RESCUING FROM THE HIVE

Read This First:

The rules to Rescue from the Hive are organized by major topics arranged in the order in which they occur in the play of the game. Each such major topic is given a number and a name below which is given (usually) a General Rule or Description which summarizes the rules in that section. This is usually followed by numbered paragraphs called Cases, which give the specifics of the rules. Note that the numbering of the Cases is a decimal form of the Major Section number. Players should examine the map and counters and then quickly read the rules (without trying to memorize them) before playing a "trial run" made.

[1.0] Introduction

COMMENTARY:

Soon after man's first contact with the Znons — humanoid aliens with insectoid communal instincts and values — the two races began diplomatic talks. When Ambassador Helstrom and his daughter Athena left for a vacation following the preliminary negotiations, a Hiveship crewed by Znon radicals matched courses and boarded the diplomat's ship. With the ambassador and his daughter as hostages, the extremists broadcast greetings of ridicule and demands to Earth.

Terran authorities decided that a show of force was necessary; the Znons could not be allowed to believe that Earth would submit to the demands of terrorists. The Space Marines were brought in and a small task force of Dartar spacecraft was dispatched to intercept the renegade hiveship, rescue the ambassador and his daughter, and punish the marauding subversives.

GENERAL RULE:

Rescue from the Hive simulates the Space Marines' rescue attempt. The Terran player sends small groups of men into the hiveship to search out and recapture the hostages (prisoners) before the Znon ship goes into hyperdrive and appears deep in Znon Space. The Znon player attempts to destroy the Terran player's forces and hinder his rescue attempts.

PROCEDURE:

Both players select their forces from a pool of available combatants. The players then determine the extent of Terran casualties inflicted by automatic Znon lasers as the Space Marines approach the hiveship. The Terran player then breaches the ship's outer hull and boards it with his troops. The Terran player moves his units through the ship, searching out the hostages, who are hidden somewhere within. The majority of the Znon forces begin the game somnolent, but gradually become aware of their danger and seek to repel the boarders. Both players' units can shoot at nearby enemy troops, and certain units can blow entry holes through bulkheads and neutralize Znon boobytraps that are scattered around the ship. Terran units are vulnerable to telepathic control by Znon "Queen" units. The game ends when the hostages are rescued, or when all Space Marines have evacuated the hiveship or been killed.

[2.0] Game Equipment

CASES:

[2.1] The game is played upon an 11" x 17" map representing the Znon hiveship. The Hive is divided into six Nests and a Laser Area, each of which is divided into compartments (3.0). Each of the Nests and the Laser Area is connected to the others by corridors, which have been divided into boxes to regulate various game functions.

The entire map of the ship can be compared to a view of the inside of a tin can, cut down a side and rolled out flat. Three of the corridors are circular (travelling the circumference of the ship), and although the corridors appear straight on the map, their ends are connected. Thus, box 34 connects directly to box 48. 16 connects to 33, and 1 connects to 15. In the same manner, the door at the top of L1 leads directly to L6. Note also that L7 is a single compartment, despite the holes in it created by L8, L9, and L10.

[2.2] One hundred cardboard playing pieces (or "counters") are provided with the game.

The counters are of two types: units, representing the troops potentially available to both sides, and various markers necessary for play. Each unit has several ratings on its counter. Sample Unit Counter:

Not all units have a Ranged Combat Strength, and only Znon Worker and Soldier units have Out-of-Command-Range Melee Combat Strengths.

Summary of Unit Types:

Front

Back

Engineer

Scout

2 Lancers

1 Lancer

Removing the Rules from This Issue:

Open the magazine to the center; bend the staples with a penknife or screwdriver; lift out the rules and close staples.
slightly to fit the map) and each Game-Turn represents a period of 20 seconds.

[2.5] Each copy of Rescue from the Hive should contain the following Parts:
- One 11″ × 17″ map sheet
- One sheet of 100 die-cut counters
- One rules folder
- One die (not in Ares version)
- One game-box (not in Ares version)

If any of these parts are missing or damaged, please fill out the enclosed Complaint Card and return it to SPI. SPI can supply replacement parts only in cases of gross manufacturing error or illegibility.

Should you have any difficulty interpreting the rules, please write to SPI, phrasing your questions so that they can be answered by a single word or sentence. You must enclose a self-addressed, stamped envelope. Write to:
Rules Questions Editor
Rescue from the Hive
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**[3.0] Definition of Terms**

**Active**: Znon Queens and the Master-Queen are either Active or Inactive. An Active Queen or Master-Queen has a Command Range of six boxes and may move, while an Inactive Queen or Master-Queen has a shorter Command Range and may not move.

**Area**: The Laser Area and the Nests are called areas. Boxes within areas have ID Codes beginning with letters. The ID Codes of all boxes within the same area begin with the same letter.

**Box** (or Compartment): Any part of the Hive that has an ID Code is called a box.

**Command Range**: Every Queen and the Master-Queen has a Command Range (expressed in boxes), which is the maximum range at which a Znon unit can trace command to that Queen.

**Enemy**: The Terran player is considered the enemy player to the Znon player, and vice-versa. Similarly, Terran-controlled units are considered enemy units to Znon units, and vice-versa.

**Friendly**: Units controlled by a player are considered friendly to that player’s other units.

**Hive**: The seven areas and the connecting corridors are collectively called the Hive. Every box within the Hive has an ID Code.

**Individual**: Each unit represents an individual except those marked 2 Lancers, which represent two men.

**Laser Area**: All boxes containing an ID Code L# are collectively called the Laser Area.

**Melee Combat Strength**: A unit’s relative fighting ability in close combat.

**Movement Allowance**: A quantity reflecting a unit’s ability to perform various game functions.

**Nest**: The six large rectangular regions are called Nests. Each Nest has its own letter-prefix (A, B, C, D, E, or F).

**Ranged Combat Strength**: A unit’s long-range combat ability.

**Space Marine**: All Scout, Engineer, and Lancer units are Space Marines.

**Terran-Controlled Units**: All units which are not Znon-controlled are Terran-controlled.

**Terran**: All Space Marine units and the ambassador and his daughter are Terrans, regardless of whether they are Terran-controlled at any given point.

**Znon-Controlled Unit**: All Queen, Master-Queen, Soldier, Worker, boobytrap, fake boobytrap, and Mind Controlled units are Znon-controlled (7.0).

**[4.0] Determining the Initial Forces**

**GENERAL RULE**: Both players purchase units for use during the game. The Znon player may also spend the Hive’s entrance into hyperspace (21.0) instead of purchasing a certain number of units.

**PROCEDURE**: Each player is assigned a certain number of Resource Points, representing his initial force capacity. The players expend the number of Resource Points listed on the Unit Cost Chart (4.9) for each item purchased.

**CASES**:

- **[4.1]** A player may never build units of the other player’s race.
  - 1 Lancer units may never be built.

- **[4.2]** Units may not be built in excess of those provided in the core manual.
  - Since Engineer and Scout units are printed on each other’s reverse sides, the Terran player may never have a total of more than 10 of these units.

- **[4.3]** The Terran player receives one Engineer at no cost with each Darter that he purchases.
  - The Engineer must initially be allocated to that Darter’s Holding Box (5.2). Note that there are no Darter counters. To indicate that a Darter has been built, the Terran player claims the Breach marker corresponding to that ship. The Darters are named for stars, according to Space Marine tradition.

- **[4.4]** The Terran player has 80 Resource Points to allocate, and the Znon player has 70 Points.

- **[4.5]** A player need not allocate all his Resource Points at the beginning of the game, but any points not then allocated are lost.

- **[4.6]** After both players have finished purchasing their units, the Znon player must be informed as to the number and names of the Darters that have been built.

- **[4.7]** In addition to any units purchased, the Znon player receives the Master-Queen, seven Queens, the ambassador, and the ambassador’s daughter.

- **[4.8]** The Hive’s departure into hyperspace may not be speeded by more than 5 turns through expenditure of Resource Points.
  - The Terran player should not be informed as to how much the Hive’s departure has been speeded. Instead, the Znon player should note on a piece of scrap paper for future reference the number of turns until the Hive’s departure (21.0).

- **[4.9]** Unit Cost Chart (see charts and tables)
[5.0] Setting Up the Game

PROCEDURE:
The Znon player deploys all his units face-down within the Hive. The Terran player then notes whether his assault is a rescue attempt or a punitive mission (22.0) and secretly assigns each of his Space Marines to individual Darter Holding Boxes. The Znon player then rolls a die, cross-referencing the result on the Outer Defense Table (5.8) with the number of Darters the Terran player has built to determine the number of Darters that have been damaged by outer defense fire. The Znon player announces the number of Darters that are damaged and names which ships have been hit (5.5). The Terran player must roll on the Darter Damage Table (5.9) for each of these Darters to determine the extent of damage received. The game then begins with the first Game-Turn (6.0).

CASES:

[5.1] One Queen must be deployed in each Nest and in the Laser Area.
The Master-Queen may be deployed anywhere. All Znon units are deployed face-down.

[5.2] No more than seven men may ever occupy the same Darter Holding Box (9.2).
Men may not be placed in Holding Boxes corresponding to unpurchased Darters (4.0).

[5.3] The Terran player decides what units within each Darter are casualties due to Znon outer defenses (see 5.9).

[5.4] Both hostages (prisoners) must be set up (face-down) within 3 boxes of the Master-Queen.

[5.5] The contents of the Darter Holding Boxes are not revealed to the Znon player until after he has announced the names of the Darters that have been damaged by outer defense fire. A given Darter may only be damaged once.

[5.6] The Terran player must choose either a rescue mission or a punitive expedition as the nature of his assault.
Only one type of mission may be chosen. The Terran player may write down his choice, but the Znon player should not be informed of the type of mission until the game's end (22.0).

[5.7] The Terran player may examine the Znon player's set up only after he has chosen his mission.
The players should also conceal unbuilt units.

[5.8] Outer Defense Table
(see charts and tables)

[5.9] Darter Damage Table
(see charts and tables)

[6.0] Sequence of Play

GENERAL RULE: Rescue from the Hive is played in successive Game-Turns. Each Game-Turn is composed of several Phases, some of which are subdivided into Sub-Phases. During each Game-Turn the players maneuver their units, engage in combat, and perform other game activities in sequence according to the following outline. The Sequence of Play is repeated until the Hive goes into hyperdrive (21.0), the assault is aborted (19.0), or only units controlled by one player remain in the Hive or in Darters which have not evacuated (20.0 and 22.4).

RESCUE FROM THE Hive RULES, PAGE 3

SEQUENCE OUTLINE
A. Znon Command Phase
1. Mind Control Segment: Active Znon Queens and the Master-Queen may attempt to Mind Control individual Terrans.

2. Queen Activation Segment: Inactive Queens and the Master-Queen may be activated if they are within the Command Range of an Active Queen or Master-Queen. One additional Queen or Master-Queen may also be activated.

B. Terran Movement and Combat Phase
1. Terran Movement and Ranged Combat Segment: The Terran player may move any units under his control, pausing during movement to engage in ranged combat and to perform other activities. Breach markers may be placed at this time.

2. Terran Melee Combat Segment: The Terran player may initiate melee combat in any box containing both friendly and enemy units.

C. Znon Movement and Combat Phase
1. Znon Movement and Ranged Combat Segment: Znon controlled units may move and engage in other game activities.

2. Znon Melee Combat Segment: The Znon player may initiate melee combat in any box containing both friendly and enemy units. Hostages may be executed (19.0).

D. Hive Escape Phase
1. Evacuation Segment: The Terran player states which, if any, of his Darters are departing for deep space (20.0).

2. Outer Defense Segment: The Znon player may fire any working lasers at escaping Darters.

3. Hyperdrive Segment: The Hive goes into hyperdrive if so indicated by the Game-Turn, the status of the engine rooms, and the Znon player's initial expenditure of Resource Points (21.0).

E. Game-Turn Indication Phase
The Game-Turn marker is advanced one turn on the Game-Turn Record Track.

[7.0] Mind Control

GENERAL RULE:
Znon Queen and Master-Queen units may attempt to dominate Terran individuals through Mind Control. Znon Queens and the Master-Queen have reduced command ranges while Mind Controlling. Mind Controlled individuals have a chance of breaking out from their Mind Control.

PROCEDURE:
Each Active Znon Queen and the Master-Queen may attempt to Mind Control any one Terran. To Mind Control a Terran, the Znon player announces what unit is attempting the takeover and rolls a die. If the individual being taken over is incapacitated, a roll of 1 through 5 indicates that the unit has been Mind Controlled. In any other case, a 1 through 3 indicates Mind Control. If a roll does not fall within the appropriate span, the attempt fails.

CASES:

[7.1] Only active and non-incapacitated Queens and the Master-Queen may attempt Mind Control.
A unit may attempt Mind Control only once per Game-Turn.

[7.2] A Queen or Master-Queen may only attempt to Mind Control individuals under the Terran player's control that are within 3 boxes (traced as a Command Range; 8.1).

Queens and the Master-Queen may not Mind Control units in Darter Holding Boxes.

[7.3] If a Queen or Master-Queen Mind Controls an individual, its Command Range is reduced to 3 boxes.
This reduction lasts until the Mind Control Segment of a subsequent Game-Turn during which part of which the Queen or Master-Queen maintained a Mind Control.

[7.4] A Queen or Master-Queen may never maintain Mind Control over more than one individual.

[7.5] A Queen or Master-Queen may only voluntarily relinquish Mind Control at the beginning of a Mind Control Segment.
A Queen or Master-Queen may not attempt a new Mind Control in the same Segment in which Mind Control is relinquished or lost (7.6).

[7.6] At the end of each Mind Control Segment, a die is rolled for each Mind Controlled individual to see if it breaks out from Mind Control.
If a 1 or 2 is rolled, the individual reverts to Terran control. Otherwise, the unit remains Mind Controlled.

[7.7] Mind Controlled units move and perform other game activities under the Znon player's direction.
Mind Controlled units may never attack each other (although they may attack Terran-controlled units).

[7.8] A Mind Controlled unit may never move more than 3 boxes (traced as a Command Range) from the Queen or Master-Queen Mind controlling it.

[7.9] Individuals (as opposed to units) are taken over by Mind Control.
This distinction is only important if a member of a 2-Lancer is Mind Controlled (7.1).

[8.0] Znon Hive Organization

GENERAL RULE:
Queens and Master-Queens begin the game Inactive. They are Activated if a Space Marine unit enters or fires into their box or area. The Znon player may also (at his option) Activate any Queen or Master-Queen within any active Queen or Master-Queen's Command Range, as well as one additional Queen or Master-Queen each Queen Activation Segment. Soldiers and Workers outside all Command Ranges must be within the Command Range of any Queen or Master-Queen to function effectively. Soldiers and Workers outside all Command Ranges have reduced Movement Allowances and Melee Combat Strengths, and may not engage in ranged combat. The Master-Queen and the Command Znon Units extend Queen's Command Ranges.
PROCEDURE:
If a Worker or Soldier is not within any Command Range at the instant before it begins its movement, one is subtracted from its Movement Allowance (for that Phase). Soldiers and Workers that are not within a Command Range at the instant of combat may not participate in ranged combat and use their Out-of-Command-Range Melee Combat Strengths.

CASES:
[8.1] Command Ranges are traced through contiguous boxes from a Queen or Master-Queen to a unit, ignoring other units.
Command Ranges may be traced across walls (whether or not they have doors). They may only be traced through boxes within the Hive, however, (never into Darter Holding Boxes). Boxes are "contiguous" if they share any length of wall. Thus E2 is three boxes from E15 for purposes of Command Ranges.

[8.2] An active Queen or Master-Queen's Command Range is six boxes unless the Queen or Master-Queen is Mind Controlling, in which case the range is three boxes.
An inactive Queen or Master-Queen cannot move and has a 3-box Command Range.

[8.3] An active Queen or Master-Queen's Command Range is increased by two if it occupies a Command Compartment.

[8.4] The Command Range of any Queen within the Master-Queen's Command Range is increased by two.
This addition is cumulative with the bonus received for occupying a Command Compartment. The Master-Queen never extends its own Command Range.

[8.5] A unit's Movement Allowance is never affected during movement by moving into or out of Command Range.

[8.6] A Queen or Master-Queen may not use its Command Range to activate another Queen or Master-Queen on the turn that it is Activated.
The Master-Queen may not extend Command Ranges during the Phase in which it is Activated.

[8.7] Queens and the Master-Queen are immediately Activated when a Space Marine enters or engages in ranged combat within their area or box.

[8.8] Queens and the Master-Queen never become Inactive once Activated.

[8.9] Queens and the Master-Queen have no Command Range if Incapacitated.
The Master-Queen may not extend Command Ranges if Incapacitated.

[9.0] Movement
GENERAL RULE:
A player may move any units under his control during his Movement and Ranged Combat Segment. Units may pause during movement to execute ranged combat and to engage in other special activities.

PROCEDURE:
Units move individually. Each unit finishes its expenditure of Movement Points before another unit may move. A unit spends one movement point from its Movement Allowance for each box it enters, and varying numbers of Movement Points to perform other actions (9.6).

CASES:
[9.1] All movement must be through contiguous boxes.
[9.2] No more than seven Space Marines may ever occupy the same box. No more than three Znon-controlled individuals may ever occupy the same box.
Both restrictions apply at all points during movement. Note that the 2 Lancers unit counts as two Space Marines. Znon-controlled Space Marines count toward both Terran and Znon limits. The hostages count toward neither limit.
[9.3] No unit may ever cross a wall that does not contain a door or hole.
[9.4] All units (except Inactive Queens and Master-Queens) in boxes unoccupied by enemy units may always move at least one box, regardless of their Movement Allowances.
A unit may cross a door, hole, or breach to move into the box, but may not attempt disengagement (9.5). Aside from this case, a unit may never exceed its Movement Allowance.
[9.5] A unit attempting to exit an enemy-occupied box must make a die-roll to see if it disengages successfully.
If the unit is attempting to exit through a door, hole, or breach, the unit's player must roll a 1 through 3 to leave the Compartment. A unit attempting to leave a box without crossing a door, hole, or breach (i.e., moving along a corridor) must roll a 1 through 5 to move. If the attempt fails, the unit expends two Movement Points (per 9.6), but may not exit the box. A unit may continue to attempt to exit a box after an unsuccessful attempt if it has the necessary Movement Points. No disengagement roll is necessary if all enemy units in a box are Incapacitated.
[9.6] Movement Point Expenditure Chart
(see charts and tables)

[10.0] Boarding
GENERAL RULE:
Space Marines may enter the Hive only through Breaches. Each Darter that was purchased and survives the outer defenses (4.0 and 5.0) has a corresponding Breach marker and Darter Holding Box. A Breach marker placed in a box connects that box with the Holding Box corresponding to that breach. Breaches may either be Open or Closed. Open breaches are treated as doors between the box in which they are placed and the corresponding Holding Box. Closed breaches may be opened, but have no effect on play while closed.

PROCEDURE:
During any Terran Movement and Ranged Combat Segment, the Terran player may place Breach markers in boxes within the Hive. In the course of a player's movement, units in a Holding Box corresponding to an Open Breach may move through that breach to enter the box containing the Breach marker, and vice-versa. Closed breaches may never be moved through. Space Marine units may switch a breach from open to closed (and vice-versa) by expending Movement Points if they occupy the corresponding Breach Box or the corresponding Holding Box.

CASES:
[10.1] Only one breach may be placed in a given box.
[10.2] Breaches may be either open or closed when initially placed (at the Terran player's option).
[10.3] If all engineer units on a Darter are killed by outer defenses, that Darter's breach must be placed in the airlock (L9).
Note 10.1, however.
[10.4] An open breach is treated exactly as a door connecting two boxes for the purposes of ranged combat, movement, and other game functions.
[10.5] Breaches may be placed in any box other than Holding Boxes.
[10.6] Breaches may be placed on different turns.
A particular breach may only be emplaced once, and once placed, may not be moved.

[11.0] Unknown Units
GENERAL RULE:
All Soldier and Worker units are kept face-down at all times when they are not in an enemy-occupied box. Certain other units begin the game face-down, but may later be turned permanently face-up.

PROCEDURE:
Soldier and Worker units are turned face-up if an enemy unit enters their box (or if they enter an enemy-occupied box), and are turned face-down the instant they are no longer in an enemy-occupied box. Other units are turned face-up according to other procedures, as detailed in the following cases.

CASES:
[11.1] The Terran player may never examine or take notes regarding face-down units.
[11.2] Space Marines are never turned face-down.
[11.3] The ambassador and his daughter are treated as Soldier or Worker units for the purposes of this Section so long as they have remained continuously under Znon control since the start of the game (17.4 and 17.5).
If a prisoner is ever out of Znon control, it is permanently face-up.
[11.4] Face-down units may be affected by ranged combat without being revealed, except when a prisoner is killed.
If either of the prisoners is killed in ranged combat, the Znon player must immediately inform the Terran player of this fact.
[11.5] Queens and the Master-Queen are face-down when inactive, but are turned face-up when Activated.
[11.6] Boobytraps and fake boobytraps begin the game face-down and are turned permanently face-up in the first Znon Melee Combat Segment in which a Space Marine occupies the same box with them.
[12.0] Ranged Combat

GENERAL RULE:
During a unit’s movement it may pause to fire at individual enemy units.

PROCEDURE:
The firing unit expends two or more Movement Points and then chooses a target for its fire. The owning player then subtracts from the firing unit’s Ranged Combat Strength the range (in boxes) between the target unit and firing unit (counting the target’s box but not the firing unit’s box). The firing unit then rolls a die. If the roll is less than the firing unit’s modified Ranged Combat Strength, the target is destroyed (or flipped if it was a 2 Lancers unit). If the roll equals the modified ranged combat strength, the target unit is incapacitated (13.0). If the roll is greater than the modified ranged combat strength, the target is unaffected. A firing unit may continue to move after executing ranged combat, if it has sufficient Movement Points.

CASES:
[12.1] Units may only engage in ranged combat if both target and firing unit occupy the same row of boxes, with a maximum of one intervening door or hole.

[12.2] Units may not fire through occupied boxes.

[12.3] Ranged combat may never be executed by units in enemy-occupied boxes.

[12.4] A unit firing down a circular corridor may never fire at a target at a range of more than two.

[12.5] No Znon unit may ever engage in ranged combat with a prisoner unless the prisoner is face-up and the requisite roll to execute the hostages has been achieved (19.0).

[12.6] Units without a Ranged Combat Strength may not engage in ranged combat.

Certain units have a zero Ranged Combat Strength. These units may only execute ranged combat when in an Armory Box (18.5).

[12.7] A unit may only execute ranged combat once per turn.

[12.8] A unit may increase its Ranged Combat Strength by one for each Movement Point it expends to fire over the basic two needed (9.6).

Any additional expenditure of Movement Points must be announced before the die is rolled.

[12.9] Specific units within a stack must be chosen as the target of a ranged combat.

For example, the Terran Player might declare: “My 2 Lancers unit is firing at the second unit from the top in this stack.” A unit may fire at units in the same box as friendly units (note 12.3, however).

[13.0] Incapacitation

GENERAL RULE:
Units may be Incapacitated due to ranged or melee combat. Incapacitated units have reduced movement and combat ability and may not perform most game activities. Incapacitated Space Marines may recover normal status by returning to Darter Holding Boxes.

PROCEDURE:
Whenever a unit is Incapacitated, an Incapacitated marker is placed on that unit. Incapacitated markers are removed from Space Marines occupying Darter Holding Boxes at the end of any Terran Movement and Ranged Combat Segment in which they expended no Movement Points.

CASES:
[13.1] Incapacitated units may expend no more than two Movement Points per turn (or their Movement Allowance, whichever is less).

[13.2] Incapacitated units may never attack in melee or ranged combat.

[13.3] If attacked in melee combat, an Incapacitated unit’s Melee Combat Strength is reduced by 3. A unit’s Melee Combat Strength may never go below zero.

[13.4] Incapacitated units may not perform any activity other than move.

Crossing doors, holes, or breaches and attempting to disengage in order to move (see 9.5) is permitted. Also, see 17.3.

[13.5] If an incapacitated unit receives a second incapacitation result, the combat result is treated as a 1 instead.

[14.0] Demolition

GENERAL RULE:
Znon laser pods (L1, L2, L3, L4, L5 and L6) and engine rooms (L8 and L10) may be destroyed by any occupying Space Marine unit if the box in question is unoccupied by Znon-controlled units. A Darter Holding Box may be destroyed by Znon-controlled units occupying the same box as an open breach. Engineers may attempt to blow entryholes through walls.

PROCEDURE:
A Space Marine unit expends one movement point to attempt demolition of an engine room or laser pod which it occupies. A die is then rolled. If 1 through 4 is rolled, a Destroyed marker (see 20.0 and 21.0) is placed in the box in which demolition was attempted. Znon-controlled units may attempt to destroy Darter Holding Boxes using the ranged combat procedure, with the Darter itself as the target of the attack. If any hit (Incapacitation included) is scored, the Darter’s Breach is removed and all units in the Darter’s Holding Box are eliminated. To blow an entryhole in a wall, an Engineer spends two Movement Points and rolls a die. On a roll of 1 through 5, the wall is holed and a Hole marker is placed on it. On a roll of 6, the attempt fails and the Engineer is attacked by the exploding charge, using the melee combat procedure (the charge has a Melee Combat Strength of 6).

CASES:
[14.1] A unit may attempt demolition any number of times during a Movement and Ranged Combat Segment, within the limitations of its Movement Allowance.

[14.2] An Engineer must be adjacent to a wall to hole it.

[14.3] An Engineer may not hole a wall while in an enemy-occupied box.

[14.4] Walls of any size may be holed.

A hole could be blown connecting E12 and E8, for example. Outer walls may not be holed, nor may walls already containing doors or holes.

[15.0] Boobytraps

GENERAL RULE:
The Znon player may begin the game with up to three boobytraps and two fake boobytraps. Boobytraps attack Space Marine units in their box, while fake boobytraps are used to mislead the Terran player.

PROCEDURE:
As soon as a Space Marine unit enters a box containing a boobytrap or fake boobytrap, the Znon player informs the Terran player that there is a boobytrap in the box. The Space Marine may attempt to disengage or perform any other activities within the limitations of its Movement Allowance. At the beginning of each Znon Melee Combat Segment, all boobytraps and fake boobytraps in Space Marine-occupied boxes are turned permanently face-up. Face-up fake boobytraps are removed, and real boobytraps attack each Space Marine unit in their box using the melee combat procedure.

CASES:
[15.1] Boobytraps and fake boobytraps do not count toward the number of Znon-controlled units that may occupy the same box (9.2).

[15.2] Neither real nor fake boobytraps may move.

[15.3] During each Znon Melee Combat Segment, each Space Marine unit (regardless of who controls it) will be attacked once by each boobytrap in its box.

Boobytraps have a Melee Combat Strength of 8. Boobytraps attack once for each Space Marine unit in their box, and may combine their Melee Combat Strengths with each other or with Znon-controlled units, at the Znon player’s option. Boobytraps remain on the map after they attack, and may continue to attack each Znon Melee Combat Segment until removed by an Engineer (see 17.3). Boobytrap attacks are automatic and may never be withheld.

[15.4] Boobytraps will never attack Soldier, Worker, Queen, or Master-Queen units, nor will they ever attack either prisoner.

[15.5] Boobytraps are never affected by any combat result.

If a face-down boobytrap or fake boobytrap is attacked by ranged combat and a result is obtained against it, the Terran player is merely informed that the unit is a boobytrap. The unit remains face-down, however.

[15.6] Boobytraps do count as Znon-controlled units for purposes of disengagement (9.5).
[16.0] Melee Combat

GENERAL RULE:
If friendly units are in enemy-occupied boxes during a friendly Melee Combat Segment, they may (at their own discretion) engage in melee combat with individual enemy units.

PROCEDURE:
Units may melee attack singly or together with other friendly units. The owning player chooses a single target unit for each unit or group of units that is going to participate in a given melee attack, subtracting the target's Melee Combat Strength from the total melee Combat Strength of the attacking units to determine the combat modifier. The combat modifier is added to a die roll, and the total is checked against the Melee Combat Results Table (16.6) to determine the result of the combat. All results of one combat are applied before another combat is announced.

CATEGORIES:

[16.1] Melee combat requires no Movement Points and may occur only during a player's Melee Combat Segment.

[16.2] Boobytraps are the only units that are ever required to initiate melee combat. A unit is, however, required to defend in melee combat if attacked. (16.5)

[16.3] A non-boobytrap unit may only initiate one melee combat per Melee Combat Segment. A unit may be the target of any number of attacks during a given Segment. Units always defend individually, however. No more than one unit may ever be the target of a particular attack.

[16.4] The ambassador and his daughter may never initiate melee combat while under Zoncontrol, nor may the Zon player initiate melee combat against them unless they are face-up and the requisite roll to kill the hostages has been made (19.0).

[16.5] Queens and the Master-Queen may never be melee attacked without the Zon player's consent if any Soldier, Worker, or Mind Controlled Terran is in their box. If a Queen or Master-Queen refuses combat by this case, it may not engage in melee combat in the following Zon Melee Combat Segment.

[16.6] Melee Combat Results Table (see charts and tables)

[17.0] Special Unit Capabilities and Restrictions

GENERAL RULE:
Certain Terran units have special capabilities and operate under special restrictions.

CATEGORIES:

[17.1] Two-man Lancer units (2 Lancers) may only be split up if one of the men has been Mind Controlled or fallen as a casualty. If one man in a two-man team is killed, the unit is flipped over. If one man is Incapacitated or Mind Controlled, the unit is flipped over and another flipped-over unit with an Incapacitated or Zon Control marker (whichever is applicable) is placed with it.

[17.2] Two one-man Lancers (1 Lancers) may combine (at the controlling player's option) at the end of any Movement and Ranged Combat Segment. The units must occupy the same box. One unit is removed, and the other unit is flipped to its 2 Lancers side.

[17.3] Engineers may attempt to remove boobytraps. An Engineer must occupy a boobytrap's box to remove it. The player controlling the Engineer rolls a die. On a roll of 1 through 4, the trap is removed (Incapacitated Engineers need to roll a 1 or 2). If the roll does not fall within the appropriate span, the attempt fails. Boobytraps may be removed by an Engineer in an enemy-occupied box. Trap removal takes place during the Movement and Ranged Combat Segment, and requires one Movement Point per attempt. If a face-down trap is removed, the Terran player should be told if it was a fake boobytrap. Note that Incapacitated Engineers may attempt to remove traps (except 13.4).

[17.4] The ambassador and his daughter begin the game under Zon control. The two units are treated exactly as Mind Controlled units to determine the extent of Zon control. They do not count towards a Queen or the Master-Queen's limit of one Mind Controlled Terran, however, and Command Ranges are never reduced by controlling these units so long as they have been under continuous Zon control since the start of the game. If at any time a Terran-controlled Space Marine occupies a prisoner's box and no non-prisoner Zon-controlled unit occupies the same box, the prisoner is turned permanently face-up and comes under Terran control. At any future time, the standard Mind Control procedure would have to be used if the Zon player wanted to take control of a prisoner (11.3).

[17.5] If at any point a prisoner is outside a three box range from all Queens and the Master-Queen, he (she) is turned permanently face-up and comes under Terran control.

[17.6] Unusual Features in the Hive

GENERAL RULE:
Certain compartments have special effects on play. Where the nature of a compartment is of importance, its effects will be described in this Section.

CATEGORIES:

[18.1] The destruction of the engine rooms can slow or prevent the Hive from going into hyperdrive (21.0)

[18.2] If a Dorril is without an Engineer, its breach may only be placed in the airlock (10.3)

[18.3] Undestroyed laser pods may fire at departing ships (20.0)

[18.4] The Command Ranges of active Queens and the Master-Queen occupying the same Command Compartments are extended by 2 (18.3)

[18.5] Zon Soldier, Worker, and Queen units and the Master-Quean add two to their Ranged Combat Strengths and to each of their Melee Combat Strengths for as long as they remain in an Armory.

In addition, each time melee combat occurs within an Armory or ranged combat is executed into an Armory, a die must be rolled to determine if the compartment blows up. On a roll of 1, the Armory explodes and all units in it are eliminated. The given Armory may blow up only once. Zon units receive no benefits for occupying a detonated Armory. Units may execute ranged combat against an Armory itself, with a roll of 1 being needed for detonation. Destroyed markers may be used to indicate an Armory's detonation.

[18.6] Space Marines or Workers occupying Gravity Control Compartments may cut off the Hive's artificial gravity.

Cutting gravity takes place during the Movement and Ranged Combat Segment, and requires two Movement Points. Once cut, gravity may never be restored nor cut again. If gravity is cut, the Movement Allowances of all units save Engineers, Queens, and the Queen are permanently reduced by one. In addition, for the next entire Zon Movement and Combat Phase following the Phase in which gravity was cut, no Zon-controlled units may expend Movement Points or initiate melee combat. A unit may not cut gravity if it is in an enemy-occupied hex.

[18.7] Space Marines or Workers occupying the Life Support Compartment may expend two Movement Points to shut down life support if no enemy units are in the Compartment.

Life support may not be turned on once shut down. When life support is shut down, all incapacitated units are eliminated, and all future incapacitations are treated as 1 results. Units in enemy-occupied boxes may not shut down life support.

[18.8] Zon-controlled units may not initiate melee combat in Hatchery Compartments, and their Ranged Combat Strengths are reduced by one when firing into them.

[18.9] At the end of any complete Zon Movement and Ranged Combat Segment during which an Active and non-Incapacitated Queen or Master-Queen has remained motionless in the Cold Storage Box, one Worker may be placed there.

Note 9.2, however. Dead or unused Workers may be used, but a Worker may not be placed if all Worker counters are in play.

[19.0] Killing the Hostages

GENERAL RULE:
The Zon player may attempt to execute the hostages. Each time, following the destruction of both engine rooms, that a Queen or Master-Queen is killed, the Zon player may roll to kill the
hostages. Execution is automatic once the roll has been made.

PROCEDURE:
In each Znon Movement and Ranged Combat Segment, following the destruction of both engine rooms in a turn in which a Queen or the Master-Queen was eliminated, the Znon player must roll once for each Queen or Master-Queen killed to see if he may execute the hostages. On a roll of 1 through 3, he may kill one hostage in each succeeding Game-Turn. An executed hostage is immediately removed from the map. Once the requisite roll has been made, the Znon player may also engage in ranged and melee combat with the hostages.

CASES:
[19.4] Only one hostage may be executed on any turn.

[19.2] Only face-down hostages may be executed.

Hostages need not be stacked with Znon units to be executed as they are killed by telepathic emanations from the Znon Queens.

[19.3] The Terran player must be informed that an execution is intended one full Game-Turn before it takes place, and be given the opportunity to abort his mission (22.0).

The game ends if the assault is aborted. If the mission is not aborted, execution takes place during the Znon Melee Combat Segment on the turn following the announcement of execution.

[19.4] When an execution is announced, the Znon player must immediately reveal the location of the prisoner to be executed.

This announcement demonstrates that a hostage is alive and backs up the threat in order to force the Space Marines' withdrawal. The Znon player is not required to kill a prisoner once an announcement of execution is made, but if an execution is imminent at any future time he must again give a one Game-Turn notice.

[20.0] Evacuation and Znon Outer Defenses

GENERAL RULE:
During any Evacuation Segment, any or all Darters may detach from the Hive and go into deep space (at the Terran player's option). Departing ships may be attacked by intact laser pods at the Znon player's option (14.0).

PROCEDURE:
A departing ship's breach is permanently removed from the map. During the immediately following Outer Defense Segment, the Znon player assigns each intact laser pod to one departing ship, and rolls a die once for each laser pod. For each roll of 1 through 3, the Terran player must roll on the Darter Damage Table (5.9) to determine damage to the ship being fired at.

CASES:
[20.1] A departed Darter's breach may never be re-emplaced.

[20.2] A Darter may only depart if its breach is closed and at least one Space Marine is in its Holding Box.

[20.3] A Darter may never be fired at after the end of the Outer Defense Segment following the Evacuation Segment of its departure.

[21.0] Hyperdrive

GENERAL RULE:
The Hive may go into hyperdrive. The speed at which the Hive goes into hyperdrive is affected by the Znon player's initial expenditure of Resource Points and the status of the engine rooms (14.0).

PROCEDURE:
The Hive automatically goes into hyperdrive on Game-Turn 12, unless this number has been modified by expenditure of Resource Points (4.9) or engine room demolition (14.0). If one of the engine rooms is destroyed, the Hive may not enter hyperdrive until two Game-Turns later. The Hive may never go into hyperdrive if both engine rooms are destroyed. For example, if the Znon player spent 16 Resource Points to speed departure, the Hive would go into hyperdrive during the Hyperdrive Segment of Game-Turn 8 [12 − (16 + 4)] if both engine rooms were intact, turn 10 [12 + 2 − (16 + 4)] if 1 engine were destroyed, or never if both were destroyed.

During the Hyperdrive Segment of the appropriate Game-Turn, the Terran player is informed that the Hive has entered hyperdrive, and the game ends.

[22.0] Victory

GENERAL RULE:
Before the game begins, the Terran player must choose either a rescue attempt or a punitive mission (5.0). In a punitive mission, victory is decided primarily by the number of casualties on either side, while in a rescue mission the status of the hostages decides the game.

PROCEDURE:
Victory is evaluated according to the following cases when the game ends (6.0).

CASES:
[22.1] Victory in a rescue attempt depends on the success of the mission. If the mission is aborted, the game is an automatic draw. If one hostage is rescued and more than half the Terran player's starting force is alive, the Terran player wins. If neither hostage is rescued, over half the initial Terran force is lost or, if the Hive ship goes into hyperdrive before the Terrans can escape, then the Znon player wins.

[22.2] In a punitive mission, victory is decided by the accumulation of Victory Points (VP's).

Each hostage rescued gains the Terran player 5 VP's while each Queen or Master-Queen killed is worth 3 VP's. Each individual Space Marine killed is worth 1 VP to the Znon player, and hostages killed by Terran fire are worth 3 VP's to the Znon player. Executed hostages do not count toward victory. The player with the most VP's wins (even if the mission is aborted). Unevacuated Space Marines are considered casualties for Victory Point determination if the Hive goes into hyperdrive (22.3). The game is a draw if both players have an equal number of Victory Points.

[22.3] A hostage is considered "rescued" if he (she) left the Hive in a Darter and was not killed by outer defense fire.

Space Marines are considered "evacuated" in the same way as hostages are considered rescued.

[22.4] Boobytraps and fake boobytraps are not considered units for the purpose of ending the game (6.0).

[22.5] A mission may only be aborted under the conditions described in 19.3.

DESIGNER'S NOTES
The hardest part of the design of Rescue from the Hive was getting started. All historical games and many games based on science fiction or fantasy have a predetermined order-of-battle and game map (not to mention specific events which must be simulated). When I was assigned to do Rescue from the Hive, however, all I had to go on was a one paragraph, tongue-in-cheek feedback proposal (see Ares 1). Thus, the first aspect of the game on which I worked was the game's rules, instead of the map or the counters (which were later designed to fit the game system).

The idea that the Znon units would begin the game face-down, and stay that way, arose soon after the movement system. This rule, reflecting the assumption that the Znon see in infrared and that the Hive would thus be pitch-dark at the time of the battle, was included to increase the suspense and uncertainty of the Terran player's placement of his first breaches. The tremendous difference in strength between the Soldier Znon and Worker makes the occasional encounter of a Soldier among a swarm of Workers all the more awesome.

The mind control rules give the Znon Queens a special innate advantage and also give the Znon player some edge to balance the Space Marines' greater firepower and mobility. Due to their slowness, the Queens have a more difficult time moving between nests, yet at the same time, if more than two ever get into a position in which they can support each other, the Terran player will have a very tough time taking them out. If the Znon player uses this ability properly, the game should remain tense and very tightly balanced almost until the end.

A solitary version of Rescue from the Hive will appear in MOVES 56.

Design Credits
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Rules Editing and Project Oversight: David James Ritchie
Playtesting: Philip Marshall, Kenny Slepyan, Brad Hessell, Peter Herzig, Scott Laiken, Glenn Barker, Tony Rosario
blind testing: Dick Hammer
Production: Carolyn Felder, Kate Higgins, Ted Koller, Manfred F. Miltuhn, Michael Moore, Bob Ryer
**[4.9] Unit Cost Chart**

<table>
<thead>
<tr>
<th>Unit</th>
<th>Resource Point Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>Darter (+ Engineer)</td>
<td>8</td>
</tr>
<tr>
<td>Engineer</td>
<td>3</td>
</tr>
<tr>
<td>Scout</td>
<td>2</td>
</tr>
<tr>
<td>2 Lancers</td>
<td>4</td>
</tr>
<tr>
<td>Soldier Znon</td>
<td>3</td>
</tr>
<tr>
<td>Worker Znon</td>
<td>1</td>
</tr>
<tr>
<td>Boobytrap</td>
<td>4</td>
</tr>
<tr>
<td>Fake Boobytrap</td>
<td>2</td>
</tr>
</tbody>
</table>

To subtract 1 from the number of the Game-Turn that Hive enters hyperdrive

---

**[5.8] Outer Defense Table**

<table>
<thead>
<tr>
<th>Number of Darters Built</th>
<th>DIE</th>
</tr>
</thead>
<tbody>
<tr>
<td>4</td>
<td>0</td>
</tr>
<tr>
<td>5</td>
<td>1</td>
</tr>
<tr>
<td>6</td>
<td>2</td>
</tr>
</tbody>
</table>

Key: # = The number of Darters for which the Terran Player must roll on the Darter Damage Table (5.9) to determine damage received.

---

**[5.9] Darter Damage Table**

<table>
<thead>
<tr>
<th>Effect on Darter:</th>
<th>DIE</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>2</td>
<td>2</td>
</tr>
<tr>
<td>3</td>
<td>2</td>
</tr>
<tr>
<td>4</td>
<td>3</td>
</tr>
<tr>
<td>5</td>
<td>4</td>
</tr>
<tr>
<td>6</td>
<td>D</td>
</tr>
</tbody>
</table>

Key: # = The number of “1” results (per 16.6) that must be distributed among the occupants of the Darter. D = the Darter and all occupants are destroyed.

---

**[9.6] Movement Point Expenditure Chart**

<table>
<thead>
<tr>
<th>Activity</th>
<th>Movement Point Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>Enter a box</td>
<td>1</td>
</tr>
<tr>
<td>Cross a door, hole, or open breach</td>
<td>+1</td>
</tr>
<tr>
<td>Fire in ranged combat</td>
<td>2</td>
</tr>
<tr>
<td>Improve Ranged Combat Strength by 1</td>
<td>+1</td>
</tr>
<tr>
<td>Attempt to blow hole in wall&lt;sup&gt;1&lt;/sup&gt;</td>
<td>2&lt;sup&gt;*&lt;/sup&gt;</td>
</tr>
<tr>
<td>Attempt to remove boobytrap&lt;sup&gt;1&lt;/sup&gt;</td>
<td>1</td>
</tr>
<tr>
<td>Leave enemy-occupied box</td>
<td>+1</td>
</tr>
<tr>
<td>Unsuccessful attempt to leave enemy-occupied box</td>
<td>2</td>
</tr>
<tr>
<td>Open or close a breach&lt;sup&gt;2&lt;/sup&gt;</td>
<td>2</td>
</tr>
<tr>
<td>Cut gravity&lt;sup&gt;3&lt;/sup&gt;</td>
<td>2</td>
</tr>
<tr>
<td>Close down life support&lt;sup&gt;1&lt;/sup&gt;</td>
<td>2</td>
</tr>
<tr>
<td>Attempt to destroy laser pod or engine room</td>
<td>1</td>
</tr>
</tbody>
</table>

1. Only Engineers may attempt this activity. 2. Only Space Marines may perform this activity. 3. Only Space Marines and Workers may perform this activity. *One Movement Point for Queen or Master-Queen (18.5).

---

**[16.6] Melee Combat Results Table**

<table>
<thead>
<tr>
<th>Modified Die Roll</th>
<th>0 or less</th>
<th>1.2</th>
<th>3.4</th>
<th>5.6</th>
<th>7 to 12</th>
<th>13 or more</th>
</tr>
</thead>
<tbody>
<tr>
<td>Effect on Target</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>1</td>
</tr>
<tr>
<td>Effect on Attacking Units</td>
<td>1</td>
<td>In</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>2</td>
</tr>
</tbody>
</table>

Key: In = One affected individual is incapacitated (owning player’s choice). 1 = One affected individual is eliminated (owning player’s choice). 2 = Affected unit is eliminated. Eliminated units are removed from the map. - = No effect.

---

**Summary of Die Rolls**

<table>
<thead>
<tr>
<th>ACTION</th>
<th>DIE</th>
<th>ACTION</th>
<th>DIE</th>
</tr>
</thead>
<tbody>
<tr>
<td>Walls holed:</td>
<td>1-5</td>
<td>Engineer attacked:</td>
<td>6</td>
</tr>
<tr>
<td>Target Incapacitated:</td>
<td>1-5</td>
<td>Boobytraps removed:</td>
<td></td>
</tr>
<tr>
<td>Target Normal</td>
<td>1-3</td>
<td>Normal Engineers</td>
<td>1-4</td>
</tr>
<tr>
<td>Individual breaks Mind Control</td>
<td>1-2</td>
<td>Incapacitated Engineers</td>
<td>1-2</td>
</tr>
<tr>
<td>Units disengage:</td>
<td></td>
<td>Armories detonated</td>
<td>1</td>
</tr>
<tr>
<td>Through door</td>
<td>1-3</td>
<td>Hostages may be executed</td>
<td>1-3</td>
</tr>
<tr>
<td>Along corridor</td>
<td>1-5</td>
<td>Intact laser pods may fire</td>
<td>1-3</td>
</tr>
<tr>
<td>Engine room/laser pod destroyed</td>
<td>1-4</td>
<td>at evacuating Darter</td>
<td></td>
</tr>
</tbody>
</table>

---

**SEQUENCE OF PLAY**

**A. Znon Command Phase**
1. Mind Control Segment
2. Queen Activation Segment

**B. Terran Movement and Combat Phase**
1. Terran Movement and Ranged Combat Segment
2. Terran Melee Combat Phase

**C. Znon Movement and Combat Phase**
1. Znon Movement and Ranged Combat Segment
2. Znon Melee Combat Segment

**D. Hive Escape Phase**
1. Evacuation Segment
2. Outer Defense Segment
3. Hyperdrive Segment

**E. Game-Turn Indication Phase**