

# Raid On The Bunker

**A Warhawks Solitaire Boardgame  
By Paul A. Lidberg**

## Introduction

In this game you play the Warhawk Commandos, from the main story of this very issue, trying valiantly to stop the Zetans from escaping. At the very least, you must capture the Time Platform so that your team can follow the Zetans into time. Without it, any future attempt to stop their devious plots will prove impossible.

## Getting Started

First, take some scissors and cut the game board from the comic. Next, cut apart the playing pieces, fold along the lines to form a standing triangle figure (with the picture on the outside, of course), and glue or tape them together. The Zetan Scientists are placed on the squares marked with an "S", and the Zetan Troopers are placed on the squares marked with a "Z". The Warhawks start off the left map edge in the squares marked with a "W". Place the turn marker on turn 1 of the turn track, and you're ready to play!

You will also need a six-sided die to play this game. If one

is unavailable, cut out the six "chits" marked 1 to 6, and put them in a bowl or hat or something. Then, whenever the rules tell you to roll a die, just draw one of the chits at random from the bowl, and read the number. After each draw, return the chit to the bowl.

## The Course Of Play

Each turn is broken up into five parts, as follows:

1. Warhawk Movement
2. Zetan Movement
3. Combat
4. Remove Escaping Scientists
5. Advance Turn Marker

**Warhawk Movement** — The game board represents the Zetan Bunker. It has been marked off in a grid pattern, into a series of squares. To move into a square takes 1

movement point. The Warhawk player has 5 points to spread among his 5 counters, and can use them in any way he wants, including: one piece moves 5; all five move 1; one moves 2 and one moves 3; or whatever. All counters can move horizontally, vertically, and diagonally.

No counters, of course, may move through walls (the solid lines on the map). The breaks in the walls are doors, and can be moved through freely. At any point during movement, if a Warhawk commando becomes adjacent to a Zetan trooper — in any direction — then that counter must stop and fight. (The only exception is if there is a wall between the two counters). No more than one counter can be in a space at a time. Also, with the exception of the Zetan Scientist counters, no counter can pass through any square occupied by another counter.

**Zetan Movement** — The Zetan Scientists are trying to escape from the Warhawks, and the Zetan troops are there to slow up the commandos and let the scientists escape. Each turn, the scientist closest to the time platform will move to the time platform square. If he remains there untouched for the rest of the turn, then the counter is removed and the scientist has escaped. When more than one scientist is the same distance from the platform, then determine randomly which one will go first.

The Zetan troops start in the marked squares, and move after the Warhawk commandos. Beginning at the top of the board, roll 1d6 for each Zetan trooper that is not already adjacent to an enemy counter (like the Warhawks, troops stop moving when they are adjacent to an enemy). If the roll is 4 or less, then the counter can move. A 5 or 6 means that the transmission of orders was garbled and the Zetan is frozen for the turn. An activated Zetan will move up to 2 spaces toward the closest Warhawk. There is no limit to the number of Zetans that can move in a turn — if they all make their rolls, they could all move!

**Combat** — There are two types of Zetan troopers, Zetan As and Zetan Bs (The Bs are tougher than the As). No matter how many Zetans may be adjacent to a Warhawk, each Warhawk may attack only one Zetan each turn — and only that Zetan fights back! (In the cramped quarters of the Zetan laboratory, ganging up just isn't possible.) For each Warhawk, choose one Zetan to attack, roll one die, and consult the table below. Combats can be resolved in any order the player chooses.

### COMBAT TABLE

Roll	vs. Zetan A	vs. Zetan B
1	D	L
2	D	D
3	W	D
4	W	W
5	W	W
6	W	W

**L** = Lose, the Warhawk dies  
**D** = Draw, nothing happens this turn.  
**W** = Win, the Zetan dies.

When a combatant dies (either Warhawk or Zetan), it is removed from the board.

**Remove Escaped Scientist** — If a Zetan scientist moved on to the Time Platform during the Zetan Movement phase and has not yet been captured, he disappears back in time. Remove that scientist's counter from the board.

**Advance Turn Marker** — At the end of each turn, the turn marker is moved ahead one. If the Warhawks have not captured a Zetan Scientist or the Time Platform by the end of the 7th turn, the bomb rigged to the Time Platform goes off, destroying the time machine and preventing the Warhawks from following the Zetans back in time.

### Winning The Game

There are two ways for the Warhawks to win the game. The first is to occupy the Time Platform before the end of the 7th turn. If this is done, the bomb is defused, and the time machine saved so that the Zetans can be hunted down through history. The other, more difficult method is to capture a Zetan scientist (again, before the end of the 7th turn). To do this, a Warhawk must go into the square occupied by a Zetan Scientist marker, and survive until the end of the turn (This is the only time two counters can be in the same space.) With a captured scientist, the Warhawks can track down the rest of the Zetans through time with ease.

If neither of these things happens, the Zetans have won! Try again, using a different strategy.

### Bonus Material

The stand up counters provided are 25mm scale, and can be used (along with the map) for Top Secret/S.I. or other modern day/futuristic role playing games. Enjoy!

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