

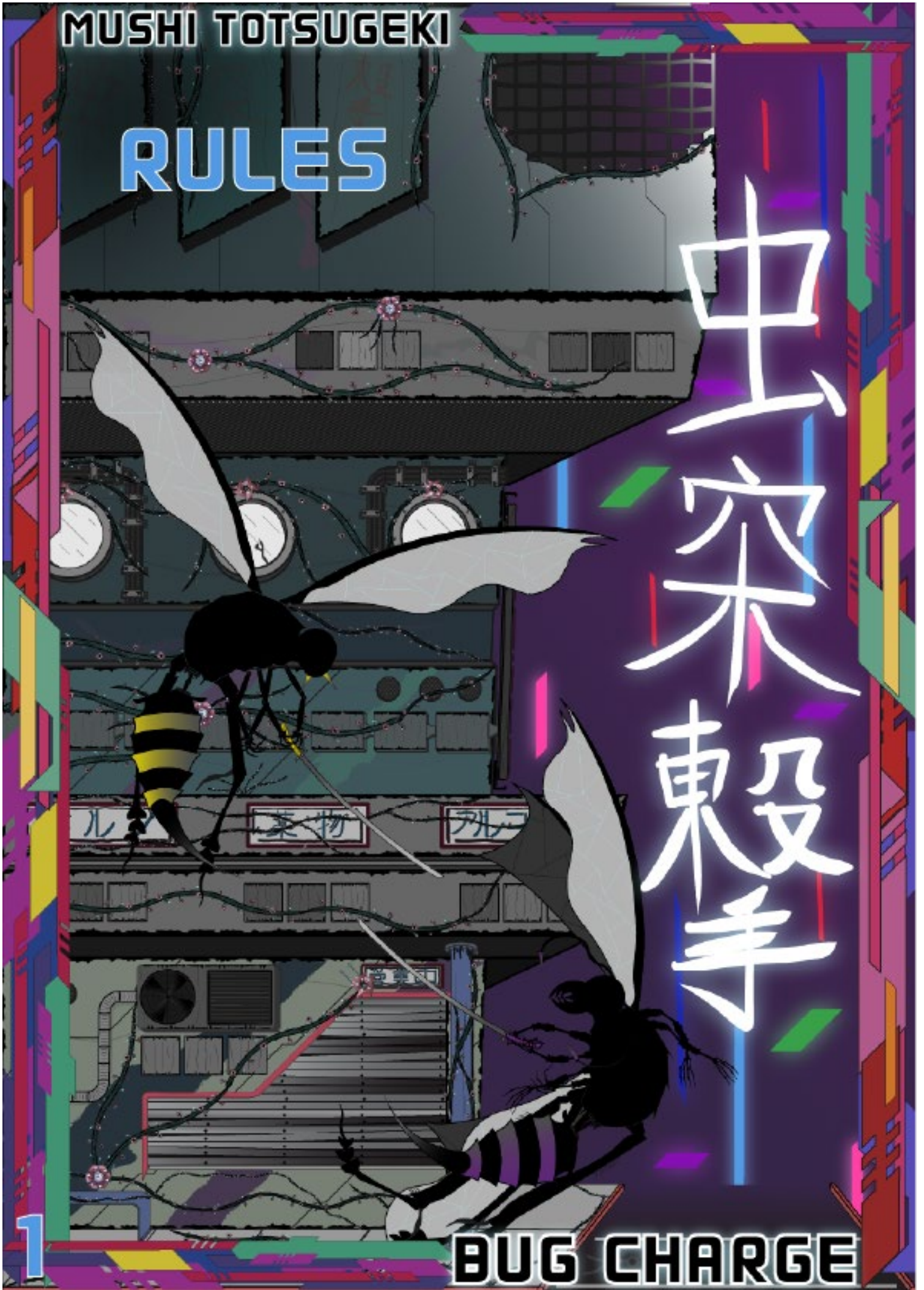
MUSHI TOTSUGEKI

RULES

虫突撃隊

BUG CHARGE

1



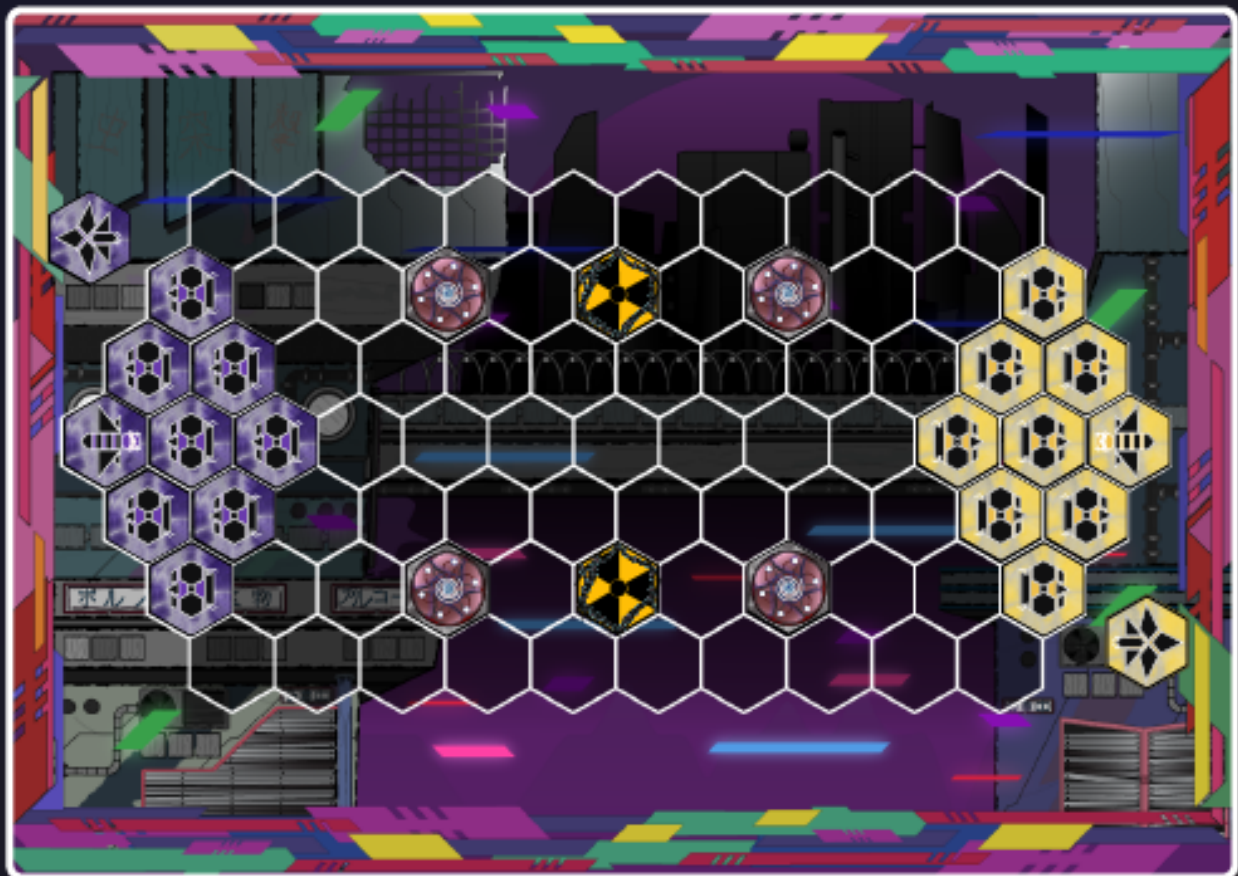
LINK

[HTTPS://TABLETOPIA.COM/WORKSHOP/GAMES/BUG-CHARGE](https://tabletopia.com/workshop/games/bug-charge)

PITCH

"Bug Charge" is a tactical boardgame that is centred around your command over the bugs in your army. Ravaged by nuclear radiation, you will have to use the terrain and its benefits to your advantage to edge out a victory over you opponent. Use your swarm to claim victory!

BOARD & SETUP



UNITS

In this game, there are two types of units in your forces, wasps and bees. Both of these units are needed to maintain a good balance of offence and defence

BEES & WASPS

Bees are the default unit in the game. At the start of the game, you have 8 bees that can be upgraded into wasps using Flower Tiles.

Wasps are more powerful units that are gained by moving a bee onto a Flower Tile. Only they can interact with Nuclear Tiles and pick up Nuclear Power cards.



MOVEMENT

Bees are allowed to jump over other bees and jumping over other bees does not expend any cells, only the initial movement does.

Bees are not allowed to jump over any wasps.

COMBAT



Both wasps are surrounded and would be killed.

Combat in this game is handled differently between the two units.

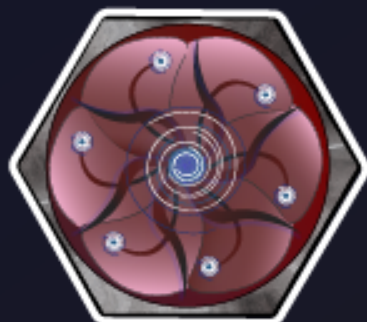
To kill bees, an enemy wasp must have enough movement to move onto the space which the bee occupies, and immediately end its turn.

To kill wasps, each second space adjacent to the wasp must be covered by units of either players, or by walls, in such a way that any empty space adjacent to the wasp doesn't have another empty space that is also adjacent to the wasp.

SWARMING IS ALSO LETHAL TO YOUR OWN WASPS

Flower Tile

Flower tiles are tiles that only bee units can interact with. At the end of your turn, any bees that are on the Flower Tiles may transform into wasp units.



Nuclear Tile

Nuclear tiles are tiles that only wasp units can interact with. When you place a wasp onto a Nuclear tile, you take a Nuclear Power card and add it to your hand.



A SINGLE TURN

At the start of their turn, a player immediately gains 3 power tokens, up to a maximum of 6 being held at the same time. During their turn, a player is able to spend their power tokens in order to move their units, or they may use their whole turn to use a Nuclear Power card



Spawning New Bees

At the end of your turn, if you have 4 or more power tokens, you may spawn one more bee adjacent to the queen bee. Note that you can only have a maximum of 8 bees on the board at one time.

If a player ends their turn with 4 or more cells, they may spawn a new bee adjacent to the queen provided there is an empty space.

ENDING THE GAME

The game will end whenever a wasp is able to attack and kill the opposing sides' Queen Bee, like how they kill a bee.