**BUG vs. TROOPERS - the sequel**

**DESIGN CHALLENGE - level 1**
Balance the combat so that the Bug wins 50% of the time and the Troopers win 50% of the time.

**DESIGN CHALLENGE - level 2**
We want a DRAMATIC ending, in which:

- The bug wins but with only 1-2 Troopers remaining
- The Troopers win but with only 1 HP left

**GAME STATS**

<table>
<thead>
<tr>
<th>WHO ATTACKS FIRST (B or T):</th>
<th>B</th>
<th></th>
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</thead>
<tbody>
<tr>
<td>BUG ATTACK STRENGTH:</td>
<td>65%</td>
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<td>BUG HIT POINTS:</td>
<td>2</td>
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<tr>
<td>STARTING NUMBER OF TROOPERS:</td>
<td>4</td>
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<td>TROOPER ATTACK STRENGTH:</td>
<td>20%</td>
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<td>WHO WON? (B or T):</td>
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<td>BUG HP / # TROOPERS LEFT:</td>
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**SETUP**
1. Troopers player gets 4 troopers.
2. Bug player has 1 bug.

**PLAY**
1. **BUG ATTACK.** The bug attacks first. Roll the Bug’s attack against EACH trooper. If the attack succeeds, the Trooper is destroyed.
2. **TROOPER ATTACK.** The Troopers add up their attack value for ONE single attack roll. If their attack succeeds, the Bug gets 1 wound marker.
3. **REINFORCEMENTS.** The Trooper player gets 1 Trooper for each hit point of the Bug.

**ENDING**
1. The Troopers win if the bug received wound markers equal to its HP.
2. The Bug wins if the Troopers are destroyed
Join forces for ONE roll

attach EACH Trooper with a separate roll
PSYCHIC ATTACK: attach EACH Trooper with a separate roll
HIT POINTS: gain 1 wound token when the Troopers hit you

CRUSHERS: lose 1 Trooper each time it is hit by the bug
ROCKET ATTACK: combine attack strength for a SINGLE attack roll

CASUALTIES: lose 1 Trooper each time it is hit by the bug