

FANTASTIC VOYAGE – THE EPISODE

SOLO PLAY

The main changes from conventional 7TV2 for solo play are:

- There is only one cast to play – members of the Combined Miniature Deterrent Force (CMDF). The opposition is the body and, during the finale, the saboteur, both of which are controlled by game mechanisms. The opposition to the CMDF cast does not generate plot points, cannot use gadgets, and does not turn over Countdown Cards.
- Plot points are always generated as if all of the CMDF cast are on table, regardless of whether they are inside Proteus or not. Play testing showed that this does not imbalance the game; in the early stages of the game you will have lots of plot points available but these will get much scarcer as things get critical later!
- The CMDF cast cannot be Axed, and cannot Steal the Show.

GAME COMPONENTS

- Five models to represent the CMDF cast;
- A model representing the Proteus mini-submarine;
- Impassable areas of terrain representing parts of the inside of a human brain;
- 12 x Red Blood Cells, set on large bases;
- 16 x Antibodies, set on small bases;
- The brain wall and 5 x Blood Clot objectives

THE CMDF CAST

Agent Charles Grant, Officer in charge of Security (Co-Star, 6 ratings)

Dr Michaels, Head Scientist (Co-Star, 6 ratings)

Dr Peter Duval, Surgeon (Co-Star, 6 ratings)

Cora Peterson, Assistant to Dr Duval (Co-Star, 6 ratings)

Captain Bill Owens, in charge of Proteus (Co-Star, 6 ratings)

The mini-submarine Proteus (Vehicle, 4 ratings)

SYNOPSIS

The CMDF cast members have been shrunk to 'about the size of a microbe' and sent into the body of a comatose defecting Soviet scientist to remove a blood clot from his brain and get out before they revert to normal size. It is a race against time.

SET-UP

The game is played on a 3ft x 3ft table as shown below, with appropriate terrain to represent a microscopic view of part of a blood capillary inside a comatose defecting Soviet scientist's brain.

One side of the table (the top in the Table Setup drawing above) represents the wall of the brain, and the other the open capillary by which Proteus and her crew arrive. The closest third of the table to this entry side contains no terrain. A band across the central third of the table contains terrain that is composed of elements of body tissue, spaced such that the Proteus can just manoeuvre through, but so that it must make turns as it does so. The final third of the table closest to the brain wall contains denser body tissue terrain, with gaps that are too small to allow Proteus to pass through, but large enough for Red Blood Cells - between 2" and 4" or so in width. The brain wall is the location of the blood clot that must be removed. All terrain apart from open space is impassable.

The game starts with a die roll of Red Blood Cells randomly placed in open spaces on the table.

There are five objective markers placed at 6" intervals along the far edge of the table, touching the brain capillary wall. These represent the parts of the blood clot that must be removed.

AND... ACTION!

There is no initiative roll. Play begins with the Proteus moving onto the table, measuring its move from the entry point shown on the Table Setup drawing. The CMDF cast members begin the game on board Proteus. Although they start the game off-table and in a vehicle, they always generate plot points each turn as they were all on table. This usually means 5 plot points are generated every turn, at least until any of them are lost or the saboteur makes an appearance.

SPECIAL RULES

Red Blood Cells. These are harmless but count as mobile terrain and can therefore block movement, and are modelled on large bases. 12 of these is about right for this sized table. Red Blood Cells can be targeted by attacks (Defence 8, one point of Health). For the purposes of the effects of Countdown and Gadget cards, they are considered to be Stars, Co-Stars or Extras. If reduced to 0 Health, they are removed. Red Blood Cells can never gain any Status and cannot be knocked down.

Antibodies. These are best represented by small roughly ball-shaped models of fluff, and are modelled on small bases. 16 of these works well for this size game. Antibodies each have Defence 8 and one point of Health. If reduced to 0 Health, they are removed. They automatically attack any opposing model which they contact, with a +8 attack (0 health + weakened). Antibodies automatically attach to the first opposing model they contact, and remain attached until either is destroyed. A model has its move reduced by 1" for each attached Antibody. Antibodies do not get free strikes when an attached model moves, but move with that model and remain in contact until either is destroyed. Antibodies can never gain any Status and cannot be knocked down. For the purposes of the effects of Countdown and Gadget cards, Antibodies are considered to be Stars, Co-Stars or Extras.

Disturbance Status. This special status indicates models that have made some kind of a disturbance and thereby become targets for Antibodies. A model gains the Disturbance status immediately if it is not inside Proteus and it contacts or is contacted by a terrain feature, Red Blood Cell, or Antibody; if it makes any attack; or if it uses a Gadget card. A model can only have one Disturbance status at a time, and should it gain this status when it already has the Disturbance status this has no effect. Each time a model gains the Disturbance status, one Antibody arrives on the table at one of the numbered entry points, determined by a dice roll.

Models inside Proteus cannot have the Disturbance status. The Disturbance status is removed automatically when a model enters Proteus, or can be removed in the normal way at the cost of one plot point during the Activation Phase, but only if there is no Antibody within 6" of that model.

Proteus. Statistics for the mini-submarine Proteus are provided on its Profile Card. Proteus can only move if it has at least one cast member inside. The submarine is fast, but difficult to manoeuvre. It moves up to 8" during each activation but this movement must be in a straight line directly forwards or directly backwards. It may end that activation with a free rotation to face any direction. The model Proteus we are using is provided with a clear base to easily indicate when it has made contact with terrain. Note that Proteus has no weaponry and it is not safe to use surgical lasers when inside Proteus against targets inside or outside as these lasers will cause irreparable damage.

Removing the Blood Clot. To claim each objective token, it must be destroyed. Each objective token has a Defence of 10 and two points of Health. Claiming each blood clot objective grants an award of two plot points. Don't forget that anyone operating a surgical laser gains the Disturbance status!

Leaving the Table. Models that move to the table corner marked as the Exit point (see Table Setup drawing) may leave the table. Models that leave the table cannot return.

End of Turn Sequence. At the end of each turn, after checking to see the effect of the On Fire status, the following sequence takes place:

1. Red Blood Cells drift. Starting with those closest to the exit table edge, roll a die for each Red Blood Cell in turn and move it $1d6+2$ " toward the exit point with that number. Red Blood Cells move around intervening objects and terrain by the shortest move possible, generally drifting from entry to exit edge with the blood flow through the capillary. Any models contacted receive the Disturbance status. Red Blood Cells that touch the exit table edge are removed from the table.
2. Red Blood Cells arrive. Roll a die. Place that number of available Red Blood Cell models at starting locations on the entry table edge. Determine the starting point of each arriving Red Blood Cell by rolling a die and referring to the numbered locations on that table edge. Multiple Red Blood Cells arriving at the same point should be placed next to each other.
3. Antibodies attack. Each attached Antibody makes one attack on the model to which it is attached.
4. Antibodies move. Antibodies that are within 12" of models with the Disturbance status move towards the closest such model. Starting with the closest within 12", move each Antibody $1d6+2$ " directly toward the closest model with the Disturbance status. Antibodies stop when they contact a model. Any model contacted by an Antibody gains the Disturbance status and is immediately attacked. Antibodies that are further than 12" from all models with the Disturbance status drift $1d6+2$ " in the same way as Red Blood Cells. Antibodies that touch the exit side table edge are removed from the table. Move Antibodies sequentially. Note that if at any point an Antibody that would have drifted but has not yet moved finds itself within 12" of a model with the Disturbance status, instead of drifting it will move toward the closest model with that status.
5. Antibodies arrive. For each model that currently has the Disturbance status, one available Antibody model arrives at the left table edge. Determine the point of arrival in the same way as for Red Blood Cells.

Countdown Deck. We use the Countdown Deck from the Spy-Fi rules, which is constructed with five cards in each Act. Note that some Countdown Cards will have no effect in this scenario. You may choose to turn two Countdown Cards at the start of any turn. The following actions will automatically take place at the start of Act 2 and the Finale:

Sabotage! When the topmost face-down card on the Countdown Deck first shows Act 2, at the end of the Countdown Phase, but before the Action Phase starts, roll a die:

1. Fire in the Hold: something flammable has caught! All models inside Proteus gain the On Fire status;
2. Engine Damage: the engines have been tampered with. Proteus may only make one move activation each turn for the rest of the game;
3. Broken Laser: a bit like the film. Choose one surviving non-vehicle CMDF cast model randomly. This model may not use its surgical laser for the rest of the game;
4. Radio Interference: with a sudden blast of sound, all surviving CMDF cast models, including Proteus, immediately gain the Disturbance status;
5. Explosion: a grenade has been hidden in someone's wet suit. Choose one surviving non-vehicle CMDF cast model randomly. Centre the 5" Blast Template on this model. All models under the template are targeted by a +10 attack (-1 Health and Stunned).
6. Oxygen Depletion: someone's been careless with the oxygen tanks. Choose one surviving non-vehicle CMDF cast model randomly. This model immediately gains both the Stunned and Weakened statuses.

The Saboteur is Revealed! When the topmost face-down card on the Countdown Deck first shows Finale, at the end of the Countdown Phase, but before the Action Phase starts, randomly choose one surviving non-vehicle CMDF cast model that is not in fight range of any Antibody. This model is no longer considered a member of the CMDF cast, but reveals itself to be the saboteur. Remove all statuses from this model and move it into contact with the closest non-vehicle CMDF cast model (if this turns out to be a long move, the saboteur has obviously been sneaking about unseen!) The saboteur now immediately makes a surprise fight attack. Set half the available plot points (rounded up) aside. The saboteur will use these to improve this attack roll. The saboteur never uses the Star Qualities or Special Effects of the cast member it replaced.

At the start of each subsequent turn, the saboteur acts immediately before that turn's Countdown Phase. When this happens, the saboteur moves towards the closest non-vehicle CMDF cast model. If this move ends in fight range, the saboteur makes one fight attack, using half the available plot points (rounded up) in the same way as above to improve their attack roll. Don't forget that the Saboteur can also gain the Disturbance (or any other) status!

Should the saboteur become the only model inside Proteus, at the end of the turn move Proteus towards the nearest accessible table edge. If it touches that table edge, Proteus is lost.

NOTE: You may wish to remove the Disturbance status from the Saboteur to prevent more Antibodies arriving. For this purpose only the Saboteur is treated as if they are still a member of the CMDF cast.

VICTORY POINTS

To claim any victory points at all, at least one objective must have been claimed and at least one member of the CMDF cast must have left the table by the end of the game. If this has happened, roll a die and add the number of objective tokens that have been claimed. If the final score is six or more, the blood clot has dispersed, the operation is a success, and the comatose defecting Soviet scientist will recover.

If the CMDF cast leaves the table with Proteus, they will exit the patient according to plan. If not, they will extract themselves successfully via the patient's tear duct, just like in the film. It is also possible that the Saboteur will also have left the table in Proteus, in which case there will be a lot of difficult explaining to do!

If you are allowed to claim victory points, score your game as follows:

- +4 if the operation was a success and the scientist survived
- +2 if the saboteur was killed
- 6 if the saboteur left the table in Proteus
- +1 for each cast member other than the saboteur that left the table
- 1 for each cast member other than the saboteur that did not leave the table
- +2 if our heroes left the table with Proteus

10+ points is a resounding success

6-9 is a success, though probably a costly one

1-5 is a difficult situation. Serious questions will be asked about value for money and the practicality of the CMDF

0 or less is a disaster, an immense waste of money and a political embarrassment. The CMDF will be disbanded.