

**T-DEF**

**A-00002**

# OPERATIONS MANUAL

**LARI ASSMUTH**

*Rocket  
Surgeon*  
GAMES

>>> INCOMING MESSAGE FROM HQ

>>> Trooper, we are going to give this to you straight. Our satellite coverage is down, we have no assets on the ground, and recon drones show a large number of hostiles converging on the area. //

>>> We can't ask you to volunteer for this one, but you are the only team in the area, and we won't get a second chance at this objective.

Use this manual to create operations for your team of T-DEF troopers. Here's how:

1. Roll or choose a codename for the operation
2. Roll or choose a setting for the mission
3. Place the locations on the map (page 8)
4. All troopers start at the LZ, with no enemies present
5. To win the mission, troopers must clear all locations of enemies

## 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

# CODENAME

Roll d66 (two d6, 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 Timid 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 Scrawny Disc
25 Iron Shard	45 Breezy Gown	65 Tricky Device
26 Icy Thunder	46 Purple Flight	66 Lucky Bird

**SETTING**

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



## Antarctic Research Base

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

LZ: The ice shelf outside the station

- |                      |                  |
|----------------------|------------------|
| 1: Drilling station  | 4: Lab           |
| 2: Crevasse          | 5: Motor pool    |
| 3: Sleeping quarters | 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          | 4: Park           |
| 2: Highway off-ramp     | 5: Waterfront     |
| 3: Commercial high-rise | 6: Subway station |

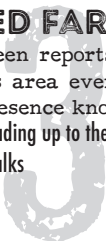


## SECLUDED FARM

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 | 4: The farmhouse                 |
| 2: An orchard             | 5: A dilapidated shed            |
| 3: The barn               | 6: A small UFO landed in a field |



# SUBURBAN HELLSCAPE

4

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

LZ: Junior league baseball court 4: Rows of houses

1: A school, burnt to the ground 5: A crashed military

2: A cul-de-sac, wrecked tanks helicopter

3: A fast food restaurant, with the roof caved in 6: A huge crater where a mall once stood

# Deep Woods

5

A UFO has crashed in a forest or jungle!

LZ: A clearing

1: A wooden ridge

4: Crashed UFO

2: A rocky precipice

5: A grassy gully

3: A river crossing

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

4: Power core

2: Alien biology lab

5: Alien stasis room

3: Garden of alien plants

6: The Command Center

6

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)

## 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+

## 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

REGULAR ALIENS

THE ALIEN

>>> 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

## X E N O M O R P H S

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 + Willpower. If a trooper fighting Seraphim must mark suppression, mark 2 suppression instead of one

# N T H R E A T



Fill in locations  
from the setting of  
the mission.



Locations with lines  
are connected

