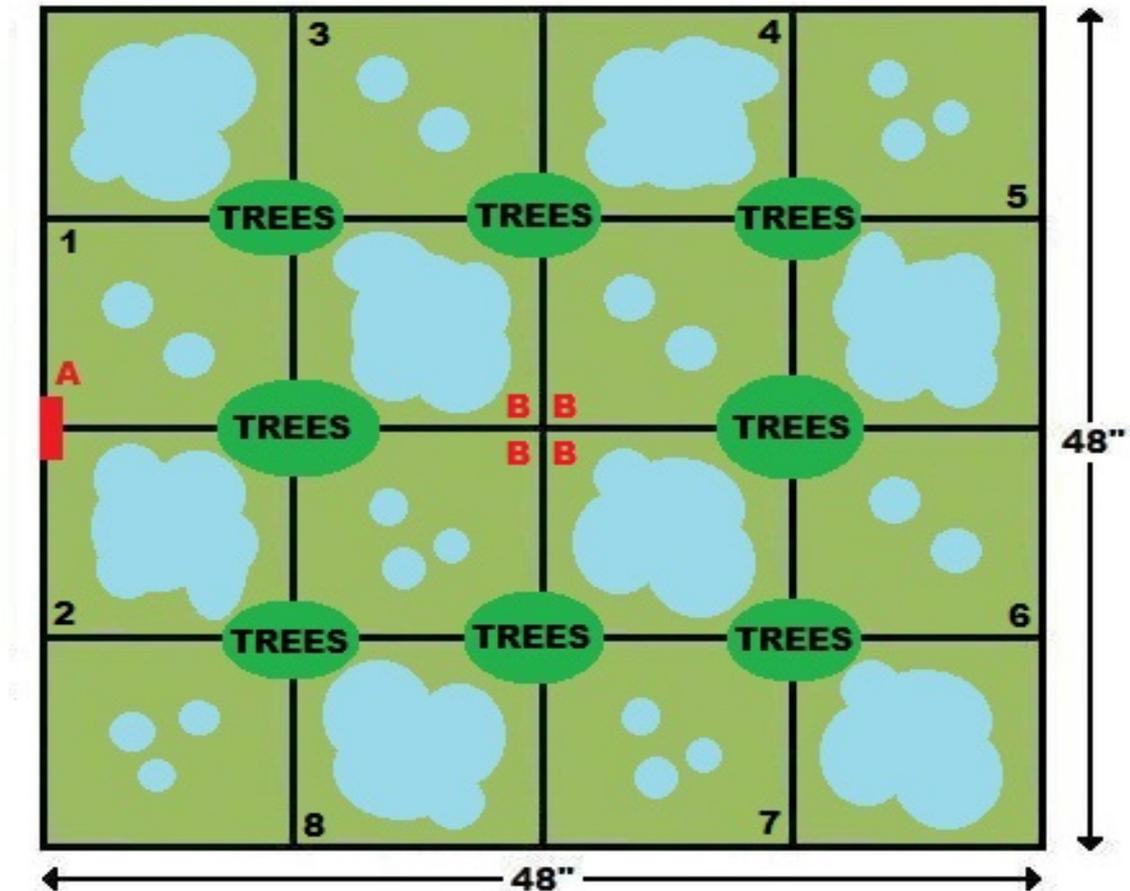


THE BOOJUM & THE SNARK

Welcome to The Boojum and The Snark, a multi-player game of USE ME 15mm Sci-Fi. In this game the proprietor of **'Stinky Bobs Bait Shack & Sushi Bar'** has organized a hunting competition, the winner of which will get a years worth of cheap watery beer without extra added water ... all they have to do is bring back a trophy from the rare and elusive Boojum that lives in the fetid Okelly Dokelly Sewage Marshes next to his establishment ... whilst avoiding being head-butted or trampled by the Bok-Wango! beasts ... poisoned by the Lurid Lurgy Beetle ... or eaten by the fearsome Snark ...



Set-Up: Set up the table as above, then:

- 1). Give each player in the game 9 coloured tokens (2 Red, 3 Orange and 4 Yellow). Each player then takes it in turn (HIGHEST Elan going first) to place their tokens FACE DOWN (so other players do not know what colour the tokens are) on the table – no token may be placed closer than 8” to the edge of the table. Feel free to place some of them in the water ...
- 2). Once all players have placed their tokens face down, position 4 herds of Bok-Wango! beasts, 1 per map square marked with a red B. Do NOT place them in any water or within 6” of another Bok-Wango! herd.
- 3). Once the Bok-Wango! beast herds have been placed each player should choose a starting position (numbered 1 to 8 in black on the map) starting with LOWEST Elan first. No more than 1 player per starting position.

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Special Rules:

1). **TERRAIN:** All Terrain is normal terrain. The light blue areas which are shallow water and count as difficult terrain. The dark green areas are Trees and also count as difficult terrain. The red area marked 'A' is the entrance to '**Stinky Bobs Bait Shack & Sushi Bar**'

2). **Don't go into the Water!:** Should ANY character move into any of the water areas on the table (and note that other characters such as Snarks and other critters, are included here), roll 1d6 on the Don't go Into The Water Table below:

<u>Don't Go Into The Water!</u>	
<u>ROLL</u>	<u>RESULT</u>
1, 2, 3, 4	Poo! Yuck! Squishy ...! There's something oozing into your boots ... probably better you don't look ... Roll again on this table next turn if still in the water.
5	Aiieeee! It's got me ... it's got me ... Something slimy & tentacled grabs the characters legs and tries to drag them under – resolve a single melee combat with the slimy tentacles attacking first. IF the character survives the character cannot fight back – whatever it was, it's gone for now ... Roll again on this table next turn if still in the water.
6	Aiieeee! ... Splash! ... blup, blup ... blup blup blup Something slimy & tentacled grabs the characters legs and drags them under – all that's left is a few greasy bubbles floating on the surface ... You won't need to roll again next turn ...

3). **Token rules:**

A). Whenever a character moves onto a face down token, that character must immediately turn the token over to reveal its colour. Once turned over a token should be removed from the table.

B). When a tokens colour is revealed, roll 2d6 on the appropriate Token Table to determine what critter the token represents:

<u>Roll</u>	<u>Token Colour</u>		
	<u>Yellow</u>	<u>Orange</u>	<u>Red</u>
2	Boojum	Boojum	Boojum
3	Fluff Baby	Boojum	Boojum
4	Fluff Baby	Fluff Baby	Boojum
5	Pink Pool Hopper	Pink Pool Hopper	Boojum
6	Pink Pool Hopper	Slimy Bog Cone	Slimy Bog Cone
7	Nothing this time ...	Nothing this time ...	Lurid Lurgy Beetle
8	Nothing this time ...	Slimy Bog Cone	Lurid Lurgy Beetle
9	Slimy Bog Cone	Lurid Lurgy Beetle	Snark
10	Lurid Lurgy Beetle	Snark	Snark
11	Snark	Snark	Snark
12	Snark	Snark	Snark

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C). Once a critter has been placed on the table, they each behave according to their Critter Behavior:

<u>Critter</u>	<u>Behaviour</u>
Boojum	<p>Being small, cute, peaceful, and very very tasty, all Boojums instinctively know that they are every predators favourite snack food and so behave accordingly ...</p> <p>Boojums effectively have Elan 8 and automatically act before all other characters, with 1 action per turn. Their only allowed action is to move 4d6" DIRECTLY away from the nearest player character or Snark only. They are so small and fast that they do not reduce their movement for difficult terrain (they either run between any plants or over the surface of the water – Boojums don't need to roll on the Don't Go Into The Water table). Boojums that move off the table escape with their wiggly little tails intact ... at least this time ...</p> <p>Any character shooting at a Boojum suffers a -2 penalty ...</p>
Fluff Baby	<p>Almost as cute as a Boojum (and a lot fluffier), Fluff Baby's are also delicious and nutritious as far as predators are concerned, so the Fluff Baby will use its 'Puppy Dog Eyes' defence to try a avoid being snacked upon ...</p> <p>ANY players character that starts a turn within 6" of a Fluff Baby must roll their Elan or less on 1d6 or simply stand and gaze into those adorable lil' puppy dawg eyes and do nothing ...</p> <p>Any character shooting at a Fluff Baby suffers a -1 penalty ... I mean, how <i>could</i> you shoot it?</p>
Pink Pool Hopper	<p>Whilst not as cute as a Fluff Baby or Boojum, the Pink Pool Hopper certainly tastes good on toast with ketchup ... or raw and wriggling! To avoid this fate the Pink Pool Hopper will scream and scream and scream until the predator is thick ... er, sick ...</p> <p>At the start of every turn, ANY players character that is within 6" of the Pink Pool Hopper must roll their Elan or less on 1d6 or lose their activation this for this turn as they vigorously lose their lunch.</p> <p>Any Snarks within 6" of a Pink Pool Hopper will also cause it to scream – Snarks will move 2d6" directly away from a screaming Pink Pool Hopper ... after all, huntings difficult & you wouldn't want to lose your hard earned lunch ...</p>
Slimy Bog Cone	<p>NOT cute, not tasty ... nobody but nobody eats a Slimy Bog Cone. Even so, they're mean and ornery when disturbed, and their slime has some seriously strange and hypnotic effects ...</p> <p>As soon as a Slimy Bog Cone is placed on the table it immediately makes a melee attack upon the character who revealed it. If the attack is successful the character suffers no wounds but instead is covered in hypnotic slime. At the start of each turn any character covered in hypnotic slime must roll 1d6; on a roll -of 1-2 the character throws off the slimes effects and may act normally again (and will clean the slime off asap!), on a roll of 3-4 the character is so psyched out by weird dream-like images that they cannot act at all next turn, and on a 5-6 the character goes into a slime induced craze – every OTHER player now gets to roll 1d6 to see who will control the character for their next turn only. Whilst controlled the character gets just 1 action per activation and may not be made to kill themselves but can be otherwise act freely and may do some strange things ... like go for a refreshing swim ... or go talk to those nice friendly looking Bok-Wango! ...</p>
Lurid Lurgy Beetle	<p>Now this thing's definitely not cute, in fact it's ugly as sin and meaner than a bear with a headache and a wasp up its ... well, you get the idea ...</p> <p>As soon as a Lurid Lurgy Beetle is placed on the table it immediately makes a melee attack upon the character who revealed it. This attack is resolved normally. A character that suffers a wound (whether Winged or Struck) is automatically poisoned. Poisoned characters must roll 1d6 at the start of each turn – on a roll of 6 they must increase their wound level by 1 (from Winged to Struck, from Struck to Dead etc) – roll each and every turn. In addition, the Lurid Lurgy Beetle will automatically pursue the character that disturbed it, moving 1d6" (ignoring any Difficult terrain penalties but not entering any water ... not stupid either ...) each Consolidation Phase towards the character – should it reach the character it will immediately attack them in melee and try to poison them again.</p>
Snark	<p>It might not be big (although its sharp and curved fangs certainly look big) or that cute, but the Snark is a fast and aggressive hunter of Boojums, which it enjoys slurping and crunching on more than anything else. The only thing that upsets it is some other idiot spooking all those tasty Boojums ...</p> <p>Snarks effectively have Elan 7 and automatically act before all other characters (except a Boojum), with 1 action per turn. Their only allowed action is to move 4d6" DIRECTLY towards the nearest Boojum. If they catch the Boojum they will automatically eat it in one gulp (they're experts at Boojum eating). If there are no Boojums on the table they will instead move directly towards the nearest player character and will attack in melee. Snarks are Close Combat Specialists too ...</p> <p>Any character shooting at a Snark suffers a -2 penalty.</p>

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4). Bok-Wango! beast rules:

- A). During the Consolidation Phase of each turn roll 1d6 for each Bok-Wango! beast herd – on a roll of 1-4 they remain where they currently are, and on a roll of 5-6 they move 1d6” in a random direction (but will go around water rather than enter it ... they're not THAT stupid ... unless scared by loud noises ...).
- B). Loud Noises – whenever any character fires a gun or throws a grenade all Bok-Wango! beast herds within 12” of the firers position or the grenades explosion point will immediately stampede 2d6” DIRECTLY away from the source of the noise, moving through water if necessary (see Do Not Go Into The Water above). If a stampeding herd moves over any other character, that character automatically suffers a number of melee hits equal to the number of Bok-Wango! beasts in the herd. Note that characters other than players characters, such as Boojums, Snarks and other critters, can be trampled too! Trampled characters do NOT get to fight back – they've got more important things to worry about ... like trying to dodge all those flailing feet ...
- C). Whenever a players character moves to 6” or less of a Bok-Wango! beast herd, or a Bok-Wango! beast herd moves to 6” or less of a players character, roll 1d6 on the Bok-Wango! beast table below:

Bok-Wango! Table	
ROLL	RESULT
1, 2, 3	Munch! Munch! Munch! The Bok-Wango! herd ignores the character and continue eating some tasty roots and tubers ... Roll again on this table next turn if still within 6”.
4, 5	Oi! Wot You Lookin' At? The Bok-Wango! herds Alpha female takes offence at the characters appearance and charges over to deliver a flying headbutt to the character with its head bone – move a single Bok-Wango! beast into melee combat and resolve a single melee combat with the Bok-Wango! beast attacking first. IF the character survives the player may attack back. Once the melee combat is complete return the Bok-Wango! beast to its herd (assuming it survived). Roll again on this table next turn if still within 6”.
6	BOK! Wheeee ... Splaaasshh!! The Bok-Wango! herds Alpha female takes offence at the characters appearance and charges over to deliver a flying headbutt to the character with its head bone – move a single Bok-Wango! beast into melee combat and resolve a single melee combat with the Bok-Wango! beast attacking first. IF the character survives the players character is automatically head-butted into the nearest pool of water without getting a chance to fight back. Then return the Bok-Wango! beast to its herd ... and now the character can roll on the Don't go Into The Water Table!

5). There can be only One ... one winner that is! Stinky Bob ain't givin' everyone free water-free beer (he's gotta make a livin', after all ...). Players are free to 'interfere' with the any other players Boojum hunt in anyway they see fit (bullets seem to do the trick nicely ...) but having someone else around when the Snarks get hungry might be helpful too ...

6). Trophy's: Taking a trophy from a killed Boojum to present to Stinky Bob requires 1 special action.

Victory: The winner is the first player who (against the odds) survives to take a trophy from a killed Boojum and exits off the table via point A, the entrance to **'Stinky Bobs Bait Shack & Sushi Bar'** ...

Rules for Creating Player Characters for this game

- Up to 8 players can take part in Stinky Bob's Boojum hunt.
- Each player has just 12 points with which to create an INFANTRY character, including the Elan, Move Rate, Weapons & Armour + any desired Special actions ... good luck!

Optional Rules Suggestions

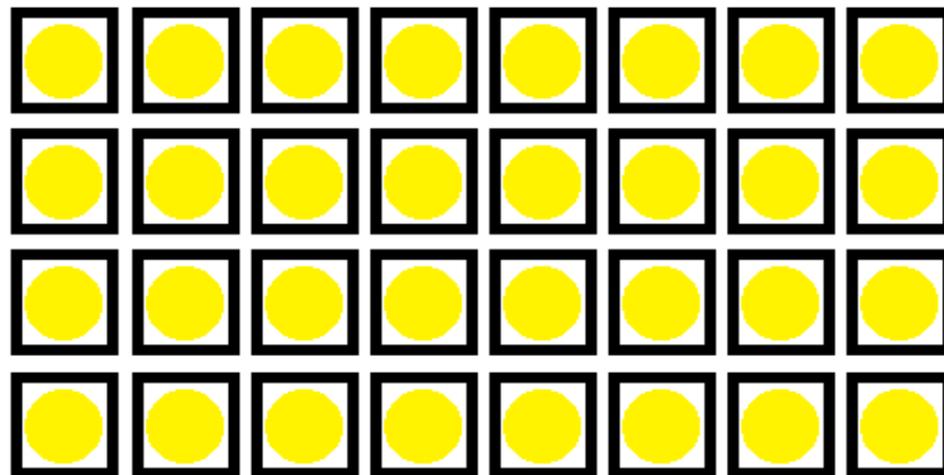
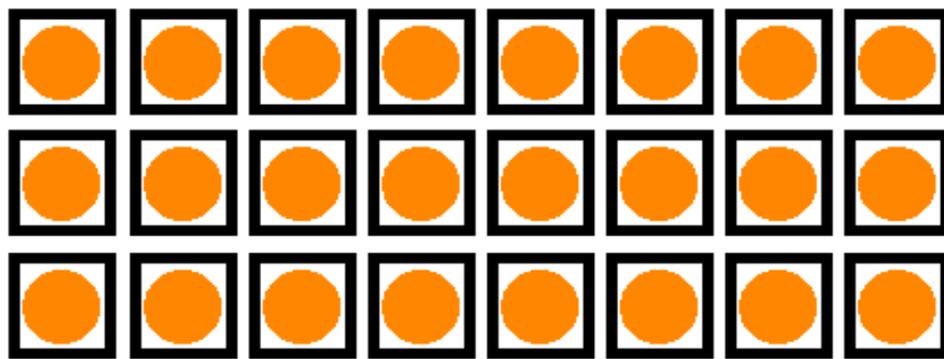
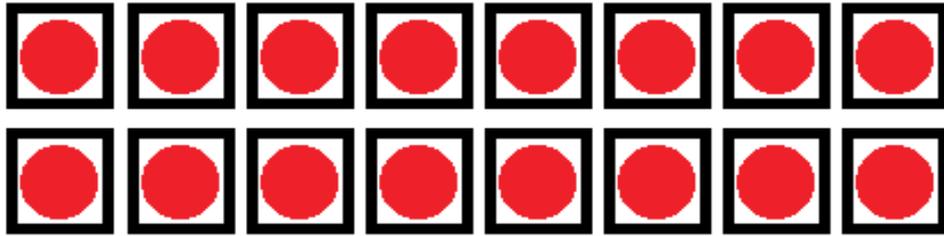
- Allow players more points with which to create their characters.
- Allow players to create TEAMS of 2 or more characters.
- (and with apologies to Lewis Carol) The Snark WAS a Boojum you see ... whenever any Boojum is wounded but not killed roll 1d6 – on any ODD roll the Boojum transforms into a Snark (without any Wounds) & promptly turns to hunt the character that wounded it ...
- Increase or decrease the various numbers of coloured tokens, making things easier ... or harder ...

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CRITTERS		As above, so below ...					
DEPLOYMENT		As per instructions above					
Name	Descrptn	Type	Elan	MV	Weapons	Armr	Notes
Boojum	Critter	Infantry	8	4d6"	None	N	
Fluff Baby	Critter	Infantry	N/A	N/A	Cuteness	N	
Pink Pool Hopper	Critter	Infantry	N/A	N/A	Scream	N	
Slimy Bog Cone	Critter	Infantry	N/A	N/A	Slime	Y	
Lurid Lurgy Beetle	Critter	Infantry	N/A	1d6"	Poison	Y	
Snark	Critter	Infantry	7	4d6"	Fangs	Y	Cls Cmbt Spclst
Bok-Wango!	Beast	Infantry	N/A	1d6"	Head Bones	N	

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COLOURED TOKENS



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