

Mission creation

To create a mission for the TDF squad, roll on these tables and set up the mission grid by drawing a 3 x 3 grid on a piece of scrap paper. Roll for location and terrain.

2D6	Location	Terrain (roll 1D6)
2-3	Europe	1-2 Urban 3-4 Rural 5-6 Forest
4-5	Africa	1-2 Urban 3 Rural 4 Desert 5-6 Jungle
6-7	Asia	1-2 Urban 3-4 Rural 5-6 Forest
8	N. America	1-2 Urban 3-4 Rural 5-6 Forest
9	S. America	1-2 Urban 3-4 Rural 5-6 Jungle
10	Antarctica	Arctic
11-12	Oceania	1-2 Urban 3-4 Rural 5-6 Desert

These are the terrain features that are present on the mission site. Go around the table and choose in order which quadrant of the grid the features are located on. Only one feature per quadrant. Keep doing it until they are all placed.

Terrain type	Features
Urban	building x 3, copse of trees, building x 2, clearing
Rural	UFO, copse of trees, field x 2, building, hill
Forest/Jungle	UFO, copse of trees x 3, clearing, hill, copse of trees
Desert	UFO, clearing x 3, hill, clearing
Arctic	UFO, clearing x 3, hill, clearing

Building/UFO: heavy cover (-2 dmg to units here unless flanked)

Clearing/field: vulnerable (+1 dmg to units here except psionic dmg)

Copse of trees: ambush (when a trooper enters, if there are enemy aliens here, they all get to attack the trooper immediately), cover (-1 dmg to units here unless flanked)

Hill: high ground (+1D to attacks on targets not in your quadrant)

Bonuses for terrain features apply both to aliens and TDF troopers.

Quadrants with no features don't confer any special bonuses or penalties.

Setting up the grid

	1-2	3-4	5-6
1-2	trees		hill
3-4	building	field	UFO
5-6		field	

In this example, the mission is set in a rural area. The players have taken turns placing terrain features on the grid, and now they roll for the LZ to see where they start the mission.

They roll 1D6 twice, and read the results on the vertical and horizontal axes. This time, they roll a 3 on the die for the horizontal, and a 6 for the vertical. The VTOL sets down in the field on the middle lowest quadrant.

Enemy aliens

Grays

The drones, footmen and scientists of the complex alien society.

3 HP

Plasma pistol (1D6 close) or plasma rifle (1D6+1 near)

Special: psionic mark (as an action, give a trooper -1D to their next defense roll)

Reptilians

Fearsome soldiers with a vicious streak and cybernetic modifications.

4 HP, 1 armour (armour reduces incoming damage by that much)

Plasma rifle (1D6+1 near)

Brutes

Hulking front-line soldiers, genetically engineered to be resilient and strong.

6 HP, 1 armour

Heavy plasma rifle (2D6 near)

Special: melee charge (2D6+1 close)

Xenomorphs

Creatures out of our worst nightmares, these feral insectoids exist for a singular purpose: to maul and kill.

5 HP, 1 armour

Claws and mandibles (2D6+1 close)

Special: those it kills become Servitors (enemies with 3 HP, melee attack 1D6 close)

Seraphim

These emaciated, levitating beings are terrible to behold.

6 HP

Psionic bolt (full effect: 2D6 far / half effect: 1D6 far)

Special: mind control (as an action, close, full effect: trooper under alien control for 1D3 turns / half effect: trooper panics and loses next turn)

What are we up against?

You must determine what kind of alien the ADI is facing, and how many of them there are. Roll 1D6 + the rank of the highest ranking trooper (Rookie = 0, Squaddie = 1, Corporal = 2 etc.)

Roll	Alien
1-4	Grays
5	Reptilians
6	Brutes
7	Xenomorphs
8+	Seraphim

The number of alien groups (called *Pods*), is equal to the number of players, plus 1. Each pod contains 1D3 aliens of the type rolled above. Roll to see how many when a pod is encountered in a quadrant.



When the visitors first came, they said they were coming in peace. When the first disappearances were reported, we didn't want to believe it. We were too blinded by their technology, their superior intellect, everything they could offer us.

When the inevitable attack came, it was quick, brutal and devastatingly effective. They knew all our weaknesses by then. All our defences, wiped out in seconds.

In the days that followed, in the shadows of the flames, we came together. We got organized, and now we are bringing the fight to them.

What is Terran Defence Force?

This is a game about squishy humans fighting aliens. It's an attempt to capture some elements of Microprose's *UFO: Enemy Unknown* (known as *X-Com: UFO Defense* in North America) and Firaxis' *XCOM* in a cooperative, GM-less, easy to pick up game.

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This game is **Powered by the Apocalypse**

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Playing the game

It's a conversation you have together, about fighting aliens. The rules will help you figure out what to say. Everyone's responsible for their character but also, as a group, for the enemy's actions and setting the scene.

Here's how you play:

1 If it's the first time you play, read the blurb on the cover out loud. Then, every player makes a character (a rookie). If you're continuing a game, use the characters you have and make new rookies for those who don't have characters. Then read this text out loud:

You're the first wave of the Terran Defence Force's squad on this mission. Look around, these are your comrades. Some of you won't make it.

2 Roll up a mission. You'll find the tables for deciding the mission type, terrain, enemies etc. on the opposite side of this sheet. Roll on the tables and figure out the mission together. Then read this:

Your VTOL shakes as you come in over the mission site...

3 Draw a mission grid of 3x3 quadrants, and go around the table placing terrain features. Roll to find your landing zone (LZ) where you begin your mission. Read this:

You touch down in a cloud of dust. With a hydraulic hiss, the ramp opens and you rush out to meet the enemy!

4 Starting from the player who most recently saw a satellite or shooting star, go around the table declaring what action you want your trooper to take.

When someone enters a new quadrant, the next player sets the scene and describes the location based on the terrain features. Then check to see if there are aliens there. If yes, the next player describes the aliens and what they are doing. You check for aliens by rolling 2D6. Miss: no pods / weak hit: 1 pod / critical hit: 2 pods (up to a maximum of enemy pods left). Every pod consists of 1D3 aliens.

5 When you have gone around the table once, it's the aliens' turn. If there are any revealed aliens on the grid, they either a) attack the nearest or biggest threat, forcing the trooper to make a defense action; b) move toward the nearest trooper; c) move to a quadrant with cover or heavy cover.

Note: the aliens never roll, their attacks are resolved by the targeted troopers rolling to defend!

6 After all revealed aliens have acted, it's the troopers' turn again. Keep taking turns until all aliens are dead, all troopers and reinforcement are dead, or TDF has evacuated.

The aim of the game for the Terran Defence Force troopers is to kill all aliens on the mission map. If they succeed, the TDF wins. If they are forced to evac or all troopers (including reinforcements) are dead, the aliens win.

How to resolve actions

You roll as many dice (D6) as the relevant stat or similar, plus or minus modifiers. Modifiers are in the form of +1D or -1D to your roll. If your die pool is 0 or less, roll 2D6 and take the lowest die.

Look at the highest result from that roll. If it is a 1-3 it is a **miss**. A 4-5 is a **weak hit** and a 6 is a **critical hit**.

Advancement

After a mission, answer these questions: *did you kill an alien? Did the TDF win this mission?* If you answer yes to either of these questions, your trooper gains a promotion and advances to the next rank.

Troopers

ROOKIE	You get: <input checked="" type="checkbox"/> A name , like: Geisler, Ulbricht, Liang, Zhu, Oluwamuyiwa, Tiwalade, Adams, Wyatt, Santos, Correia, Bryant, Thompson, Andersson, Legrand, Moulin	
	A rifle 4 HP You have no stats. Any time you try to do something that you have to roll for, roll as if you have 1 in that stat.	
SQUADDIE	You get: <input type="checkbox"/> A first name , like: Uta, Dieter, Ling, Yu, Ayoola, Adebisi, Pippa, Cameron, Solange, Luiz, Sigorney, Tom, Anna, Carl, Marie, Julien	
	+ 1 HP Roll 2D6 for each of your stats and read the highest result. Miss: stat 1 / weak hit: stat 2 / critical hit: stat 3 Stats Marksmanship <input type="checkbox"/> Physique <input type="checkbox"/> Willpower <input type="checkbox"/>	
CORPORAL	Assault <input type="checkbox"/>	Heavy <input type="checkbox"/>
	You get: + 1 HP ; either a shotgun or a rifle Choose one class move	You get: + 1 HP ; an LMG Choose one class move
	<input type="checkbox"/> Run and gun : you can take an attack action in addition to a move <input type="checkbox"/> CQB : you take +1D to attacks against targets in the same quadrant <input type="checkbox"/> Flush 'em out : you ignore enemy cover or heavy cover	<input type="checkbox"/> LAW : you get a rocket launcher <input type="checkbox"/> Bulletstorm : you can make 2 attack actions (the second at -1D) <input type="checkbox"/> Suppression : when you attack an enemy, defense against attacks from all enemies in that quadrant
	Sniper <input type="checkbox"/>	Support <input type="checkbox"/>
	You get: + 1 HP ; a sniper rifle Choose one class move	You get: + 1 HP ; a rifle and some grenades Choose one class move
	<input type="checkbox"/> Headshot : any attack you make that hits gives maximum damage <input type="checkbox"/> Low profile : you always have +1D to defend vs fire <input type="checkbox"/> Gunslinger : you get a pistol, and if you attack with it, you can attack twice	<input type="checkbox"/> Smoke grenade : deploy smoke to an adjacent quad. for free, giving troopers in it +1D to defend vs. fire <input type="checkbox"/> Medic : as an action, restore a trooper in the same quadrant to full HP <input type="checkbox"/> Rally : once per turn, give another trooper +1D to any action
SERGEANT, LIEUTENANT, CAPTAIN ETC.		
Additional ranks: choose one of the following per rank advance +1 to a stat / +1 to HP / choose a new class move		

Actions

Here are the actions your trooper can take, and how to resolve them. Remember, everyone gets one action per turn except for reactions that are triggered when you come under attack etc.

Move

When your trooper moves across the battlefield, roll Physique.

miss: you can move one quadrant, but if there are any aliens within range, they make an attack of opportunity against you, triggering a defense action

weak hit: you can move one quadrant

critical hit: you can move one quadrant, and you flank any enemies in the quadrant, denying them cover or heavy cover

Attack

When your trooper attacks an enemy roll Marksmanship.

miss: you miss, and you must reload

weak hit: you hit - roll damage

critical hit: you hit and do maximum damage

Defend vs fire

When your trooper comes under fire roll Physique.

miss: you're hit! roll for damage

weak hit: grazed! roll for damage, but take only half

critical hit: it misses!

Defend vs psionic attack

When your trooper is the target of a psionic attack roll Willpower.

miss: you take the full effect

weak hit: you take half effect

critical hit: you resist!

Gear

Pistol: 1D3 close

Rifle: 1D6 near

Shotgun: 1D6+2 close

LMG: 1D6+2 near autofire

Sniper rifle: 1D6+2 far

Rocket launcher: 3D6 near area single

Grenade: 2D6 close area

close: can only be used against enemies in the same quadrant

Aim

When you use your turn to take careful aim at an enemy, you get +1D to your next attack action against them.

Reload

When you must reload, roll Marksmanship.

miss: you reload, but take fire doing it. If there are any aliens in range, they attack you

weak hit: you reload

critical hit: you reload so quickly that you still have time for another action this turn

Fresh meat

When your trooper is reduced to 0 HP, if you haven't already done it during this mission, you can bring in reinforcements. Make a new trooper and deploy them in the LZ.

Evac

You pull back and lift off. The aliens win, but any troopers still standing survive to fight another day.

near: can be used against enemies up to one quadrant away

far: can be used against enemies up to two quadrants away, at -1D on targets in same quadrant.

area: affects all enemies in the quadrant autofire: can gain area but must then be reloaded

single: use once, then reload