

# SETTING

- 1 Antarctic research base
- 2 Urban sprawl
- 3 Secluded farm
- 4 Suburban hellscapes
- 5 Deep woods
- 6 Alien base

## CODENAME

Roll d66 (two d6s, reading the first as the tens, the second as the ones, eg. 2 and 6 = 26)

- |                  |                   |                   |
|------------------|-------------------|-------------------|
| 11 Early Frost   | 31 Secret Moment  | 51 Heavy Bedroom  |
| 12 Red Twilight  | 32 Green Shawl    | 52 Rebel Lorry    |
| 13 Silent Tulip  | 33 Magic Paper    | 53 Bright Outcome |
| 14 Silver Mare   | 34 Loyal Affair   | 54 Peaceful Blood |
| 15 Dusty Locket  | 35 Rapid Spear    | 55 Late Emphasis  |
| 16 Harsh Trail   | 36 Fair Direction | 56 Severe Wife    |
| 21 Tired Candle  | 41 Resolute Son   | 61 Zany Outcome   |
| 22 Gold Carriage | 42 Blue Professor | 62 Violent Cell   |
| 23 Broken Sword  | 43 Drab Solution  | 63 Nifty Memory   |
| 24 Sharp Optics  | 44 Puny Dagger    | 64 Seramy Disc    |
| 25 Iron Shard    | 45 Breezy Gown    | 65 Tricky Device  |
| 26 Ivy Thunder   | 46 Purple Flight  | 66 Lucky Bird     |

## WHAT YOU NEED TO PLAY

- The T-DEF Tactical Handbook
- The T-DEF Operations Manual (this booklet)
- A couple of six-sided dice (called D6)
- A pencil, an eraser and maybe some paper

# 1

## Antarctic Research Base

We picked a distress signal from a station doing ice core research in the Antarctic.

LZ: The ice shelf outside the station

- 1: Drilling station
- 2: Crevasse
- 3: Sleeping quarters
- 4: Motor pool
- 5: Frozen wastes
- 6: Frozen wastes

## URBAN SPRAWL

Aliens have struck in the heart of a major city!

LZ: A parking lot outside a mall

- 1: Gas station
- 2: Highway off-ramp
- 3: Commercial high-rise
- 4: Park
- 5: Waterfront
- 6: Subway station

## SECLUDED FARM

There have been reports of cattle mutilation from this area even before the aliens made their presence known.

LZ: The dirt road leading up to the farm

- 1: A field of corn stalks
- 2: An orchard
- 3: The barn
- 4: The farmhouse
- 5: A dilapidated shed
- 6: A small UFO landed in a field

# 4

## SUBURBAN HELLSCAPE

There was a major battle here against the aliens. The humans, it seems, lost.

LZ: Junior league baseball court

- 1: A school, burnt to the ground
- 2: A cul-de-sac, wrecked tanks
- 3: A fast food restaurant, with the roof caved in
- 4: Rows of houses
- 5: A crashed military helicopter
- 6: A huge crater where a mall once stood

## Deep Woods

A UFO has crashed in a forest or jungle!

- LZ: A clearing
- 1: A wooden ridge
- 2: A rocky precipice
- 3: A river crossing
- 4: Crashed UFO
- 5: A grassy gully
- 6: Charred trees

## ALIEN BASE

Intelligence has found an underground alien base. We must strike them where it hurts!

- LZ: A cargo elevator leading down
- 1: Labyrinthine corridors
- 2: Alien biology lab
- 3: Garden of alien plants
- 4: Power core
- 5: Alien stasis room
- 6: The Command Center

## REGULAR ALIENS

### REPTILIANS

Fearsome soldiers with a vicious streak and cybernetic modifications.  
Wounds: 1

Rapid fire plasma lance: If a trooper fighting Reptilians must mark suppression, mark 2 suppression instead of one

### Grays

The drones, footmen and scientists of the complex alien society.  
Wounds: 1

Psionic bolt: when a trooper is defending against Grays, they must mark 1 suppression even if they roll a 10+

When you enter a new location, roll 1D6

- 1-2 no enemies
- 3-4 pod of REGULAR aliens
- 5-6 pod of ELITE aliens

(A pod = 1D3, max as many as there are troopers)

>>> ELITE\_ALIENS <<<

## BRUTES

Hulking front-line soldiers, weak-minded but genetically engineered to be ruthless.

Wounds: 2

Heavy repeating plasma rifle: when troopers defend against Brutes, all troopers in the location must roll to defend

## XENOMORPHS

Creatures out of our worst nightmares, these feral insectoids have but one instinct: to maul and kill.

Wounds: 2

Claws and mandibles: when troopers defend against Xenomorphs and take a wound, they take two wounds instead of one

## SERAPHIM

These emaciated, levitating beings are terrible to behold.

Wounds: 2

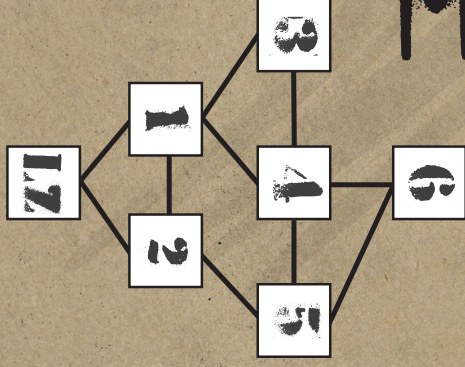
Mind flayer: when troopers defend, they roll + Will-power. If a trooper fighting Seraphim must mark suppression, mark 2 suppression instead of one

# THE ALIEN THREAT

# MAP

Fill in locations from the setting of the mission.

Locations with lines are connected



## T-DEF A-00002

# OPERATIONS MANUAL

LARI ASSMUTH

Rocket  
Sungames