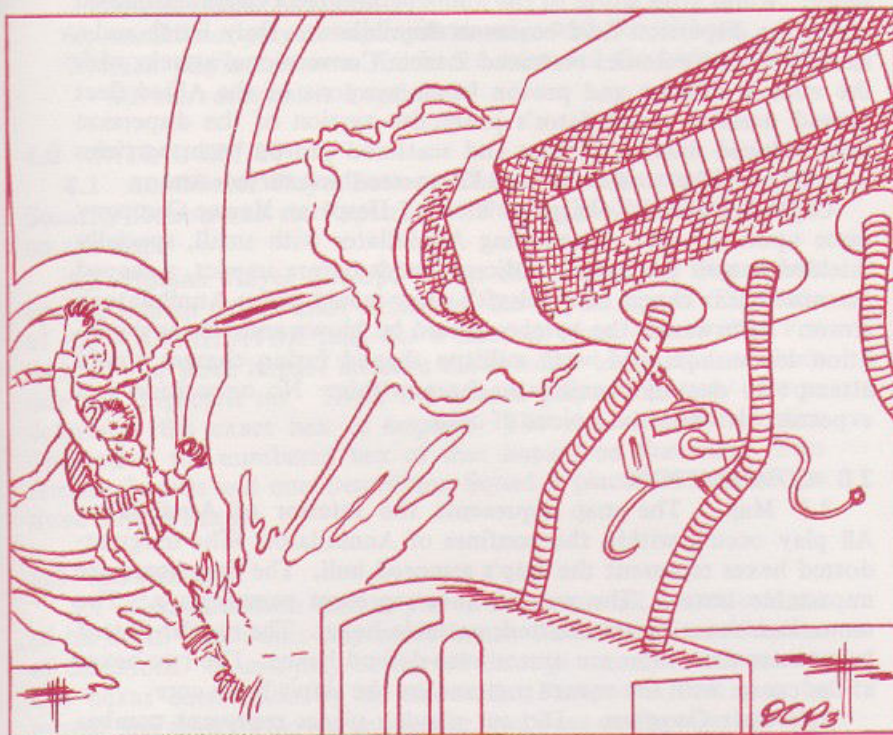**Game design by James E. Tucker**
Edited by Alex Levi
Art by Doug Potter
Unit graphic redesign by Jon Muhoberac
Map graphic redesign by Jon Muhoberac

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1.0 INTRODUCTION

ANNIHILATOR is a two-player game which simulates an assault by space marines on an asteroid-sized cybernetic planet killer.

Sometime in the late 23rd century, a vast, intelligent killer robot, named Annihilator by the Pan-Human Alliance, swept out of the galactic core and pulverised the Eridani colony into dust and vapour. World after world of the human-colonised systems crumbled under the dispersion field beams of Annihilator. Only Earth and a handful of her colonies remained intact. Conventional attacks with the nuclear missiles and proton beam weapons of the Allied fleet proved useless. Annihilator's protective version of the dispersion field reduced missiles to ions and scattered proton beam particles long before either could reach its kilometre-thick surface armour.

Capt. "Mad Jack" Griggs of the 2nd Hesperian Marine Company came upon the idea of ramming Annihilator with small, specially shielded assault spacecraft. Microseconds before impact, a shaped thermonuclear charge in the craft's prow would pierce Annihilator's armour. Afterwards, the hatches would be blown and Marine demolition teams equipped with milliton shaped fusion charges would attempt to destroy Annihilator from within. No opposition was expected. It would be a piece of cake …

2.0 COMPONENTS

2.1 Map. The map represents the interior of Annihilator. All play occurs within the confines of Annihilator. The irregular-dotted hexes represent the ship's armoured hull. The dark hexes are impassable hexes. The parallel lines represent passageways. The unmarked hexes are obstructed, passable hexes. The regular-dotted hexes near the centre are armour auto-defend hexes. The two hexes at the centre with the square patterns are the ship's brain core.

2.2 Unit Counters. Die cut playing pieces represent combat units and reference markers. These pieces need to be cut apart for use. Combat unit pieces are coded with a unit symbol, Attack Strength, Defence Strength and Movement Factor. Each reference marker is labelled with an appropriate legend.

2.2.1 Combat Units. Human player units consist of Assault Squads and Demolition Squads. Annihilator player units are Security Robots and Repairbots.

2.2.2 Reference Markers. Reference marker counters consist of Clear markers denoting hexes cleared of all obstructions; Obstructed Passable markers denoting impassable hexes converted to obstructed passable hexes; Nuclear demo charge counters that mark location of placed charges and Assault Ship counters that mark the location of initial assault impacts.

3.0 SEQUENCE OF PLAY

Each game turn provides both players an opportunity to move units and conduct combat. Each player conducts several actions constituting his turn. The sequence in which these events occur is as follows:

1.) Human player moves some, none or all of his units.

2.) Human player conducts close combat.

3.) Human player places Nuclear Demolition Charges and detonates those charges that had

been set in the previous game turn.

4.) Annihilator player moves some, none or all of his units.

5.) Annihilator player engages his units and may use Mind Weapon.

6.) Annihilator player may repair damage with Repairbots.

7.) Each player has now finished a turn and the human player will start at number 1 again.

4.0 INITIAL SET-UP

4.1 Annihilator Player Set-up. The Annihilator player has ten Security Robots and six Repairbots. He may place these anywhere on the map.

4.2 Human Player Set-up. After the Annihilator player sets up, the human player must determine the impact hexes. Each side of the ANNIHILATOR map has a number from one to six. For each of the three impact hexes, a die is rolled to determine which side the impact is on. Then, the human player rolls two dice to determine the exact hex of impact. The sum of the two dice determines the numbered hex of that impact on that side. Two Assault Squads and one Demolition Squad are placed in each of the three impact hexes.

5.0 MOVEMENT

5.1 General. Each turn, a player may move all, some or none of his units. Each unit may move in any direction or combination of directions. A unit may be moved through a number of consecutive hexes determined by its Movement Factor. A unit may be moved less than its Movement Factor and does not have to move at all. Unused movement may not be transferred to another unit or saved for next turn.

5.2 Movement Costs. Each type of cell has a Movement Cost associated with it (see Hex Type Chart). In some cases, this cost is different for humans than for robots. The cost of a hex is the number of points of a unit's Movement Factor that must be used to enter the hex. *EXAMPLES:* A human unit (Movement Factor of four) may enter two Obstructed Passable hexes (2 movement points each) or four Passageway hexes (one movement point each) or one Obstructed Passable hex and two Passageway hexes.

5.3 Friendly Units. A unit may freely move through hexes occupied by friendly units. However, it may not end its movement in a hex in violation of stacking restrictions.

5.4 Enemy Units. A unit must immediately end its movement for the turn when it enters a hex occupied by an enemy unit.

6.0 STACKING

Three human units and six Annihilator units may be in a single hex. Both may be in the same hex. The human player may violate the stacking restrictions in the impact hex.

7.0 COMBAT

7.1 Close Combat. If a player has units in the same hex as enemy units during his close combat phase, he may attack those units. Attacking is always voluntary. First, the Attack Strengths of all attacking units are totalled and the Defence Strengths of all the defending units are totalled. Then, the total Attack Strength is divided by the total Defence Strength to form an odds ratio. This odds ratio is rounded *in the defender's favour* to one of the simplified odds ratios shown on the Combat Results Table. EXAMPLES: An Assault Squad (Attack Factor of four) attacking a Security Robot (Defence Factor of two) is 4-2, or 2-1. Two Assault Squads attacking three Security Robots is 8-6, or 1-1.

After the odds are computed, a die is rolled. The corresponding line of the proper column of the Combat Results Table is consulted and the results are applied to all units of that side in the hex. See the Combat Effect Table for an explanation of the result.

7.2 Annihilator Mind Weapon. Each turn, the Annihilator player may attack one hex anywhere on the board, regardless of whether or not he has robots in that hex. The human units in that hex are attacked at 1-2.

7.3 Annihilator Auto-Defend Hexes. Any human unit which enters an auto-defend hex immediately undergoes a 1-1 attack, during the human movement phase.

8.0 DEMOLITION

8.1 Procedure. During a demolition phase, any human unit may set a demolition charge in its own hex *or in any adjacent hex*. The human player must announce which of the four patterns (see Demo Chart) that each charge is in and also which direction the charge is in. During the demolition phase *after* the one in which the charges were set, the charges detonate.

8.2 Detonation Effects. The demolition charge attacks hexes in its pattern at various odds, as indicated on the Demolition Charge Table. A die is rolled for each hex and the Combat Results Table is consulted to see what the demolition did to that hex. The Combat Results Table, in conjunction with the Combat Effect Table, explains the results. An OB-PAS marker is placed in each hex reduced to obstructed-passable. A CLEAR marker is placed in each hex reduced to clear. Units move through clear hexes as if they are passageways.

Any units in a hex that is attacked by a demolition charge are eliminated if the result is a D or X. This is an addition to the damage done to the hex.

8.3 Movement after Demolition. After human units have detonated a Nuclear Demolition Charge, both players' units may advance into the hexes that were cleared (or reduced to obstructed-passable). The human units advance first. Units may not advance farther than their Movement Factors allow, using the normal movement point costs of the hexes. Neither player may enter hexes that were not just cleared by the demolition.

8.4 Supplies. Each Demolition Squad carries three Nuclear Demolition Charges. Each Assault Squad carries one Nuclear Demolition Charge which it may detonate in Pattern A only. No other charges may be detonated during the game.

8.5 Recovery of Charges. When a Demolition Squad is eliminated in close combat, players should note the hex in which it was eliminated. When an Assault Squad enters that hex, it may try to recover the unused Demolition Charges. A die is rolled. If a 1, 3 or 5 is rolled, the Demolition Charges are permanently lost. If a 2, 4 or 6 is rolled, the Assault Squad is

replaced with a Demolition Squad. It has the undetonated charges from the old Demolition Squad, plus its own charge (if undetonated), up to a maximum of three charges. These charges may all be used in any pattern.

The unit may continue moving, if it has not already moved its full Movement Factor and it may attack or set charges that turn.

9.0 ANNIHILATOR REPAIR

Each turn, each Repairbot may repair the hex that it is in. Any OB-PAS or CLEAR marker in this hex is removed and the hex restored to its original form. Brain core hexes may not be repaired.

10.0 VICTORY CONDITIONS

The human player wins if both brain core hexes are reduced to obstructed-passable or clear hexes. The Annihilator player wins if he eliminates all human units. The game has no time limit.

11.0 PUBLISHER'S NOTE

ANNIHILATOR is primarily an introductory game for novices. It is also fun for "beer and pretzels" play by experts. If you enjoy the game as an introduction to science-fiction gaming you'll surely find other MicroGames enjoyable. Write for a catalog and for information about The Space Gamer, our bi-monthly magazine.

Good Gaming!

COMBAT RESULTS TABLE

COMBAT ODDS					
DIE ROLL	1-2	1-1	2-1	3-1	4-1
1	NE[*]	NE	NE	D	D
2	NE	NE	D	D	X
3	NE	D	D	X	X
4	D	D	X	X	X
5	D	X	X	X	X
6	X	X	X	X	X

NE[*] - No effect
D - Units Disrupted; Eliminated if Demolition Charge Attack
X – Units Eliminated

COMBAT EFFECT TABLE

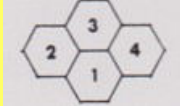|		Unit/Hex Attacked		
Result Explanation		Humans & Robots	Armour, Auto-Defend & impassable hexes	All other hexes
		NE – No effect	No effect	No effect
		D - May not move or fire for one game turn. Disrupted robots eliminated	Reduced to obstructed-passable hex	Reduced to clear hex
		X - Eliminated	Reduced to clear hex	Reduced to clear hex

Terran Combat Unit Counter
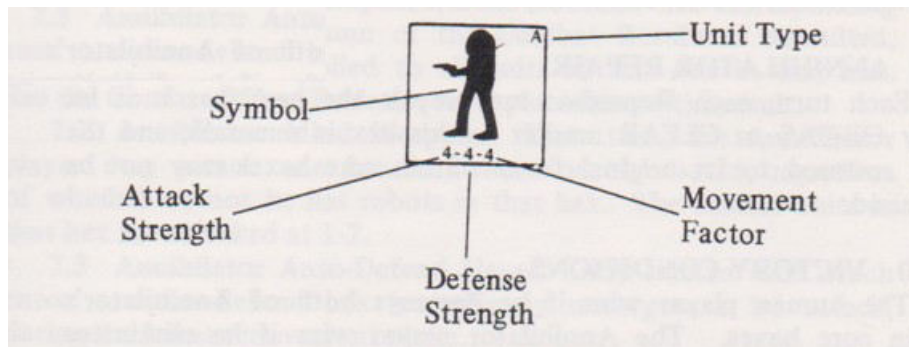
HEX TYPE CHART

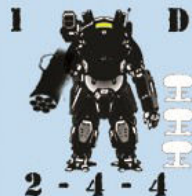| TYPE		HUMAN	ROBOTS
Outer Armor		Not allowed	Not allowed
Impassable		Not allowed	1 MP
Obstructed Passable		2 MP	1 MP
Brain Core		Not allowed	Not allowed
Armor: Auto Defend		*Treated as obstructed passable	1 MP
Passageways		1 MP	½ MP

* Armour; Auto-Defend Hex – treat as obstructed-passable for human movement purposes. Human units in these hexes undergo automatic attack at 1-1 odds.

DEMOLITION CHARGE TABLE

Note*** Hex no. 1	Always reduced to a clear hex
	Hex no. 1 – Hex charge placed in

PATTERN	DIAGRAM	COMBAT ODDS
A		no. 2 / 4-1 no. 3 / 2-1 no. 4 / 2-1
B		no. 2 & 3 / 3-1 no. 4, 5 & 6 / 2-1
C		no. 2-7 / 2-1
D		no. 2 & 4 / 2-1 no. 3 / 4-1

UNIT TYPES:

Security Robots					Marines Assault Squads
Repair Robots					Demolition Squads