

Get to the Chopper!

2-5 Players, 20-40 Minutes

Get to the Chopper! is a game about an alien hunting human soldiers as they move thru the jungle. 2-5 players will take up the roll of an invisible alien predator or a group of trained soldiers with big, big guns.

The Predator wants to kill all the Soldiers. The Soldiers can only escape by killing the Predator or **Getting to the Chopper!**

Getting Started

Print out cut out the small or super sized board, character sheets and pawns. You'll need around 20 tokens, pennies work just fine. Human teeth work even better. Somehow.

Each player picks a figure and takes the character sheet that goes with that figure. One player picks the Predator, the others divided up the Soldiers.

Place the Soldiers on the numbered hexes in the order they will play. The figure on spot one will move first, spot two will move second, etc. The Predator is placed on the hex mark with a "P".

Place the **medical drop** tokens on the two jungle hexes marked with the medical symbol.

Turns

The Soldiers go first; they take there turns in the order of the numbered hexes they started on. Each Soldier gets two actions each turn. A movement action which Soldiers use to move around the board, and an attack action which Soldiers can use to attack the Predator. Mac and the Predator have extra actions which can only be used for their special abilities.

The Predator takes its turn after all the Soldiers have taken theirs. The Predator gets three actions. A melee action which the Hunter can use to attack Soldiers with its melee weapon. A ranged action which the Hunter can use to attack Soldier with its ranged weapon, and a movement action which the Hunter uses to move around the board.

Players can take there actions in any order. A Soldier can attack then move. Move then attack. The Predator can fire its ranged weapon, move and then use its melee attack or melee attack, ranged attack then move. The only limitation is that figures cannot divided up there movement. You can't move half your distance, attack then go your remain movement. Mac can use his special ability before or after any action but not during an action.



Movement

Soldiers can move 4 hexes each turn; the Predator can move 6 hexes. For every wound a character takes it loses one hex of movement. If it heals wounds it will regain movement.

Soldiers can pass thru hexes occupied by another Soldier but they cannot stop in them. If a Soldier passes thru a hex containing the Predator it must stop in it. The only figures that can occupy the same hex at the same time are the Predator and one Soldier.

Attacks

Attacks are a way to give characters wounds. If a character gets enough wounds they die. Soldiers can take two wounds before they die while the Predator can take five. There are three different kinds of attacks however each character has only two different attacks. To check which kinds of attacks your character has look above there weapons stats on there character sheet.

Melee Attacks

Every figure has a melee attacks. Melee attacks can only target a figure that is in the same hex as the attacker. When you make a melee attack roll a die. If you roll a number that is equal to or greater then your melee attacks accuracy you hit your target and it takes a wound. Targets of melee attacks always get a counter attack, even if the first attack misses, or if the target of the first attack dies from it. The counter attack uses the melee weapon of the person who was first attacked and is handled like a normal melee attack except that it gets no counter attack.

Ranged Attacks

The Predator, Dutch and Billy all have ranged attacks. Ranged attacks can be made if the targeted figure is with in the range of the weapon as measured in hexes. The attacker rolls a die, if the roll is equal to or greater then the attackers ranged attack accuracy the target takes a wound. Ranged attacks cannot target a figure that is in the same hex as the attacker. Remember to take into account the effects of terrain and the Predator's Camouflage.

Splash Attacks

Blain and Mac have splash attacks. Splash attacks work just like ranged attacks but ignore the effects of the Predator's Camouflage.

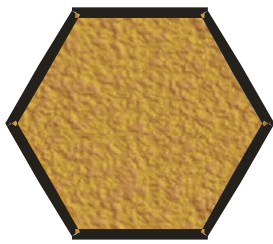
Friendly Fire

If the Predator is the target of a ranged or splash attack while a Soldier is in the same hex. If the attack misses the Predator, roll a die. On a result of a 1 the Soldier affected by Friendly Fire takes a wound. If the attack is a splash attack the Soldier takes a wound on a result of 1 or 2.

Special Abilities

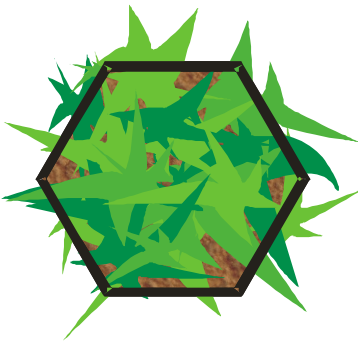
Blain, Dutch, Billy and the Predator have special abilities that are always in effect. Mac and the Predator also have special abilities that must be activated and give them an extra action that can only be used for there special ability. The Predator can attempt to heal its self and Mac can leave claymore mines that can wound the Predator.

Terrain



Clearing

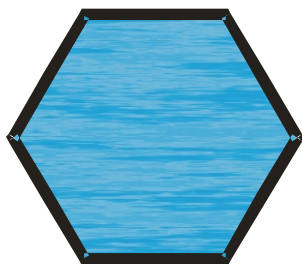
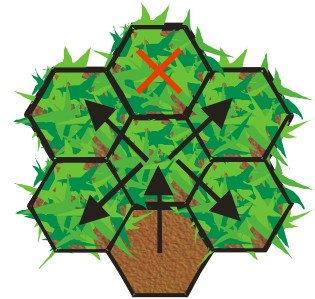
If the Predator is in a Clearing hex add one to all attack rolls targeting him.



Jungle

Jungle hexes are harder for Soldiers to move thru. A Soldier cannot exit a jungle hex along the same direction it entered it. Ignore the direction the hex was entered from the previous turn. Jungle

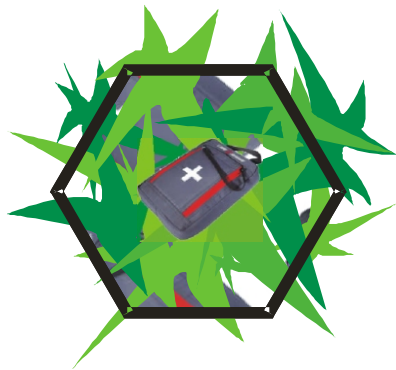
hexes have no effect on the Predator.



Water

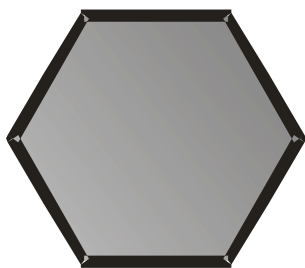
If the Predator stops in or moves thru a water hex it loses its Camouflage special ability for the rest of the game. Water hexes have no effect on Soldiers.

Medical Drop



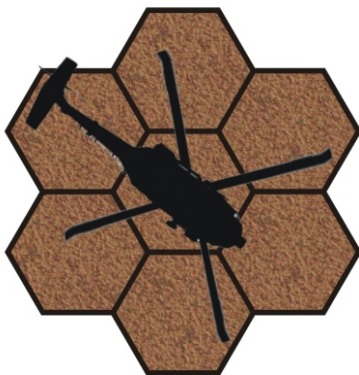
Treat the medical drop as a jungle hex. The medical drop isn't a terrain type but an item that is placed on the board at the marked hexes. If a Soldier stops or moves through a medical drop hex it may heal a wound. Healing a wound allows Soldiers to regain their full movement that turn. If they moved three hexes to get to a medical drop and use it to heal a wound they can then move another hex. After it is used, remove the medical

drop from the board and treat the marked hex like a normal jungle hex. Soldiers don't have to use the medical drop.



Fortified

Soldiers in a fortified hex add one to all attack rolls and the Predator subtracts one from all attack rolls targeting Soldiers in fortified hexes.



Evac

Evac hexes are the seven hexes in the top left of the board. A Human on an Evac hex may attempt to Get to the Chopper! at the beginning of its turn.

Getting to the Chopper!

In order to **Get on the Chopper!** a Soldier must first move onto an Evac hex. Then it must use a full movement action to try and climb the rope up to the helicopter. A Soldier cannot move and try and climb up to the chopper in the same turn. Soldiers try and board the chopper by rolling a die. On a result of a one they fall off the line and can't move for the rest of their turn, they can use their attack action. On a result of 2-6 they get on board the chopper and have a great vantage point to watch their friends die.

Winning

The game is balanced so that most games one Soldier will escape. But remember victory is a personal thing. If your three team mates die but you get to the chopper you still win! The Predator wins if he kills all four Soldiers.

Game by Scott McChesney and to every single person who play tested it. All of you helped, all of you made it a better game.

Pawn art by Jay Patumanoan