

# CHITIN: I

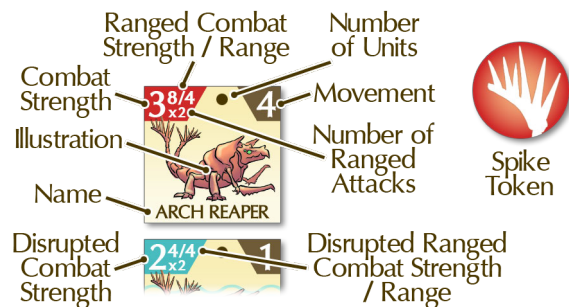
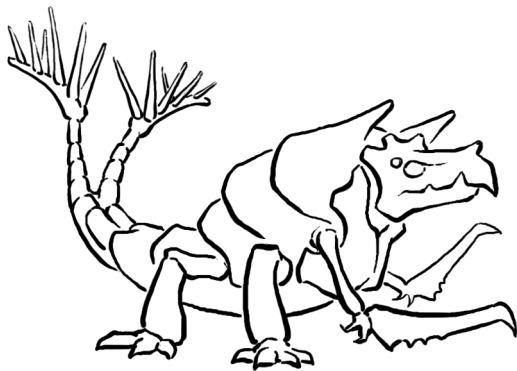
## THE HARVEST WARS

### EXPANSION UNITS

#### ARCH REAPER

Designed by *Larry Blincoe*

Originally appeared in *Space Gamer Magazine* Issue 24 (Sept. 1979)



Arch Reapers do not have a class but can be disrupted. All Arch Reaper counters are single units.

**Terrain Effects:** The Arch Reaper has no special terrain abilities. It must expend 2 movement points to enter any river, rough, or forest terrain hex. Like other ground units, plains hexes require 1 movement point.

**Stacking Limits:** With the exception of Basics and Workers, Arch Reapers will not stack with any other units until all of their ranged attacks are spent. They need room to hurl their weaponry, and will not tolerate any other warrior units, including other Arch Reapers, in their hex. After all of their range attacks have been expended, they will stack with other Arch Reapers.

**Ranged Combat:** Reapers start with a total of 2 ranged attacks. These ranged attacks may both be used in the same round, but in that case must be used against the same target. Each attack has a Combat Strength (CS) of 8 (or if the Reaper is disrupted, 4). Place two Spike Tokens on each Reaper counter at the beginning of the game. Remove tokens as the ranged attacks are used.

Ranged attacks may be fired at a range of up to 4 hexes against enemy ground units. Terrain has no effect on ranged combat.

If a Reaper is attacking an adjacent enemy, it may use its regular CS, its ranged CS, or combine the two. If a Reaper is attacking a non-adjacent enemy, then it will not suffer any adverse combat results unless it is attacking another Reaper also using ranged combat. If the Reaper combines its attack with friendly ground troops, the friendly troops will be affected by any adverse results of the attack.

Originally a mutated Phlanx, the Arch Reaper reached its present form only after several hundred generations of manipulated breeding. It retains roughly the same size and dimensions as the Phlanx, but little else is recognizable. The small thrusting Phlanx forelimbs have become razor-sharp, sickle-like appendages which are most effective for severing the limbs of opponents. The long, lance-like appendages of the Phlanx have almost disappeared completely, but the Reaper maintains some of its thrusting capability through a single horn on its head.

The most revolutionary development in the Arch Reaper, however, is its abdomen which has evolved from primarily defensive club-like use into the Reaper's major offensive strength. The original mace shaped tail has become a muscular split appendage in which dozens of sharp spikes now grow. Using the enormous strength of its tail and the leverage of its body, the Reaper can hurl these spikes with great force at enemy formations, decimating their ranks before the two sides engage. By controlling muscles surrounding the spikes, the Reaper can hurl all or only part of its weaponry, holding some in reserve for a later barrage.

Although ranged combat is not accounted for in *Chitin: I*, the following rules are suggested for integrating the Arch Reaper.

Reapers may use their ranged attacks against Plunges within the same Megahex. If the Plunges are split into two groups, the Reaper may only attack one group.

**Intervening Units (Optional Rule):** This rule requires that any units adjacent to the hex an Arch Reaper is attacking with ranged combat be accounted for if such a unit is between the Arch Reaper and its target. If the intervening unit is friendly, the Arch Reaper cannot attack. If the intervening unit is an enemy unit, the ranged CS of the Arch Reaper is halved for the attack, but any negative combat results indicated for the Arch Reaper are applied to the intervening units. If other friendly units are involved in the attack, the negative results are applied to them as well as to the intervening enemy units.

A unit is considered to be intervening if a straight line from the center of the Arch Reaper's hex to the center of the target hex passes through the adjacent unit's hex.

Also under this rule, Arch Reapers may not combine their strength with friendly Plunges to attack enemy Plunges in a single attack. Obviously, in this situation there would be an equal chance of hitting friend or foe.

**Ground Combat:** Arch Reapers do not need Basics for command control. In developing their skills with missiles, they achieved a level of intelligence which enabled them (like Plunges) to operate without command control.

Arch Reapers do not charge attack. Although descended from the Phlanx, their primary combat advantage no longer lies in thrusting charges, and they have lost this ability.

When Arch Reapers are involved in combat with adjacent enemy forces, they may use their combat strength, their ranged combat strength, or both.

**Combat Adds:** Arch Reapers are affected by combat adds for facing just as other units are. They do not however, receive combat adds when using only ranged combat against a non-adjacent enemy.

When an Arch Reaper attacks Plunges with both its ranged attacks, it receives one combat add for each Plunge unit attacked. Plunges each receive one combat add for attacking disrupted Arch Reapers.

**Multiple Attacks:** Multiple attacks are not allowed. Arch Reapers may attack only one hex each turn. They cannot attack an adjacent hex with their ground CS and a different hex with their ranged CS. Neither can they attack two separate hexes with their ranged CS on the same turn.

**Unit Limits:** The number of Arch Reaper units allowed in each scenario should be limited for play balance. The following limits are suggested; Basic and Small scenarios - 2, Intermediate scenario - 3, Bitter End scenario - 4, Armageddon scenario - 6.

Given the Arch Reapers fairly high potential for decimating troops, Reapers should be treated as additions to CS point limits, rather than as part of them (i.e.- the Basic scenario uses 48 points of units, plus 2 AR units).

## LOW HACKER

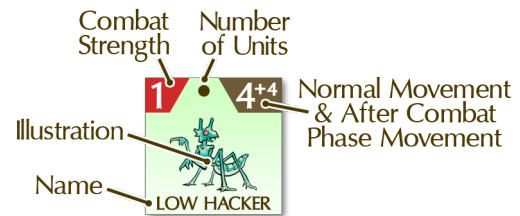
Designed by *Ben Crowell*

Originally appeared in *Dragon Magazine* Issue 51 (July 1981)



The Low Hacker is a new type of unit for **Chitin: I**, designed to introduce guerrilla warfare to the game. Low Hackers are warrior units, midway between Basics and Termagants in their capabilities and limitations. In appearance, they are distinguishable from Basics only by their hands/claws, which are well-suited for hacking, and by their chameleon-like ability to blend in with their surroundings.

Because of this camouflage ability, unique among the unit types in the game, Low Hackers receive bonuses to their combat strength when on defense. (When a Low Hacker is being attacked, the enemy units spend more time searching for it and keeping track of its whereabouts than actually engaging in combat against it.)



Low Hackers do not have a class and can not be disrupted.

**Combat:** Low Hackers have a base combat strength of 1 per unit, up to a maximum of 3 for a 3-unit counter. Each stack containing at least one Low Hacker counter receives a bonus to its combat strength when on defense, the amount depending on what type of terrain the stack is in.

Rivers are not considered when computing defense adds. (A hex containing a river that flows through a plain is considered a plains hex, not a river hex.)

Terrain	Defense add per stack
Plains	+1
Rough	+2
Forest	+3
Forest & Rough	+4

It is important to remember that these adds are taken not on a per-unit basis, but for each entire stack. A stack of two single-unit Low Hacker counters and a single-unit Gantua counter does not have a defensive rating of 18 in a Forest & Rough hex; it has a rating of 10 (4 for the Gantua, 1 for each of the LH units, and a +4 bonus for the entire stack because of the terrain).

Low Hackers located behind attacking units (see rule 7.05, Enemy Units in Rear Hexes) will cause the attacker to eliminate two units instead of the usual one after combat.

Low Hackers are unaffected by zones of control, except for ZOCs exerted by other LH units. Normal units are forced to take evasive action (spend an extra movement point) when they enter a ZOC, but Low Hackers do this all the time anyway.

Low Hackers can never be disrupted, but may stack with other unit types which can be. This tactic can be risky, though: It is assumed that units which can be disrupted (all other ground warrior types) are those which are relatively less intelligent, and which therefore may be stupid enough to give away a Hacker's position. There is a 1 in 6 chance per turn that a Low Hacker which stacks with a disruptable unit will lose its defense bonus for that turn. This chance of being "given away" should be rolled separately for each disruptable counter in a stack.

**Movement:** Low Hackers have a movement ability unlike that of any other unit in the game. LH counters are allowed two moves of 4 movement points each, one during normal movement and one immediately after the attack phase. This simulates the fact that Low Hackers usually attack lone enemy units by surprise, gaining some extra time to disappear back into the forest (typically) before the body is discovered.

Low Hackers move through rough and forest terrain at a cost of 1 movement point per hex entered, just like Low Renders. For stacking, treat Low Hackers as Basics.

**Command Control:** Low Hackers are able to exercise command control just like Basics, but they forfeit one point of their defense add for every stack they control on a certain turn, up to the limit of the original defense add. (For example, a LH in plains terrain exercising command control over two other stacks still only loses a single point from its combat factor on defense.)

**Flying Units and Low Hackers:** A Low Hacker in a hex adjacent to a unit being attacked by an air unit is not counted as part of the defense, like other units would be. If an air unit attacks a Low Hacker, the LH does not receive its normal defense add for terrain.

**Optional Rule 1:** Air units may fly reconnaissance, being used to expose the presence of Low Hackers but not able to take part in combat in the same turn. This allows the air unit's allies on the ground to attack a stack containing a Low Hacker without counting the Low Hacker's usual defense add for terrain. One flying unit is needed for each stack so exposed. The flier, the stack containing the Hacker, and the attacking forces must all be in the same megahex.

**Optional Rule 2:** Since most insects locate and distinguish between their friends and enemies by smell, it is assumed that Low Hackers are odorless. Because of this odorless characteristic and the generally unpredictable nature of a disrupted unit, it is possible that a disrupted warrior unit will mistake a friendly LH unit for an enemy. All units disrupted by the absence of command control (not by a combat result) which end their movement with a Low Hacker in one of their front hexes will have 50-50 chance of attacking it even if it is an ally. Such an attack against a friendly LH unit is conducted

using the attacking unit's disrupted combat strength, with the Low Hacker's defense computed as usual, counting defense adds for terrain. The 50-50 chance may be determined for each LH unit, each stack, or for all the units involved at once, as players see fit.

**Sample Scenario:** Harvest Chits A, B, and D are placed in the indicated hexes (see map below). Side A consists of 20 strength points of Basics and ground warriors (not including Low Hackers) plus 10 units of Low Hackers, placed anywhere in megahexes F, A, and C before play begins. Side B has six Workers plus 48 strength points of ground warriors and Basics (no Low Hackers), started at the bottom edge of the map. Side A has a maximum of 3 Plunge units, while Side B may have as many as 6.

Side B begins the game by moving its forces onto the map. At the end of every turn taken by Side B except for its first turn, Side A gets 3 victory points until Side B has grabbed all the Harvest Chits and either gotten them off the map or killed off all the opposition. Side A loses 1 victory point per dead unit, but Side B loses 4 victory points for each of its units which are killed.

