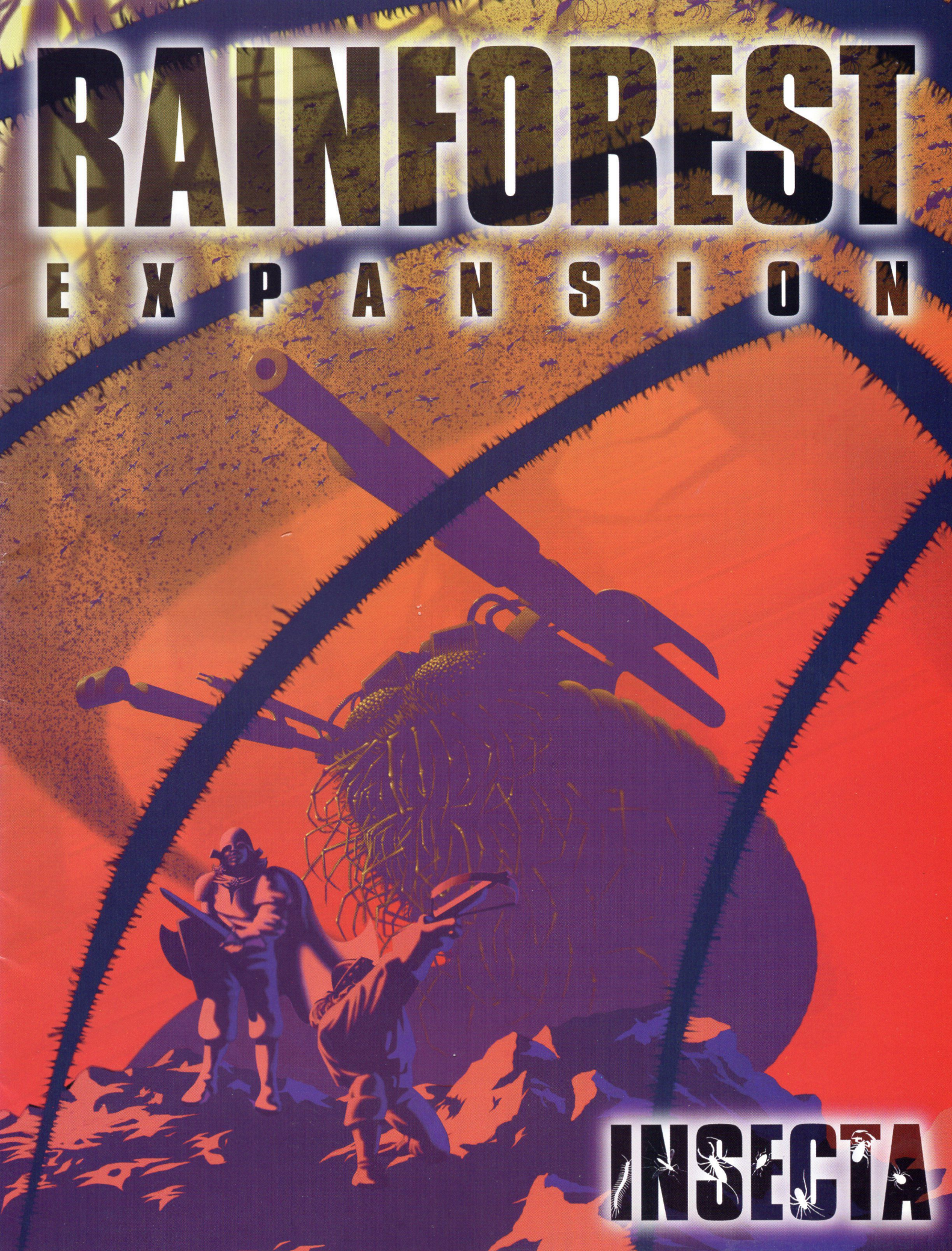
RAINFOREST

EXPANSION



INSECTA

INTRODUCTION

A complete Rainforest Expansion includes 80 Hive cards, 11 venom side-effect cards, 2 pixie displays, 2 pixie packs, 15 pixie equipment cards, 4 pixie stand-ups, 13 new design cards, 13 new counters, and 17 markers.

The rules are divided into three sections. **Rainforest Insecta** details the rules alterations and new components required for jungle games. **Insecta Errata** covers corrections to the Insecta Second Edition rules. **Pixies** adds tiny humanoids, for a more fantasy-oriented game.

Background

Most of the creatures in this deck are neo-tropical, that is, from the jungles of Mexico and Central and South America. However, hissing roaches are from Madagascar, bulldog ants from Australia, segmented spiders from Southeast Asia, and sand-dwelling spiders from South Africa. Pangolins (scaly anteaters) and chameleons are from the Old World tropics. Most of the creatures in the original Insecta deck were from New World deserts, especially the Sonoran desert. However, the original deck contained some tropical and woodland animals (peripatus, hermit crabs, harvestmen, mantidflies, soil centipedes).

A note on classification

Some entomologists put the Homopterans (cicadas, hoppers, etc.) under the diverse Hemiptera, with two to four suborders. I have retained them as their own order (Homoptera). Some have taken snakeflies and dobsonflies out of the Neuroptera and placed them in their own order (Megaloptera). Others separate the snakeflies into their own order (Raphidioptera). I have retained them all in the Neuroptera.

Mantids, roaches, and walking sticks used to be considered Orthopteran; most entomologists place them in separate orders now. I have followed the scheme where mantids and roaches are both in Dictyoptera. Others separate mantids into their own order (Mantoidea).

Philip Eklund
Tucson, 1997

RAINFOREST INSECTA

For games in the rainforest the mutants gain some new abilities and new design options, and the new Hive deck completely replaces the old Hive. Hive setup follows exactly the same rules, except that levels I and V have excess cards. After dealing out these levels, place the extra cards aside; they will not come into play that game. If the mutant band returns to a level, do not shuffle these cards back in.

Colonies. Trophic level IV is still made up of colony bugs, but the mix is different. Instead of ants, termites, and bees, the groups are arboreal, benthic, and canopy, as marked on the cards. As in the original Hive, colony chambers have food caches. The ant chambers have 8 food morsels each, the bees 12.

NEW RULES

Venom Side-Effects. After everyone has designed their mutant and picked venom location, shuffle the venom side-effect cards and deal one randomly to each venomous mutant. These cards detail an *additional* venom effect that occurs at the end of the automatic effects stage after entanglement and normal venom damage have been resolved. (Markers are provided to indicate persistent additional effects.) Each venomous mutant receives exactly one venom side-effect, which lasts throughout the game, although if it reproduces each offspring draws a new card. Hive bug venom acts normally. Pheromone effects supersede venom side-effects if they conflict.

Self Explosion (Walking Bombs). *Certain Malaysian worker ants have hypertrophied mandibular glands extending from the head into the abdomen. They can contract their abdomen violently, bursting it open and scattering poison in all directions. Some termites have a suicide bomb defense as well. A yellow fluid from their exploding abdomens congeals into sticky strands that fatally entangle attacking ants.*

In the rainforest, venomous mutants can make a suicidal bomb attack in the projector stage. This is a projector attack that automatically hits everything in the mutant's line of sight within 5 hexes. The explosion travels one hex into tunnels and roots. Anything hit by the attack receives poison markers equal to the venom level of the exploding mutant. Armored targets may roll as many dice as their armor value and subtract the total from the venom amount. Buttoned-up bugs are immune. The exploding bug immediately dies, and all eggs it carries are lost, although the bug itself may be eaten normally.

Double Abdomens. Some Hive creatures in the rainforest have two abdomen weapons. These count in all ways as being a single abdomen. (For example, they take a maximum of 2 entangle markers.)

Vertebrates. Level V includes several vertebrates. All regular damage against a vertebrate goes to its dexterity. A vertebrate is killed if its dexterity reaches 0. Vertebrates are immune to pheromones, but are affected by venom side-effects that mimic pheromone effects. Vertebrates entangle normally. They have no instinct value, they always succeed instinct rolls, and their instinct is always considered to be higher than any bug's. Some vertebrates have appendages that allow greater movement speeds than normal. These are clearly labeled on the Hive card.

Parasites. Three of the Hive bugs (the chalcid wasp, ichneumon wasp, and thorny-headed worm) can infect mutants with parasites. The wasp parasites slowly consume the host, while the worm is mind-controlling; details are on the Hive cards. If an infected bug hatches eggs, or reproduces, the parasite is transferred to one offspring (the dead parent is assumed to have been eaten). The worm (only) transfers to the first mutant to eat a worm-infested mutant.

Conglobation. The pill bug and pill millipede may defensively roll into a ball (conglobate). Treat them as if they had calcareous shells, but instead of invulnerability the only defensive effect is to increase their armor value (from 1 to 2) when buttoned-up.

NEW DESIGN CARDS

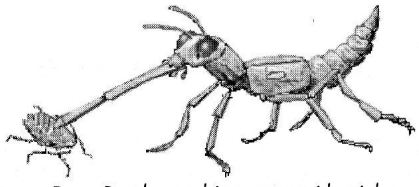
Elytra. The elytra (see glossary) require four damage points to tear off, rather than the usual two. Anything less is harmlessly absorbed. (It still only takes 2 points to entangle.) In all other respects it acts as a normal limb pair, but has no movement or attack value. Attacks hitting elytra will still inject poison if the damage is equal to or higher than the defense roll.

Repugnatorial Projector. This rear-firing poison-spraying projector does no normal damage, and is useful only to venomous mutants. Armored and buttoned-up targets, and calcareous shelled abdomens are immune to the repugnatorial projector.

Thoracic Scent Gland. This 360° projector acts exactly like the pheromone projector (12.2), except that it can only fire diapause pheromones.

Tongue Projector/Eversible Labium. *Only vertebrates have actual tongues, but some insects have an eversible labium which inflates and acts similarly to a vertebrate's tongue. Mutants may choose the eversible labium card, which follows exactly the same rules as the tongue projector.*

Targeting. The tongue may only hit a single target, of smaller instar than the attacker. A target can only be hit by one tongue at a time. Tongues fire in order of the attackers' dexteri-



Stenus Rove Beetle catching prey with sticky tongue

ties (roll randomly for ties), and any target entangled by a tongue cannot be hit by others.

Missed Shots. If the tongue misses its target, it may hit another creature in the hex. Roll an attack against each creature in the hex, from largest to smallest (choosing randomly in case of a tie), until the tongue hits a target or until every creature has been rolled for. If the tongue hits a creature the same size or bigger than the attacker, the attack has no effect.

Grabbing. If the tongue inflicts any entanglement damage on its target, the target is drawn into the attacker's hex after all other projector fire has been resolved. The target's facing does not change. The attacker may then immediately attack the target with a close-combat head weapon, if it has one. (Remember that incapacitated targets are attacked at -1 accuracy die.) This second attack is voluntary.

Swallowing. If the target dies while entangled by the tongue, the attacker immediately swallows the target. If the attacker is a mutant, place the food morsels directly in the mutant's crop. Otherwise, remove the target from play. It no longer counts as food, and any eggs it carried are lost.

Escape. Tongue-entangled creatures disentangle normally, but they cannot move until totally disentangled. The attacker may not voluntarily drop the target. Until the target completely disentangles or is killed, the attacker cannot fire its tongue again, and may only use its second head weapon against the entangled target.

Carrying Prey. While entangled, the target is carried along by the attacker. Whenever the attacker moves, place the target in the same hex. The target's facing remains unchanged relative to the attacker's facing. If a tongue hits another tongue-armed creature, any creature the target has entangled is picked up and carried along by the largest attacker.

Ammunition. Alone among the projectors, tongues do not run out of ammunition.

Trapjaw Trigger. The trapjaw trigger can only be used as a second head weapon. It allows the user to attack with a close combat head weapon at the end of its movement stage (the user does not have to move that round). This attack replaces the bug's normal attack; it still can only attack once per round. A bug with calcareous shell and trapjaw trigger may not use the trapjaw in the same round that it buttons up or unbuttons.

Undifferentiated Abdomen. The undifferentiated ("None") abdomen works the same for mutants as for Hive bugs (see 12.3). If a mutant takes a pixie (see pixie section), it must also take the undifferentiated abdomen. There is no other reason to use this abdomen type.

PLANTS

Setup. Each plant covers seven hexes. Place its counter so that it covers the ant lion larva hex and the six adjacent hexes. A plant's starting instar is equal to the trophic level. For example, if a plant is on the colony level, its instar is 4. Plants start with 100 dexterity; use the left track for tens and the right track for ones. When killed, plants convert into food morsels equal to their instar.

Contact. Bugs that crawl onto or land on one of the seven plant hexes are in contact with the plant, which causes various effects (see below). Bugs engaging the plant are not in contact.

Attraction. At the start of each movement stage, before announcing movement types, every bug not in contact with the plant must make an instinct roll. Failure means the bug must immediately move as fast as it can towards the center of the plant, contacting the plant this round if possible. This overrides all other instinct-related effects, and affected bugs make their moves before other bugs may act.

Attacks against plants. Bugs adjacent to the plant may engage it, those in contact may grapple it, and projector fire may be aimed at any of its seven hexes. Plants are valid battle frenzy targets (5.2). All attacks by active bugs hit automatically with no accuracy roll, regardless of weapon. (Incapacitated bugs must still roll.) The plant gets defense dice normally, and any damage that gets through reduces dexterity (zero dexterity kills it). Plants are immune to venom, pheromones, and entangles.

Digestion. During the automatic effects stage, any bugs in contact with the plant suffer one point of damage from the digestive acids. Treat this as a grapple for hit location. Calcareous shelled abdomens are immune, as are bugs using the shell to button-up.

Sundew. Any bug contacting the sundew becomes completely entangled (entangle markers on all limbs and two on abdomen). Crawling bugs stop on the first hex they enter, while flying or jumping bugs can go straight to the center. Bugs in contact with the sundew at the beginning of the movement stage must make an instinct roll. If they fail, they are still stuck and gain one more entangle marker (up to the maximum). If they succeed, they may leave if they have functioning movement, though if they contact another sundew hex they will be completely entangled again.

Pitcher plant. Bugs contacting the pitcher plant may freely move through any of the seven plant hexes, but may not break contact until the plant is dead.

OPTIONAL RULES

Gaster forward fire. *Many insects, such as bombardier beetles and weaver ants, have rear-firing projectors but can fire forward by tucking their abdomen (gaster) under their bodies.*

Rear-firing bombardier and repugnatorial projectors may fire into a forward arc if the firing bug did not move in its movement stage.

Forced trophallaxis. *Some beetles and other insects have broken the ant's food solicitation code. Such "highwaymen" will tap a worker ant with their antennae in a food-begging signal that triggers automatic trophallaxis (food regurgitation) from the worker. When the ant realizes the trick, the beetle hunkers down under its shell to deflect the attack.*

A mutant may use a close combat head weapon to force trophallaxis from another living bug in place of its normal attack. The player must declare this action before rolling the attack. If the attack hits, transfer a food morsel from the target bug to the crop of the attacking bug. The attack does no damage and is not subject to battle frenzy.

Ants and honeydew bugs. When using forced trophallaxis, each Hive ant (regardless of which colony) and each honeydew creature starts with one special honeydew food marker. Honeydew can only be obtained through trophallaxis, but is otherwise treated as a normal food marker. The ants' honeydew markers are in addition to the colony food cache.



Honeydew

Fangs-a-lot. Fanged creatures can force trophallaxis from living plants and vertebrates (by drinking sap or blood). Each plant or vertebrate has one food marker available this way (use a honeydew marker).

Exploding termites. Allow nasute termites the *kamikaze* self-explosion attack.

Hive venom side-effects. Venomous Hive bugs in the rainforest have a one-letter code printed below the hourglass symbol indicating a venom side-effect. Mutants desiring a bigger challenge (or a quicker game) may allow the Hivemaster to use these venom effects.

Mixing Hive decks. Players may wish to mix the two Hive decks. When dealing out a level, use the normal distribution and discard the excess cards. Rainforest cards have a special symbol to distinguish them from the original Hive, which was based on Sonoran desert arthropods.



Rainforest

A mixing of decks is scientifically based on the fact that almost all arthropod families are distributed worldwide, and rainforest bugs look and act very much like their desert cousins. (Rainforest bugs are often bigger and resort to chemical weapons more often, however). Purists should remove tropical and woodland creatures (peripatus, hermit crabs, harvestmen, mantidflies, soil centipedes, insectivorous plants, poison dart frogs, chameleons, pangolins) when playing in the desert, and remove the solpugid when playing in the rainforest. Pixies are found only in Ireland.

INSECTA ERRATA

(4.1) Order of action. *[addition]* Hovering bugs that decide not to fly drop to the ground before any movement occurs. Note that due to hesitation, the actual order of movement may not match the order of action; "moves first" in this context really means "decides first."

(6.4) Damage effects. *[correction]* change "abdomen" to "dexterity" in the last sentence.

(10.1) Moving between chambers. *[clarification]* The mutant band may use two corridors to leave a chamber, as long as they all move to the same new chamber.

(11.3) Metamorphosing. *[clarification]* Limbs gained from metamorphosing go directly behind existing limb pairs.

(11.4) Reproduction. *[addition]* Mutants must have at least 5 dexterity and 5 instinct to reproduce, and may not do so in the same ecdysis phase they metamorphose to Instar 5. Baby bugs must have at least one dexterity and one instinct, and may not eat until the following turn's ecdysis phase.

(12.2A) Diapause pheromone. *[correction]* Rather than moving first in the movement stage, bugs under the influence of the diapause pheromone move in the normal sequence but may not hesitate.

(12.4) Multipart bugs. *[clarification]* Multipart bugs cannot attack themselves. One half never counts as a valid target for the other half when determining battle frenzy, swarm pheromone effects, and so forth.

(12.5) Widow web. *[clarification]* The web hexes in the Foyer do not block line of sight.

(12.5/6) Ambuscade overrides instinct. *[clarification]* The first mutant to enter the black widow hex (12.5) or the ant lion larva hex (12.6) does *not* make an instinct roll before moving. This circumstance overrides rule 4.2.

(14.3) Trophallaxis. *[clarification]* Trophallaxis can occur between any consenting bugs in the same hex, even if one or both are incapacitated. Food in a dead bug's crop cannot be used in any way. Trophallaxis is not subject to frenzy.

(14.4) Eat & run. *[correction]* Replace the second and third sentences with the following:

As bugs die, replace them on the map with a stack of food markers equal to their instar. Any active mutant (not Hive bug) that does not move during a movement stage may eat one food in their hex at the end of that phase.

If three rounds go by without attacks, or when there are no active Hive bugs, ecdysis begins. Any food markers or incapacitated bugs stacked with active Hive bugs cannot be eaten by the mutants; otherwise, ecdysis proceeds normally using the food markers on the map.

(16.4) Group mind. *[addition]* Hive bugs with no chance of doing any harm to any mutant also count as unarmed for this purpose.

Player Aid Card. *[clarification]* Close combat attacks may subtract an accuracy die for rear attacks or for incapacitated targets, not both.

Ant Lion Larva Hive Card. *[correction]* The card should have a venom symbol on the sickle mandibles.

PIXIES

Pixies are tiny humanoid creatures. A player may design a pixie in addition to his or her mutant if the mutant takes an undifferentiated abdomen. Pixies act as separate creatures, and except as detailed below, they follow all the normal rules for mutants. (In particular, they count as bugs when determining line of sight, battle frenzy, mode checks and so forth.)

Important Note: *Pixies, unlike every other aspect of* Insecta, *are not modeled on any real-world counterparts. They are entirely fictional entities, intended for those players who feel that Insecta needs a more human touch. As such their use is entirely optional, and all players should agree whether to allow pixies before setup begins.*

PIXIE DESIGN

Select a pixie design display, either female (instar 1), male (instar 2), or sumo (instar 3). The three pixie instars are all mature adult forms and represent a radical form of sexual dimorphism. Pixies have no special abilities, although equipment can provide venom or armor.

Each pixie gets one equipment card. Pixies also have two appendage pairs, arm and leg. These cannot be altered and are pre-printed on the pixie displays.

Set dexterity to the maximum value listed on the pixie display. (Pixies have no instinct rating.)

Pack bugs. A pixie may designate one leg- or furcula-equipped bug (one with no jumpers or wings) to be their pack bug; this bug need not be controlled by the same player. A pack bug can carry four pieces of equipment. Place a "PixiePack" card next to the pack bug's display, and place four equipment cards in the "equipment" spaces. In combat, the equipment is entangled or destroyed as extra limbs, in front of the pack bug's own limbs. (However, envenomed weapons hitting the pack will still poison the pack bug as usual i.e. if the damage is equal to or greater than the defense roll.) The pack itself cannot be damaged or destroyed.

PIXIE EQUIPMENT



Technological Weapon

Weapon damage. Most pixie weapons do not add the pixie's instar to damage. This is indicated by a wrench symbol.

Ammunition. Pixie projectors follow the *Insecta* ammunition rules (5.34), but pixies cannot regenerate ammunition for any weapon besides the pixie bow.

Bow. A front-firing needle-sharp projector weapon. The target's instar may not be used for defense, only its armor, if any. The bow may only hit a single target. If the shot misses its target, it may hit another creature in the hex – roll an attack against each creature in the hex, from largest to smallest (choosing randomly in case of a tie) until the bow hits a target or until every creature has been attacked. During ecdysis, a pixie who hasn't left the chamber automatically replenishes bow ammunition (by collecting the spent arrows from the battlefield).

Shotgun. A slow front-firing projector. When a pixie fires a shotgun, the shotgun and the pixie's arm are immediately entangled. The arm will disentangle in this round's automatic effects stage, the shotgun in the following round. This rule allows the shotgun to be fired every other round, to reflect reloading.

Flamethrower. This uses a pressure tank of Greek fire (napalm), bellows, slow fuse, and valve. The flamethrower is a range 1 projector: It can only hit creatures at *exactly* range 1. Unlike normal projectors, a pixie at ground level can fire a flamethrower at a hovering creature in its own hex, or vice versa. (The range is 0 hexes plus 1 for hovering; see 5.33). They cannot fire into their own hex at the same level. Flamethrowers automatically hit everything in the target hex and level; no attack roll is necessary.

Sword/shield. This card is a normal close-combat weapon, but also gives the pixie an armor value of 1 against all attacks *except* from the rear (including projector attacks from the rear). The armor does not work if the sword/shield is entangled.

Medkits. During ecdysis a pixie can regain 3 lost dexterity points by expending one medkit. An alternative use for the medkit is to remove

one parasite from a bug. This operation is always successful, but the bug loses 1 die of dexterity. Discard the medkit after use. A pixie may use as many medkits in a single ecdysis phase as are available.

PIXIE SPECIAL RULES

Instinct. Pixies have no instinct value. They automatically succeed any instinct roll and have a higher instinct than any bug.

Arms. A pixie's arms enable it to use equipment, and can be used to attack on their own, even while carrying things.

Damage. Hits to a pixie's head or abdomen go directly to dexterity. Damage to appendages first goes to equipment. Two points destroys an equipment card, 1 point has no effect. Further damage to appendages goes straight to dexterity—a pixie's arms and legs cannot be torn off. Pixies are killed when their dexterity reaches zero.

Entanglement. For purposes of entanglement, an equipment card counts as a limb card. Pixies entangle from top down, and disentangle from bottom up; they have no abdomen to entangle. Entangled equipment or arms can't be used for anything or exchanged (see below).

Pheromones. Pixies are immune to pheromones, but like vertebrates they are affected by all venoms and their side-effects, including venoms that act as pheromones.

Equipment exchange. In any round, a pixie may exchange equipment instead of making a close combat attack. This allows the pixie to put down and pick up one piece of equipment, or to swap one pair with another creature in its hex. The pack bug or pixie exchanged with (if any) must be either consenting or inactive, and does not lose its attack. Any equipment exchanged cannot be used for any purpose during the current round.

PIXIE RIDERS

Mounting. A pixie in the same hex as a consenting or inactive bug may mount it by spending a whole move climbing aboard. This could occur because the pixie started the movement stage in the hex with the bug, or the bug could move to the pixie, who then gets on. The bug must be at least as big as the rider. Remove the pixie from the map and place it on the mount's head card, on its mutant display. The pixie may not move again until it dismounts. A pixie may *not* mount another pixie.

Movement. If the mount is the same instar as the rider, the bug's maximum jump and flight speed are reduced by two. Larger mounts are not affected, and crawl speed is always the same. The combination is treated as one unit for all movement and targeting purposes (including battle frenzy and blocking tunnels). The rider always faces the same way as the mount, otherwise they do not affect each other's attacks. The mount may not attack the rider, but must include it as a frenzy target anyway. The rider may attack the mount.

Targeting the unit. Riders cannot be directly targeted. If the mount is hit in the head, the damage goes straight to the pixie and none to the mount; if the mount is hit in the appendages or abdomen, it takes the damage normally. (Note that if the mounted bug takes a hit from a close combat weapon in its front arc, it can choose to take the damage to its head—which will go directly to the pixie—or to its appendages.) Entangling weapons always hit the mount. Bows and tongues ignore this whole paragraph and treat the mount and rider as separate targets.

Dismounting. The rider must spend a whole move to dismount. The pixie ends up back on the map in the same hex as the mount, facing any hex side desired. If the mount is hovering, the pixie tumbles to benthic level. If either the rider or mount is incapacitated, the pixie dismounts immediately (no stirrups).

Riding pack bugs. A pixie may ride a pack bug. The pixie itself reduces the pack bug's carrying capacity by two, and any equipment the pixie carries lowers the pack bug's capacity by one. A pixie may only mount a pack bug if the bug has enough carrying capacity.

ECDYSIS

Pixies do not eat, molt, metamorphose, regenerate limbs or equipment cards, or perform any ecdysis actions other than exchange equipment (as many times during ecdysis as desired), replenish bows, and use medkits. Dead pixies become food, just like bugs. At the end of the ecdysis phase, before Hive movement, the pixie must decide what equipment it will carry into the next chamber, and whether it is riding or walking.

Pixies escaping the Hive may select new equipment for themselves and any accompanying pack bugs before re-entering.

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Special Thanks To:
Michael R. Lewis, PhD
Neuropharmacologist ("Dr. Toxin")
Invaluable research data on arthropod poisons

Dr. Steve Buchmann
Carl Hayden Bee Research Lab
Data on bees and their venoms

All the players who participated in the many test sessions at Gamer's Haven in Tucson

The heroic late-night testers at Orccon 20

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Bigger. Meaner. Uglier.

There are things in the tropics a desert bug never dreamed of. Giant hissing cockroaches, spraying acid at their foes…parasitic wasps, whose eggs hatch in the bodies of their prey, eating them alive…huge tarantulas, bursting out of hidden lairs…mind-controlling worms, reprogramming their insect hosts…insidious plants, luring hapless mutants to a death by slow digestion…

And that's just the start. In the rainforest you'll fight the largest, most menacing bugs on earth. Armored spiders, cyanide-armed millipedes, army ant soldiers, killer bees, egg-stealing thief ants, hercules beetles, and dozens more. At the end of it all wait your deadliest enemies—the poison dart frog, whose touch can kill a human being; the armored, uncannily accurate chameleon; and the monstrous scaly anteater.

The odds are against you, but the mutant band gets some new tricks too. Venoms now cause side-effects, from neural interference to limbs falling off. New design cards add chemical warfare and extra head options. If these aren't enough, invite along some pixies—tiny humanoids armed with swords, bows, shotguns, even flamethrowers.

If you've conquered the desert, your next stop is the tropical challenge of the rainforest. But be careful, because…

It's a Jungle Out there!

The *Rainforest Expansion* is a supplement for *Insecta Second Edition* that expands the game to encompass the tropics. It includes a replacement Hive deck with new jungle creatures, new mutant design cards, and extensive rules modifications for the rainforest environment. Also provided are complete (but optional) rules for pixies, with design displays and weapon cards.

New rules and components cover poison flingers, armored wings, stink glands, trapjaw triggers, sticky tongues, horrifying new venoms, exploding bugs, blood-sucking fangs, samurai sickle mandibles, and more.

Game Components

4-page rules annex	2 pixie displays
80 Hive bug cards	15 pixie design cards
13 bug design cards	Assorted markers and counters
11 venom cards	

Rainforest is Sierra Madre Games' trademark for its game of bug-to-bug jungle combat.

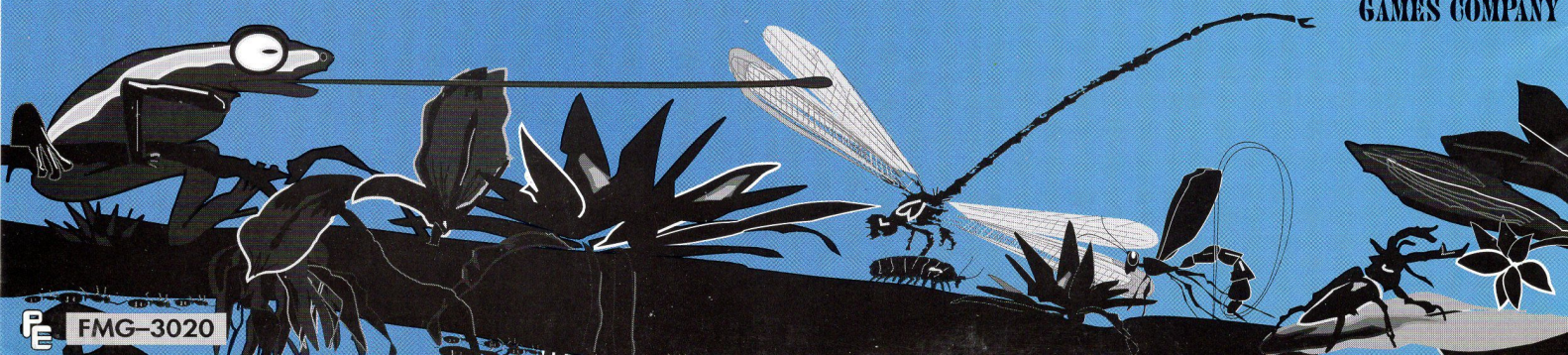
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