience Card" beneath rather than on top of the Model Card in question to represent the fact that the card remains with this Model for the rest of the Campaign.

The Experience Card is removed from Campaign play when the model is a casualty, or if the Model is not purchased for a Mission. Models may gain more than one Experience Cards in this way. Sturmzombies and Bomberzombies are not eligible to keep Experience Cards.

Note that these Experience Cards may be killed during the course of play just like any other Effect Card in which case they are lost for the rest of the campaign.

Players are encouraged to use their imagination in designing their own missions and campaigns!

ONE OFF BATTLES

After you have played through the campaign a couple of times, you may wish to try out all the missions at different RP levels. Feel free to agree with your opponent on an RP level for a Mission that is different from the one stated in the Mission Dossier. After playing a Mission, we suggest you switch sides with your opponent and play it again for a different perspective! You may choose to play any mission as each is a stand-alone game

“When the pin is pulled,
Mr. Grenade is not
our friend.”

Sergeant Bobby Salazar

ORDERS OF BATTLE

THE US LUCKY SEVENTH

The newly reorganized 7th armored division is home to America's most promising experimental weapon – the Armored Personal Exo-system (APE). It is rumored that these suits were developed from secrets wrung from the “visitors” at Roswell combined with honest Detroit engineering. These unwieldy, diesel-powered APEs are designed to take a serious beating and keep moving. They are the ultimate blend of infantryman and tank, and are piloted by America's best. They excel at close quarters fighting. The volume of fire they can pump out, in tandem with their virtual invulnerability to small arms, allows them to clear urban areas and bunkers with a relatively low casualty rate. The Lucky Seventh gets all the toughest jobs, hence the ironic nickname. When the decision is made to clear the tunnels under Gibraltar, the APEs draw the short straw. 1st Platoon of B Company, 17th APE Regiment under Captain “Slugger” Murphy leads the Incursion.



GRUNT APE

Grunts of the Lucky Seventh are the backbone of the Allied Incursion into the dark pits of Gibraltar. The basic armament of a Grunt APE is a drum-fed Browning .30 cal M1948. The diesel powered APE suit gives an APE trooper the ability to wield this weapon one-handed, leaving his left hand free for a spiffy set of pneumatic hedge trimmers to cut zombies into chunks or for a massive pneumatic fist to crush zombie skulls.

No Special Rules



SLUGGER MURPHY

Captain Murphy never goes into action without his two closest buddies: Bambi and Thumper. Bambi is a .50cal revolver that his mechanic Bucky built. It can only be fired with the aid of the servos in an APE suits powered arms. The recoil would otherwise rip a man's arm off. Bucky named the gun after one of his ex wives as she would “go off” at the slightest thing and had a hell of a kick to her too. Thumper is Slugger's trusty bat that landed him a mess of home-runs back home in the minors and has cracked ten times that number of zombie skulls since.

Bambi- Pistol. +2 to DD roll for every AP spent on shooting or when firing in Reaction Fire. Except when making Reaction Fire shots, when Bambi causes a DP, Slugger may shoot again at no additional cost. If this shot causes a DP then another shot may be fired and so on. Each shot after the first suffers a cumulative -1 to the DD roll. Therefore, shot 1 is +2 to the DD, shot 2 is +1 to the DD, shot 3 is +0 to the DD and so on. If a DD roll is a natural 1 at any time, Slugger's Activation ends immediately. All shots are affected by any battle cards played on the model as if they were individual shots at 1 AP.

Thumper- Murphy may reroll any DD once for every AP spent on HTH against non-Sturmzombie models. Alternately, for each AP he spends on HTH, a Sturmzombie that is a legal HTH target is automatically removed as a casualty with no DD being rolled.

Where There's a Will, There's a Way- Once per turn, Slugger may kill any Effect Card placed on him by spending 1 AP.



HMG APE

APE squads usually incorporate a single multi-barreled .50 cal heavy machine gun into the suit of one of the team members. The back-mounted ammo drum for the HMG APE's fearsome gun is so massive that his buddies have to carry the rest of his gear. Heavy struts allow the load and recoil of the weapon to transfer into the chassis superstructure so that it is welded one-handed. Anything caught in the line of fire of the HMG APE is destined to become a steaming red mist.

No Special Rules

APE BLAZER

Nothing beats a flamethrower for turning a teeming horde of blood mad zombies into a pile of smoldering charcoal briquettes. APE squads often sport one of these bad boys in close quarter bunker crawls. In the twisted labyrinth under Gibraltar, flamethrowers are an absolute must. Jellied gasoline for the win!

No Special Rules



APE SARGE

The Grunts rely on the calm, reassuring presence of Sarge to get them through the tough spots. APE sergeants carry a variant of the Browning M1948 with a grenade launcher fitting and a Hand to Hand weapon of choice. This particular sergeant goes to battle with his trusty fire axe: especially good for exposing the neck stumps of zombies.

Sarge in Charge- *The Allied player gains one additional CP per turn in the Maintenance Phase as long as the Sarge is alive.*

Tactical Fulcrum- *At the end of his activation, the Sarge may allocate any of his unused AP to any other allied model or models that have not yet activated. Make a note of this on the side. This represents shouted orders or intelligence transmitted by radio.*

GERMAN SWD

The German department of Special Weapons Development or SWD is a shadowy organization composed of the most brilliant and twisted minds of the Third Reich. The department developed the V-4 compound which turned the tide for Germany as well as the host of new weapons which plague the Allies today. The chief scientist for the V-4 development is Doctor Hugo von X, an intensely secretive and suspicious man whose real name is unknown even by his closest colleagues. Von X began work on Projekt Ubermann soon after the merits of zombies as weapons of war were recognized. It is von X that oversaw the development of Pinger technology to shape zombies from a blunt instrument dangerous to the wielder to a focused weapon. Projekt Ubermann began in 1947. By early 1948, the stunning results of his work below Gibraltar were apparent. Von X developed a new compound that elevates the combat potential of both V-gas victims and healthy human beings. The diabolical genius that is Hugo von X did not rest on his laurels but instead began work on yet another strain of the V-4 retrovirus and an unprecedented delivery system. It has been dubbed Vergeltungswaffe 5, the doomsday device, and it will win the war for the Axis. The twisted creations that compose the private army of Hugo von X must hold the line against the Allied Incursion long enough to deploy his magnum opus.

INCURSION



GRETEL VON X

Gretel von X and her twin sister Oberst Ilsa von X are the daughters of Hugo. Believing he had stumbled onto the fountain of youth, von X injected both of his children with an experimental serum derived from a stolen sample of the compound that the Cosmists developed to create the Siberian Supermen. Gretel was the lucky one. She retained her intellect and beauty and became inhumanly strong, fast, and tough. Gretel is the operations officer for the Gibraltar compound and Hugo's right hand.

Zombie Contoller- So long as she is alive, Gretel adds 4 special CP to the CP pool that may only be used by Sturmzombies or Bomberzombies to do Actions. These may be used for no other purpose and do not carry over turn to turn.



ILSA VON X

Oberst Ilsa von X is the other daughter of Hugo. Ilsa was not as fortunate as her sister when injected with the serum. She did become faster and stronger but her skin was marred by the chemical and her face became a mask of horror. Ilsa commands the defense of Gibraltar.

Two-Gun- Gretel wields two SMGs. To represent this, roll 2 DD as normal per AP for shooting an SMG but reroll any results that do not cause a DP. DD may only ever be rerolled once.

Leap- May move through spaces occupied by other models if she has the AP to do so. She may never end her activation on another model. CP may not be used to initiate or complete this movement

Commander- Each turn that Ilsa is alive during the "Replenish Hand" part of the Maintenance Phase, the German player adds one extra Battle Card to his/her Hand.

Mask- Ilsa ignores the "Rackley Hated His Mask" Battle Card.



HANS THE HUNTER

Hans von X is the eldest of the von X children. Hugo's early experiments on him went horribly wrong and a monster was created. Hans is at peace wandering the channel floor of the straits of Gibraltar, losing himself in the contemplative loneliness of the briny deep. He is melancholy and childishly sweet but prone to fits of blood rage and insensibility. He is at the vanguard of the bomberzombies as they make their attack runs on allied shipping and keeps a collection of frogmen skulls he has harpooned at Gibraltar's undersea gates. In the tunnels, he hunts APE.

Harpoon Gun- The Harpoon Gun requires 1 AP to fire and is RoF 1. If the target model does not suffer a DP, roll a die. On a 4+ the model is harpooned and is dragged to and placed in the square in front of Hans. If the model suffers a DP from the initial shot but is not killed, it is dragged in front of Hans as above.

If the target model is killed by the shot or later killed in HTH, Hans must forfeit 1 AP to yank the harpoon free and thereafter is free to fire again. Hans may not go into Reaction Fire mode. Harpooned models are automatically freed if Hans is dead.

Club- Hans adds +2 to each DD for HTH attacks he initiates.

Zombie Bombardier- If Hans is included in a German force, the Limit on the number of Bomberzombies that may be purchased is removed.



BLITZHUND

From the elite ranks of the Jagerhunds, top specimens are culled for another of Hugo's mad experiments. They are injected with the V-4 derivative and become killing machines without equal. Blitzhunds must be muzzled and chained and fed great hunks of bloody raw meat when not in action. When released into battle, they are able to sniff out the enemy like a trained hunting dog. In the claustrophobic corridors of Gibraltar, an armored Blitzhund is the last thing the enemy wants to see, and often it is!

Raging Beast- A Blitzhund rolls 3 DD for each AP spent on HTH.

Agile- A Blitzhund may make facing changes for free

Supernatural- Weapon effects against Supernatural foes affect this model

Leap- May move through spaces occupied by other models if it has the AP to do so. May never end its activation on another model. CP may not be used to initiate or complete this movement



STURMZOMBIES

It is madness that spawned these creatures and madness that propels them. The V-4 retrovirus kills with excruciating pain then animates the corpses of the ill-fated souls that fall to it...and all succumb. The brains of the infected retain their most primal urges: to feed and to kill. Projekt Ubermann was von X's demented effort to improve upon the V-4 in his bid for immortality. It transforms injected zombies into raging combat machines that can peel the armor from tanks. These exquisite assault weapons are the Sturmzombies and are what infest the dark holes of Gibraltar.

* **Horde-** for each 3RP spent on Sturmzombies, three zombies become available to enter the board every turn until the game ends! This card is used to represent every single zombie in play, no matter how many RP are spent on Sturmzombies

Strength in Numbers- each zombie beyond the first that makes a HTH attack on the same enemy model in the course of the German Turn gains +1 DD per HTH attack. This is cumulative so that the second zombie rolls 2DD per attack, the third 3DD per attack, and so on.



BOMBERZOMBIES

Unlike the Japanese Empire, the Third Reich eschews the notion of suicide attacks. While unwilling to send the living sons of the Reich to their death in this manner, German High Command is not averse to kitting out Bomberzombies with a whole host of deadly explosives and biological agents for a similar purpose. At Gibraltar, Bomberzombies are fitted with naval mines and contact detonators. They are deployed to destroy Allied naval assets at anchor in the harbor. In the confined tunnels of the complex, these become weapons of mass destruction.

Ka-BOOM!- Special HTH attack. Pay the usual IAP and the Bomberzombie throws itself on the enemy to detonate the massive naval mine it carries. Work out blast just like grenade attack with blast centered on target model. Add +3 to the DD roll for any model or object caught in the blast. Remove the Bomberzombie from the board after this attack.

Volatile- When the Bomberzombie becomes a casualty from shooting, roll a D6. On a roll of:

- 1-2 The model explodes in the square where it "died" as described above.
- 3 The model is removed as a casualty
- 4-6 The model is immediately subject to the effects of the **Blaze of Glory** Battle Card



MISSION DOSSIERS



WHEN setting up a game of IncurSION, refer to the diagram of the game board contained in each mission description. You will notice that there are a number of symbols on each diagram.

These diagrams represent where you should place various Counters and Doors. The following is a legend of the symbols you will encounter in the diagrams:



GERMAN ENTRY OR EXIT POINT



STRANDED TROOPER



US ENTRY OR EXIT POINT
“E”= Entry, “X” Exit



GENERATOR CONTROL PANEL



DOOMSDAY DEVICE



VP COUNTER SYMBOL



PINGER DEVICE

Note that these VP counters have the numbers 1-8 on their back side. They are shuffled and randomly placed on the board. The front sides of the counters look like the following:



DOOR
DOOR with special



T.O.H.C.

No one knows how it began but many Veteran British soldiers now have it written on their neck collar. It supposedly means that if they die in the field, they want their head cut off to prevent reanimation as zombies for the enemy. Rumor has it that the TOHC stands for “Take Off Head Chap,” but no one knows for sure. The four letter message has begun spreading to American and other allied units, as well.

Benjamin Nesbitt, correspondent.

MISSION DOSSIER 1

RECON

Allied recon elements are deployed to gauge the level of German resistance in the complex before the assault begins in earnest. They must get in and out quickly and quietly and avoid making contact with the enemy. The Germans are of course aware of their presence and inundate the tunnels with Sturmpzombies to take them out.

THE FORCES

Each side chooses up to 6RP worth of troops. Normally only 3 RP worth of Sturmpzombies are required by the Germans but in this Mission, all 6 RP must be spent on Sturmpzombies. The Allies must choose at least 2 models.

INCURSION

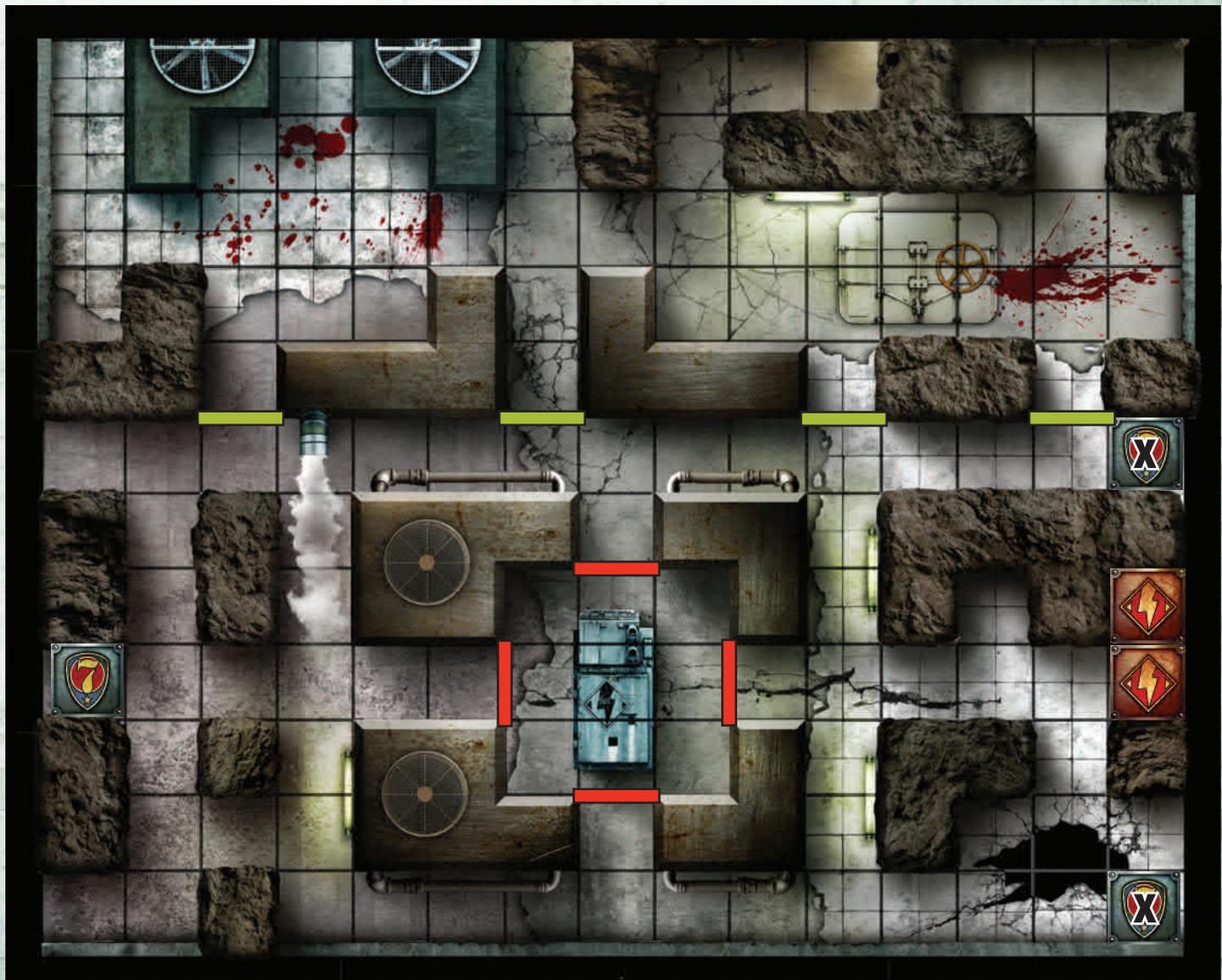
MISSION SPECIAL CONDITIONS

The game ends when the last Allied model has left the table from one of the Allied exit points or is dead.

No Man Left Behind- Victory in this Mission is dependent solely on the last remaining Allied model on the board. No matter what has happened to any other allied model (s), if the last remaining Allied model makes it off the board, the Allies win. If the last remaining Allied model on the table is killed, then the Germans win.

The 4 green Doors along the top corridor are sealed and may not be opened.

The two Allied entry point markers on the right side of the board marked "X" are the Allied exit points.



INCURSION

MISSION DOSSIER 2

INCURSION

The probe into the complex was successful. There were casualties but enough information was transmitted out to give field commanders a fairly clear picture of where the initial thrust of the Incursion should be focused. Assault teams are deployed ahead of the main force as pathfinders to clear zones and establish a perimeter. The Germans fight a desperate defense to hold the Allies off.

THE FORCES

The Allies choose up to 14 RP worth of troops

The Germans choose up to 12 RP worth of troops

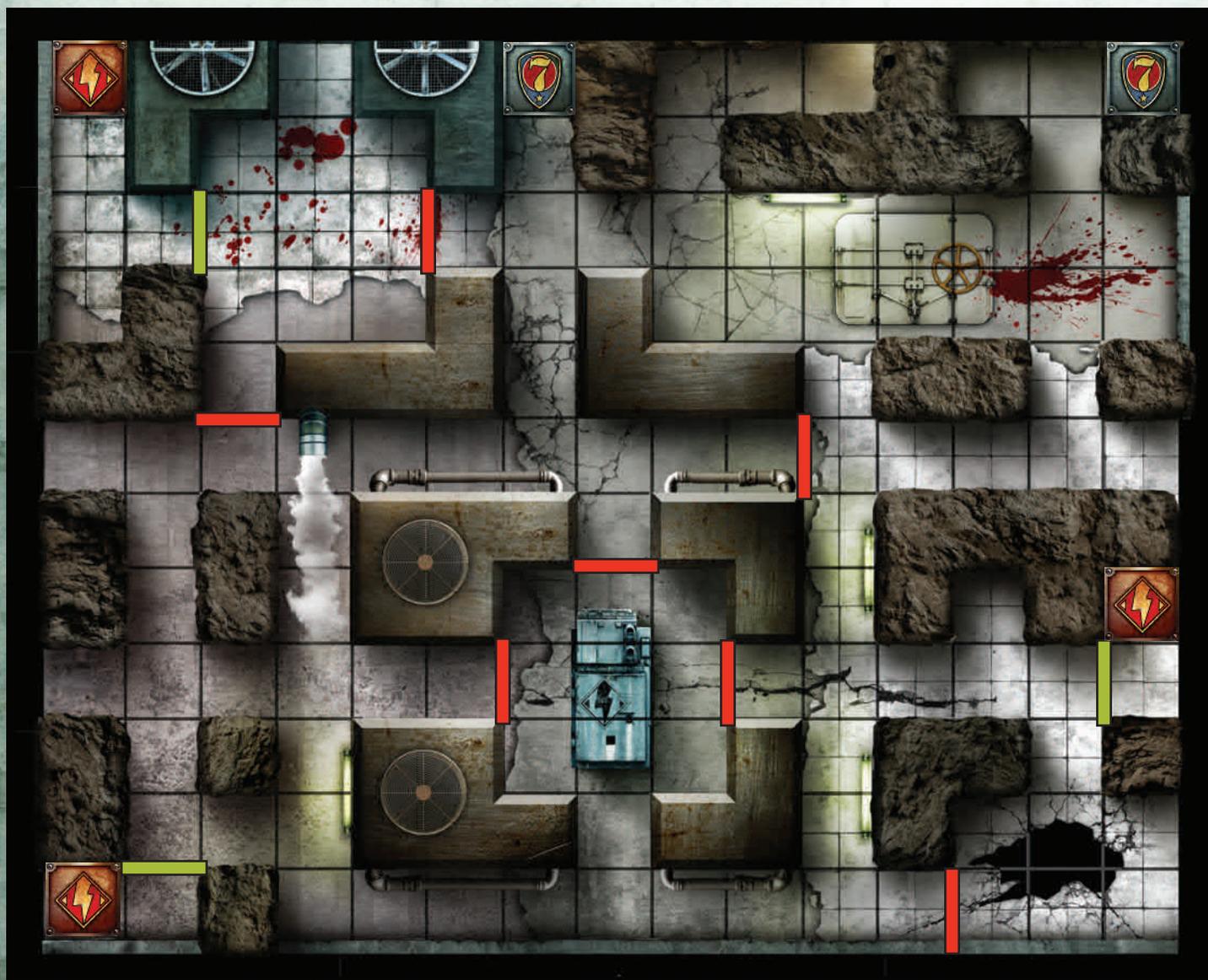
MISSION SPECIAL CONDITIONS

The game ends when all Doors marked (G) are sealed or all Allied models are dead.

The three green Doors outside of each German entry area begin the game open. When they are closed, they may be sealed for the duration of the game in the same method as a model closes a door by any model that spends 1 AP to do so.

“I know not with which weapons the rest of this war will be fought but World War III will be fought with sticks and stones.”

Albert Einstein



MISSION DOSSIER 3

PINGER RAID

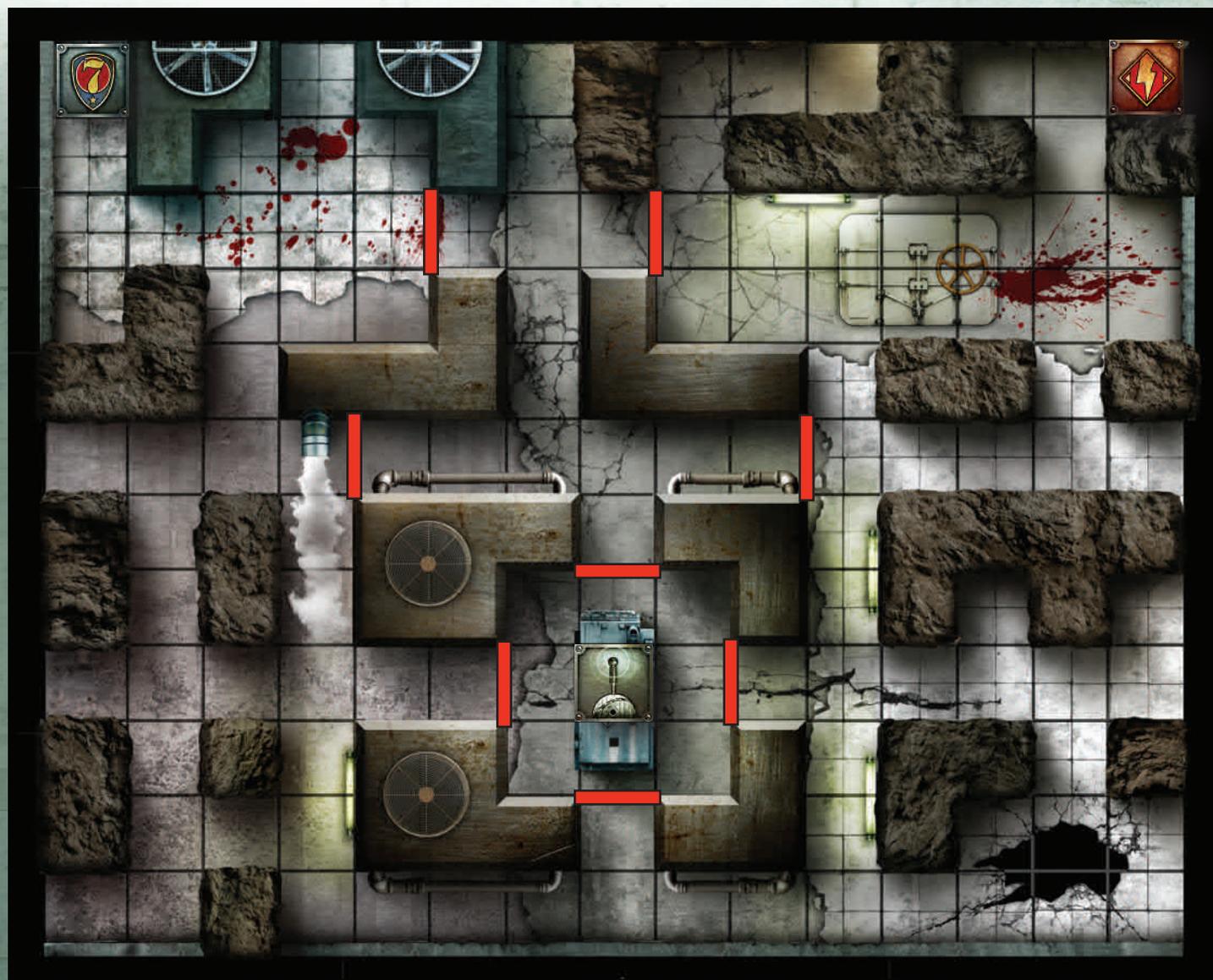
Allied forces have gained some ground and stabilized key positions in the outskirts of the complex. MI-13 Intel reports that a nearby position is transmitting an incredible volume of coded signals. This can only be the fabled long-range “Pinger Device” that controls zombie naval mines that prey upon the allied warfleet. This device must be captured for decoding and reverse engineering. That this precious technology might fall into Allied hands is unthinkable to the Germans. It would be an incalculable loss. SWD musters in force to repel the small Allied raiding party and relocate the pinger to a more defensible position within the German lines.

THE FORCES

Each side chooses up to 10 RP worth of troops

MISSION SPECIAL CONDITIONS

The game ends when the Pinger Device counter is off of the board. Whichever side gets the Pinger Device off the board wins the game. The Pinger Device location is marked by the Pinger Device counter in the diagram below.



INCURSION

MISSION DOSSIER 4

TWITCHER

When allied forces launched the Incursion into the underground complex, foreign scientists from occupied countries who had been pressed into SWD service saw their chance to escape. Filling their pockets with critical technical data and prototype devices, they sent a desperate message to MI-13 informing them of their intent and made a run for it. Ilsa von X was alerted to the exodus and flooded the section of the compound with poison gas. They all died...or did they? Desperate fighting in the tunnels and a concerted allied push to isolate the area has kept German forces from recovering the data. Send in your forces and search the corpses of the dead scientists for objects of value. Both sides send in forces to search the corpses of the dead scientists to recover this precious material.

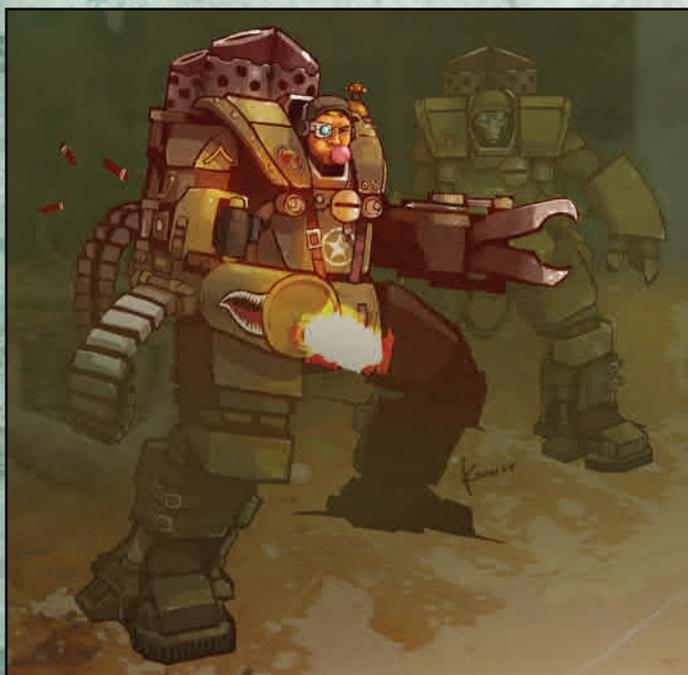
The game ends immediately after the 7th complete game turn. The player who's models are holding the most number of Victory Points (VP) as described below is the winner. Equal numbers of VP result in a draw.

THE FORCES

Each side chooses up to 19 RP worth of troops

MISSION SPECIAL CONDITIONS

Twitcher! – Most of the search targets are absolutely dead but one or two of them might be a Twitcher. Whenever an AP is spent to pick up a VP Counter from a corpse, roll a D6. On a roll of 1, the target is actually a brain-starved zombie that uses

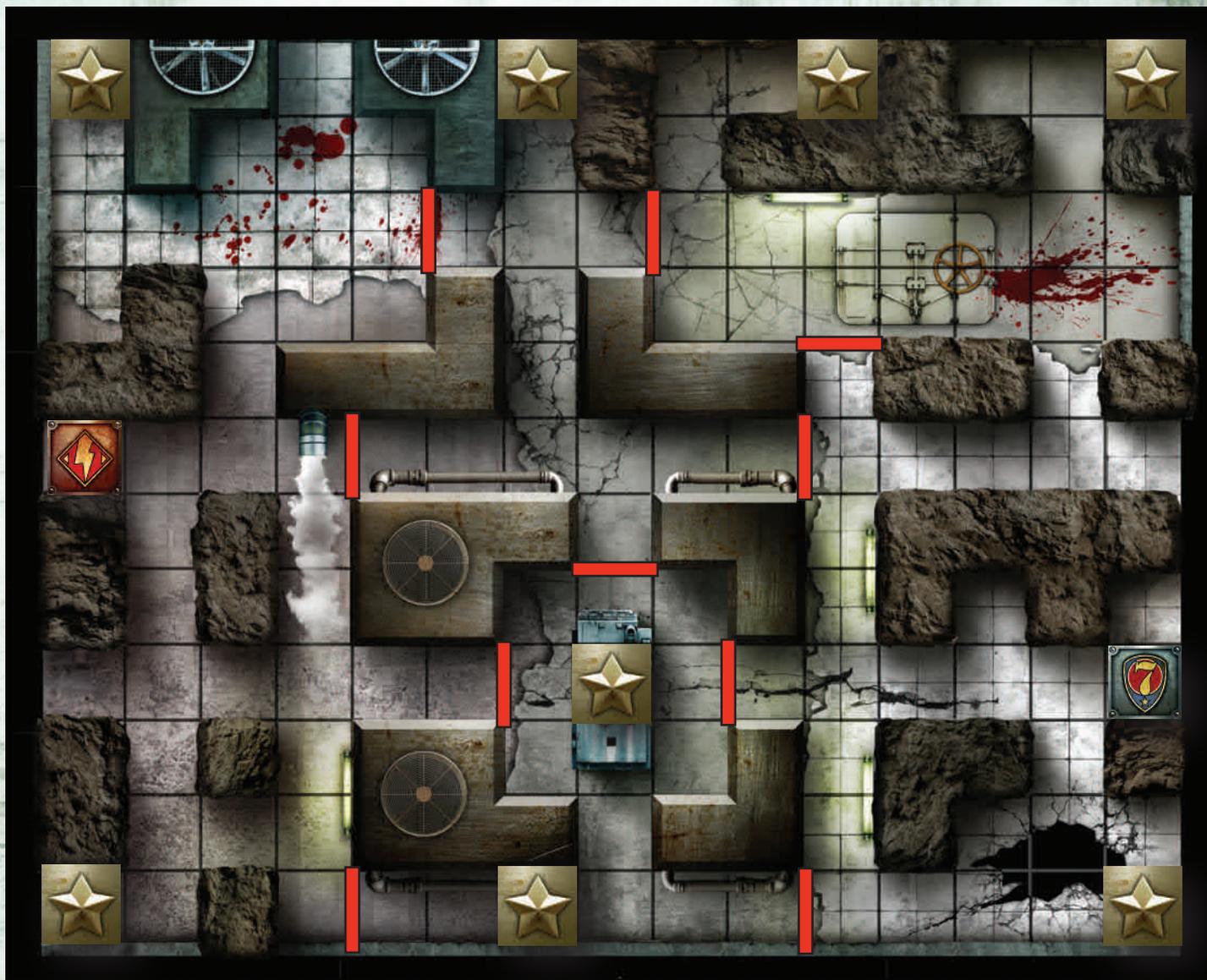


the stats from the Sturmzombie card. The zombie interrupts the searching model's turn and immediately rolls 3 DD against it. After the 3 attacks, the searching model's Activation resumes where it left off. The Twitcher is now assumed to be carrying the VP counter. The Twitcher is controlled henceforth by the opposing player as normal but no CP may ever be spent on it.

VP Counters- take the counters marked 1-8, turn them face down, shuffle them, and randomly place them face down on the board in the locations shown below. These are the VP counters that will be found upon searching a corpse. A model may carry multiple VP counters. In this Mission, Sturmzombies and Bomberzombies are assumed to be fitted with radio control devices that allow them to aid in the recovery effort, therefore unlike normal, they may pick up and carry items. VP counters that are picked up are kept secret from the opposing player. Once a counter has been picked up for the first time, no further Twitcher rolls are made for that counter.

NUMBER ON COUNTER	VP VALUE
1-5	1
6-7	2
8	3

As each side only has one entry point there is no need to dice off for Deployment or Reinforcement placement



MORETTI HATED THE DARK

Corporal Vince Moretti hated the dark. He hated enclosed spaces even more than the dark. He didn't sign up for this. Up above, that's where the war was. In North Africa, and sweet Italy, and France, and Norway where it was cold and clean and open. Down here in this dark stinking hole, it wasn't war, it was one terror drenched moment after another.

But for what? Good men went down in droves. They expended thousands of rounds and piled up the Kraut zeds like cordwood. It didn't matter how many they knocked down, there were always more. Whole passageways were rendered non-negotiable by the sheer mass of putrescent flesh-stuff that accumulated to block their way.

God it stunk! It was worse than when he found crazy old Aunt Bianca melting into the ratty sofa in her sixth floor apartment. She'd been dead two weeks they said later. He couldn't believe the neighbors hadn't noticed. Her little Pomeranian, "Fuzzy" was yipping at him as he dropped his lunch

all over the floor. This was so much worse. The stink was so thick that it took on a life of its own. It was a companion of sorts.

He was deep, that much he knew; below sea level. Water dripped here and there from the stained concrete ceiling and every surface carried a light sheen of damp and mold. This was uncharacteristic of the Germans. Maybe the dehumidifying equipment had broken down? He started to light a smoke when the V-Ger started a slow staccato tick in his left ear that increased rapidly in frequency until it sounded like static from the old wireless radio back home that they used to sit around and cheer on the Dodgers. "Damn" he whispered under his breath, then he clicked over the speaker on his radio; "Sarge, we got company. Northwest, comin' in fast."

Cold sweat beaded on his face and back and his hackles rose as he saw a scuttling movement in the dark down the corridor ahead of him.

He opened up with his packed .30cal. CHUD CHUD CHUD CHUD CHUD, his gun thrummed. The shakes subsided as he screamed "on me, ON ME, we got ZEDS!!!"

INCURSION

MISSION DOSSIER 5

BEHIND ENEMY LINES

An APE trooper has been caught behind enemy lines in desperate fighting. The valiant soldier radios location information and is ordered to hunker down until a rescue contingent arrives to effect his escape. Knowing the troopers location, German forces intercept the transmission and set a trap with him as the bait.

THE FORCES

The Germans choose up to 16 RP worth of troops. The Allies choose up to 19 RP worth of troops. One model worth at least 3 RP must be chosen as the Stranded Trooper.

MISSION SPECIAL CONDITIONS

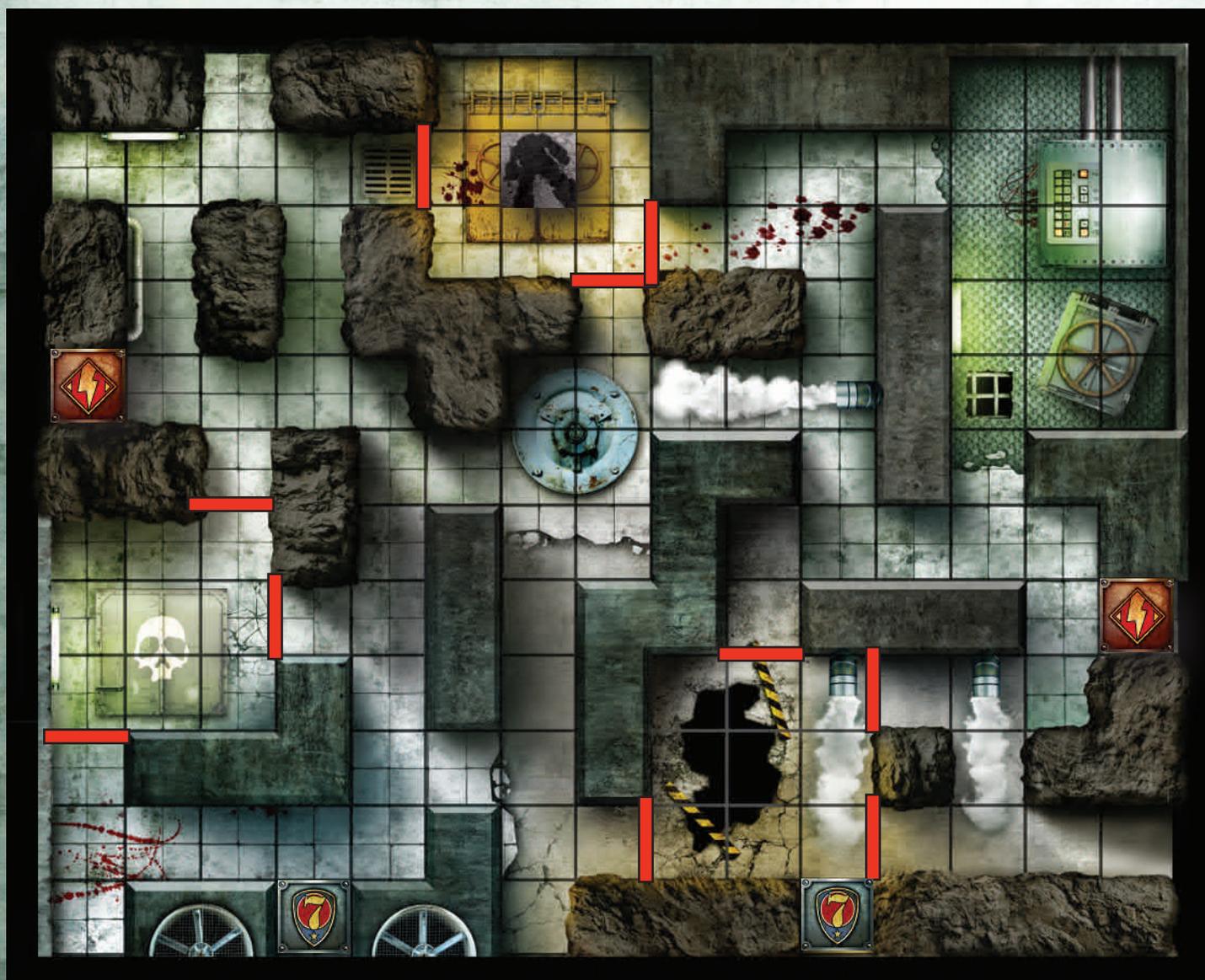
The game ends when all Allied models are dead or have left the table. The Stranded Trooper is placed as shown in the diagram below. He may not take any action of any kind until released by an Allied model. To release him an Allied model must open one

of the doors of the room he is confined in. In the Allies following turn, the Stranded Trooper may be activated as normal and becomes part of the rescue force. No Allied model may leave the table until he is released. No German model may open any door to the room that contains the Stranded Trooper until an Allied model has opened at least one of them first.

VICTORY POINTS

Allies: 1 point for every Allied model besides the Stranded Trooper that makes it off the board through an Allied exit point. 5 points for getting the Stranded Trooper off the board through an Allied exit point

Germans: 1 point for every Allied model that is killed, 2 points for killing the Stranded Trooper



MISSION DOSSIER 6

AC/DC

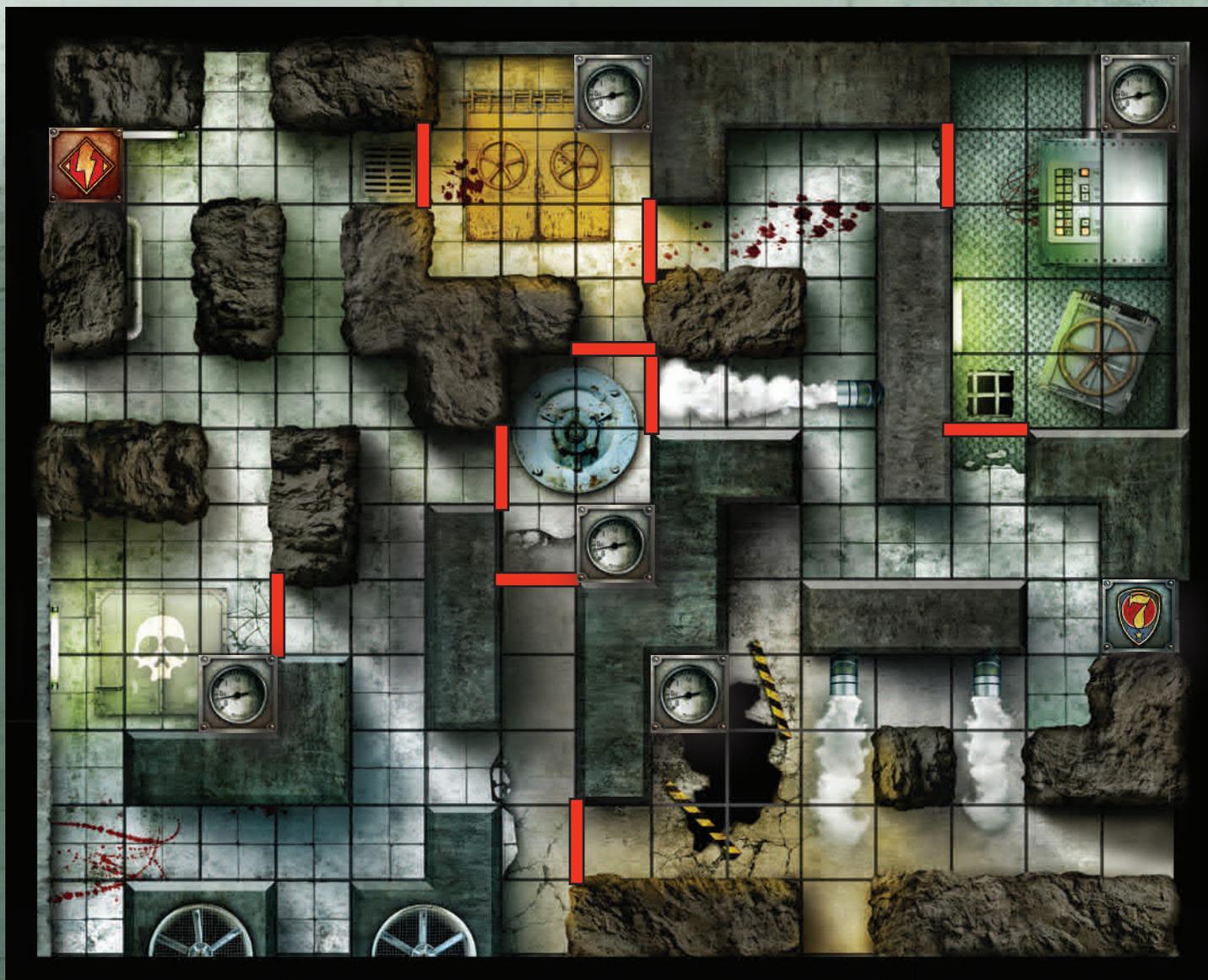
Allied forces have punched a hole in German defenses and engage in an all-out drive for the Command Center and the Doomsday Device. German resistance is stiff and the going is hard for the Allies. This plunge into the depths of Gibraltar will set the stage for the final assault. Every trooper feels the clock ticking and the need to succeed is paramount. A series of Generator Control Panels (GCP) must be shut down to be able to get through the armored bulkheads and defense systems of the Command Center. The Germans must divert the power sources by hand before the Allies are able to shut them down.

THE FORCES

Each side chooses up to 22 RP worth of troops

MISSION SPECIAL CONDITIONS

Both Players must attempt to reach the GCPs and activate them. Allied models destroy the GCPs and German models redirect their loads but the result is the same. When a GCP has been activated, the counter is picked up by the activating player and set aside. The game ends when all GCPs have been activated. The side who has the most GCP counters at the end of the game wins.



INCURSION

MISSION DOSSIER 7

DOOMSDAY

The end is nigh. German forces are reeling and desperate. Is the Doomsday Device complete? Is it armed? The fateful hour has arrived. The Allies prepare for the final assault of the German command and control center to take out the prototype V-5 before it can be deployed. Previous successes have left German defenses in tatters. German commanders throw their forces into the fray piecemeal as they become available in a desperate move to buy time for the launch of the Doomsday Device

The Allied player must move their forces onto the board from the Allied entry points and to the Doomsday Device to deactivate it by spending IAP in the same manner as Activating an item.

The German player must use their forces as they become available to stop the Allies from shutting down the Doomsday Device long enough for it to be deployed.

The game ends in victory for the Allied player if the Doomsday Device is shut down. It ends in victory for the Germans if it launches.

THE FORCES

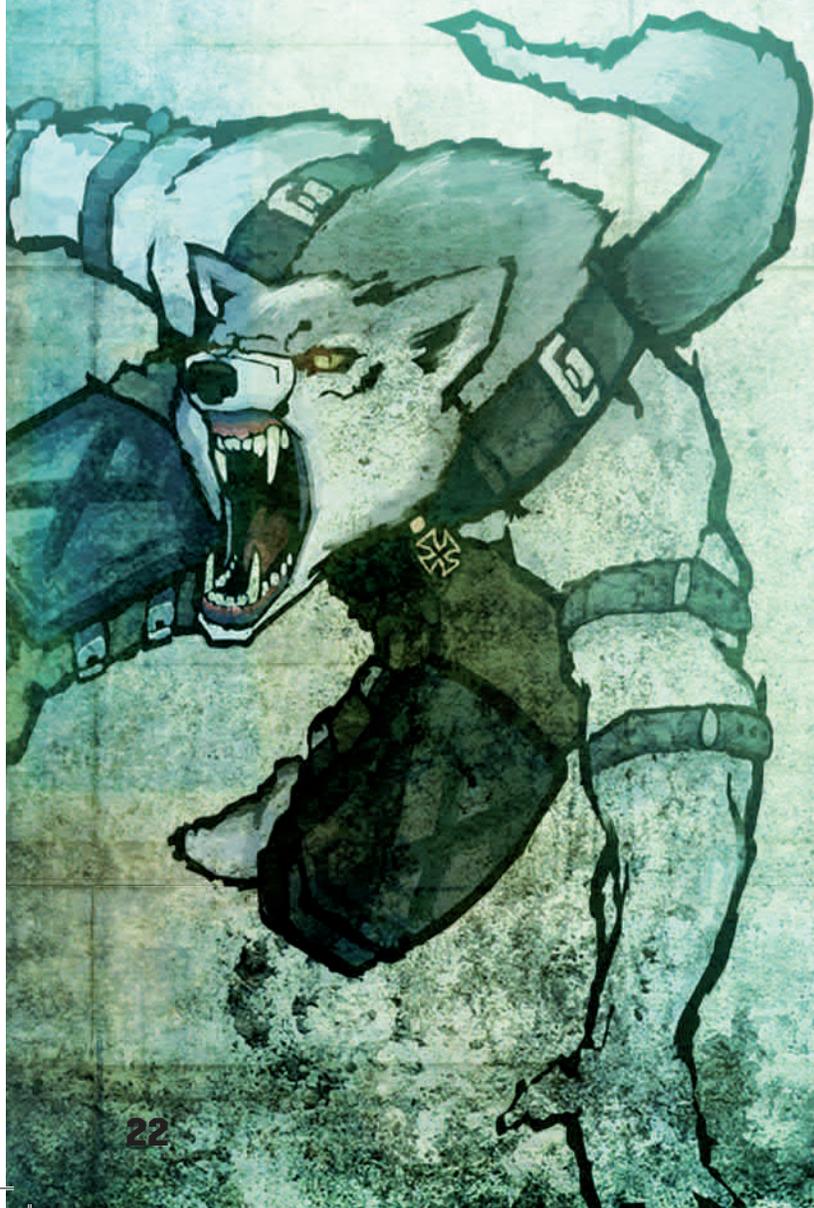
Each side chooses up to 26 RP worth of troops

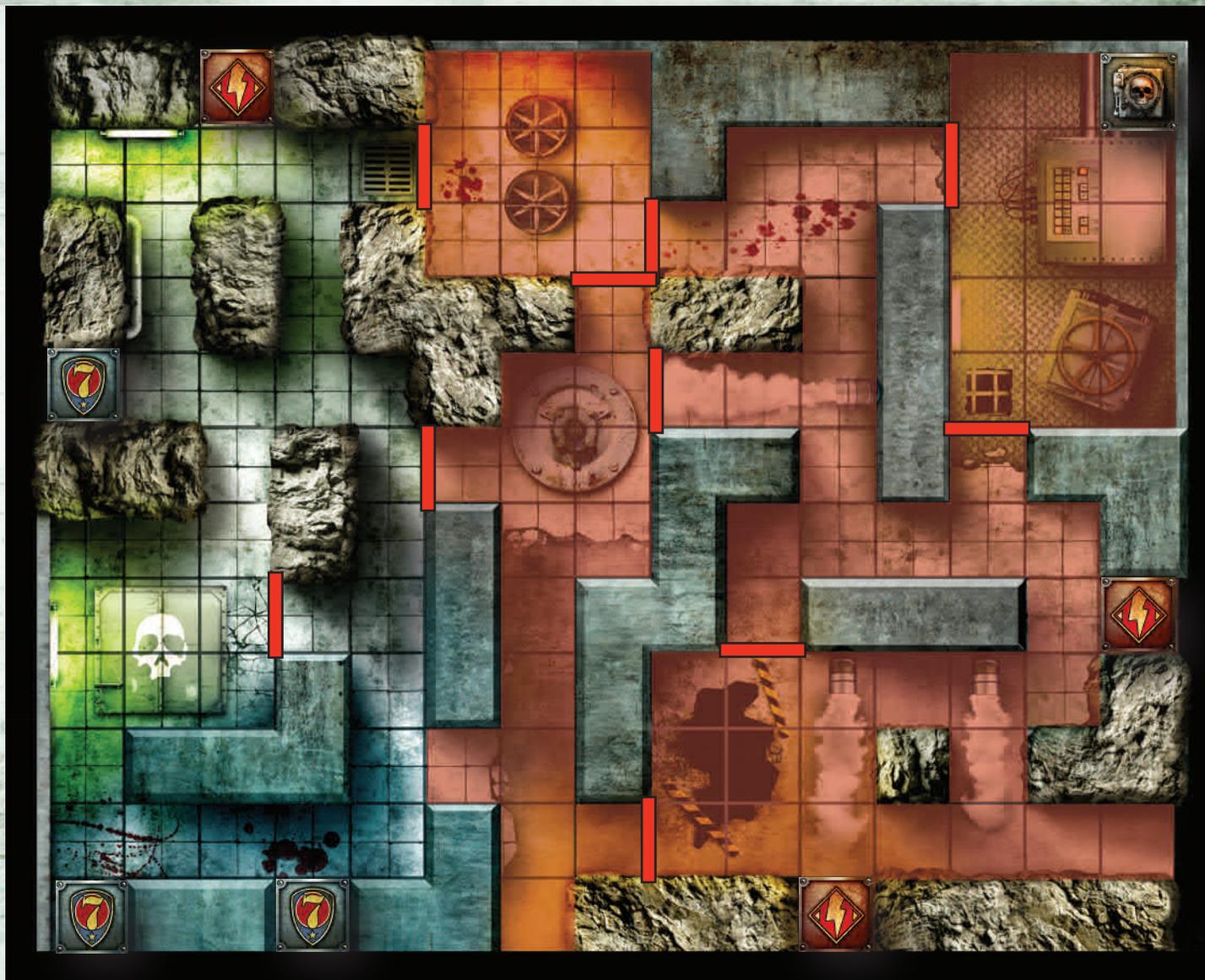
MISSION SPECIAL CONDITIONS

Desperate Defense: Of the 26 RP worth of Model Cards purchased by the German player, only models purchased through the Sturmzombie card are deployed in the first turn. On each turn after the 1st, one remaining German Model Card of the German becomes available to enter the game as reinforcements through a German entry point. This is in addition to the usual complement of Sturmzombies that become available each turn.

Forward Pickets: In the first turn of the game and only the first turn, Sturmzombies do not move onto the board but may instead be deployed in any available square behind the Picket Line as described in the board layout diagram to the right. They may deploy in any red space. From the second turn on, Sturmzombies enter the board as reinforcements normally do.

Countdown to Launch: At the beginning of Turn 7 prior to the Maintenance Phase, roll a D6. If the result is a 1, the rockets of the Doomsday Device are ignited, it launches, and the Allies fail. On the result of 2-6, another turn is played. At the beginning of Turn 8, the device launches on a die roll of 1-2. At the beginning of Turn 9, a 1-3 and so on. The device launches automatically at the beginning of turn 12.





V GER COUNTERS

These are devices very much similar to Geiger Counters both in design and function. They detect particular bands of low level radiation given off by objects that are suffused with significant amounts of V-Gas.

Zombies and other organisms which have absorbed enough V-Gas to become animated by the substance have particularly large concentrations of V-Gas and give off radiation in very narrow wavelength bands that can be detected even though significant volumes of solid rock. Such devices are not without their limitations, however.

The useful range of the devices in an underground setting is only a few dozen meters. Though V-ger Counters are similar to Geiger Counters, the necessity of using them to locate specific enemy threats and not just background radiation has lead to significant advances.

Multi- detector sets have been developed which permit rough triangulation of V-gas sources. These sets are somewhat bulky, but without them, tunnel teams would be at the mercy of the unseen enemy that may lurk around

any corner or behind any door. All APE suits have a built-in V-ger counter. Veteran APE pilots still refer to zombies as screechers, wailers, and howlers depending on the size of the group because the old V-ger headset interface pinged zombies like a car passing at speed. The closer the sound seemed, the nearer the target. The signal rose from a background hiss to a static crescendo.

The early V-ger interfaces however provided no directional output and have been recently superseded.

The newly developed Mono-tech interface emits a clicking noise in the pilot's headset. If the target is to the right then the right ear clicks, if to the left, then the left ear clicks. Both ears click for ahead. This system also retains the old method that measures proximity and mass by the volume and rapidity of static. Use of Mono-tech is one of the most difficult tasks an APE pilot must master.

General Electric R&D teams are working full-tilt to continue to improve the system.

COUNTER DIAGRAM



**GERMAN ENTRY
OR EXIT POINT**



**US ENTRY
OR EXIT POINT**



DOOMSDAY DEVICE



PINGER DEVICE



**GENERATOR
CONTROL PANEL**



HIDDEN TUNNEL



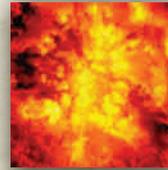
CAVE IN



ACTIVATED



REACTION FIRE



ON FIRE



**DAMAGE POINT
(DP)**



**COMMAND POINT
(CP)**



**COMMAND POINT
GRETEL**



**VICTORY POINT
(VP)**



“Courage is being scared to death
but saddling up anyway.”

Slugger Murphy



**GRIND
HOUSE
GAMES**



INCURSION