

# **PROJECT XENOCIDE**

## **Episode 4**

### **Who Cares Who Wins**

#### **Umpires Brief**

Player designates a target for the Drop.

Roll 2d6 vs Rep

2 Success. Scatter d6

1 Success. Scatter 2d6

0 Success. Scatter d6 x d6 and Man down. Needs to be checked. 1d6 vs checkers Rep. Fail- OOF (broken leg etc) Success just winded. Can stand up next turn

In the ship are aliens. Number dependent on Air to Air

Shoot down

3 Sectoids

2 Warriors

10+ Damage

4 Sectoids

2 Warriors

5+ Damage

4 Sectoids

3 Warriors

Less than 5/Safe landing

5 Sectoids

3 Warriors

Each turn add the Players Initiative roll on to a running total.

Once it reaches 25 Rescue UFO lands with 6 Warriors. Enter south edge from next turn. Own initiative die separate form Crew.

## PROJECT XENOCIDE

Type	Rep	Armour equivalent
Sectoid	3	None
Warrior	5	Alloy

Tech/Alien			Armour Impact			
Weapon	Range	Targets	None	Kevlar	Alloy	Notes
Laser Pistol	12	2	2	2	1	Blocked by smoke,
Laser Rifle	48	3	3	2	2	Blocked by smoke,
Heavy Laser	48	1	4	3	3	Blocked by smoke,
Plasma Pistol	12	2	3	2	1	Incendiary
Plasma Rifle	48	3	4	3	2	Incendiary
Heavy Plasma	48	1	5	4	3	Incendiary
Alien Grenade	6	(5" dia.)	4	3	1	Incendiary