

**BERSERKER
EXPERT
SYSTEM**

BERSERKER EXPERT SYSTEM

Nearly 50 years ago, Fred Saberhagen created one of the most vivid and impressive space fantasy novels of all time. His inventiveness is amazing at times; he injects his stories full of ideas that had never been used before his books and still rarely after. From the impossibly large sentient killing machines to the squabbling Human factions, Saberhagen captured our imaginations.

Fast forward to the 80s and a game company called Flying Buffalo is producing a board game based on the series. What they made is a feat of accuracy, everything in the game matches the books wonderfully. Their interpretation of the ships couldn't be more on point. I'd go so far as to say their rules for the Ram ships and the C+ Cannons even gave me a better understanding of Saberhagen's actual books.

But Proud Mammal isn't here just to tell you how great these things are. We want to show you. But don't want to *just* show you, we want to make sure you experience it as it was intended, as a duel to the death against an evil AI bent on your destruction.

We created the Berserker: Expert System modification as a kind of means to an end. Both of us want to play this game, but very few people remember this game and fewer still have the time of day to learn and play an older style game like Berserker. So we thought, if there's no one else who wants to play, why don't we just play with ourselves? (Wait that came out wrong, retrying) If there's no one else who wants to play, why don't we just play with an AI, just like the original story intended.

Thus the Expert System was born, an exercise in machination that should offer even the most hardcore gamer a challenging, randomized, and fun encounter. The final version of the Expert System basically took the core Flying Buffalo game and tweaked small things to ease and speed along the games, then added a bloodthirsty AI to boot.

So get to it gamers, unlock the display case holding your copy of Berserker and give our Expert System a try. We know you'll have a good time.

-Sincerely, your friends from
Proud Mammal Games
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1. Introduction

If you've come this far, it's pretty likely that you already know what Berserker is and how to play the Base game, so these sheets won't go too in-depth into lore or rationales for why things work the way they do. Despite this, these rules will still include everything a complete novice will need to know to play the game in both VS. mode and against our Expert System Berserkers.

2. Game Components

Base Game

Rules Booklet

Map

Berserker Tracking Sheet (obsolete)

1 Six-sided Die

9 Triangular Berserker Counters

240 Die-cut counters

Berserker: Expert System Additions

Berserker: Expert System Rule Book

Berserker Tracking Sheet 2.0

Earth Tracking Sheet

Berserker Expert System Command Sheet

Map – The Map is divided into two sections. For the purposes of Berserker: Expert System, we'll only be using the Strategic Map. The larger map size, the creases the map is folded on, and the angles of the hexes are necessary for both our AI system and for a fairer match.

In setting up for a Berserker: Expert System match, place the Berserker on the furthest left hex that has a crease. Earth should be placed directly right of the Berserker, preferably on the intersection of the other 2 map creases, but there is some mutability there. All of Earth's forces begin the game on Earth, either stacked on the map or placed in Installations on the planet sheet.

Counters – All of the counters you'll need for this total conversion mod are included in the base game. The only difference is that you will use a few of them for alternate functions. Listed below.

Custard Pie Counter – Used to represent Qwib-Qwib after he's been produced.

Planet Counters – Used as markers on the new Earth Installation Tracking Sheet.

Berserker Cruisers Counters – Used as markers on the new Berserker Expert System Tracking Sheet.

3. Turn Sequencing

The turn sequencing in Berserker: Expert System is mostly the same as it is in the base game. Below you will see the phases and what each phase of the turn means. In each turn, first the Berserker will complete the sequence, then the Humans will complete the sequence. Repeat until a winner is decided.

1. **Production Phase** – The Berserker completes this phase on its half of the turn and partially on its opponent's half of the turn. Humans only complete this phase on their half of the turn.
 - a. The Berserker will repair on both its own Production Phase and on its opponents. Robot Allocation, Creating Nukes and Boarding Damage will all only occur once per turn.
 - b. During this Phase Humans may rearrange their ships on the planet's surface (moving them into and out of the Installations and Production Zone). Next, Humans can launch ships into space, or land them on the planet (simultaneously). Landing ships must have ended their previous turn atop Earth on the map. Finally, Humans activate their Production action and create new ships based on the value of ships in the production zone.
2. **Movement Phase** – The active side may move their ships up to the maximum distance allowed by each ship's movement stat.
3. **Defensive Fire** – The inactive side (the side that did not just move) has a chance to defend their ships. Each ship of theirs that is in shooting range may shoot the maximum number of times allowed by their ship. Rams ships that share a space with their target may resolve their ram attack as a defensive fire.
4. **Offensive Fire** – The active side may fire all weapons that are in range of an enemy. C+ and Nukes resolve first, followed by ram ships and Qwib-Qwib, and finally beam attacks.

Simple enough, but below you'll see a full lay-out of a single turn to help you understand when certain actions occur.

One Turn: **First Active side is Berserker. Second Active side is Human. Both sides of the fight will be taking action during the Human Production Phase.**

1. **Berserker Production Phase** – First the Berserker Expert System rolls dice to calculate its tactics for the upcoming turn. The Berserker then moves their robots around, produces Nukes, repairs and takes boarding damage.
2. **Berserker Movement Phase** – The Berserker moves any/all of their units.
3. **Human Defensive Fire** – Humans fire on any in-range Berserker units. C+ and Long-Range-Laser have no defensive fire capability.
4. **Berserker Offensive Fire** – The Berserker finishes its active phases by shooting its weapons. This is the only phase in which a Nuke can be activated.
5. **Human Production Phase** – The Berserker repairs. The Human may now reallocate their ships that are landed on Earth (the Earth Installation Tracking Sheet). Then any ship on Earth may be launched into space, and simultaneously

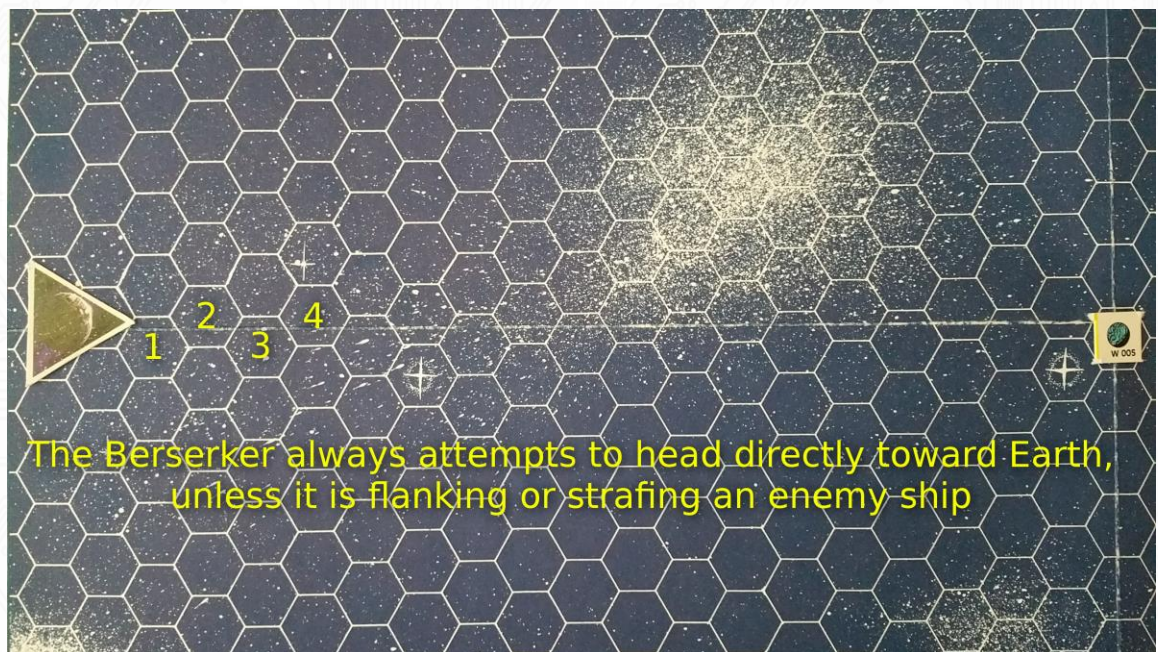
any ship on the map (directly atop Earth) may be landed in the Production Zone. Earth Production then takes place.

6. **Human Movement Phase** – The Human moves any/all of their units.
7. **Berserker Defensive Fire** – Berserkers fire on any in range Human units. Nukes may not be used as Defensive fire.
8. **Human Offensive Fire** – The Human finishes out the turn by shooting their weapons. This is the only phase in which C+ Cannons and the Long Range Laser can be fired.

4. Know Your Berserker

Knowing both how to play as the Berserker and how to play against it is a combination of strategy and experience. The following section will primarily describe how Berserkers work in the Expert System AI, but some strategy for VS. mode is also present.

Movement – Berserker movement is a little more difficult to comprehend than human movement because Berserkers take up more than one space on the map. When a Berserker moves, and the player is using the Expert System AI, all sections of the ship **MUST** move 1 hex for each movement point being used. The Expert System Berserkers always move toward the center fold line. If the Berserker is above the fold line, then it will always move forward and down. Likewise, if the Berserker is below the center fold line, it will always move forward and up. Repeat this until the Berserker is out of movement points, or until a flank or strafe maneuver is engaged.



Human Players may pivot their Berserkers by only moving 2/3s of the ship, but so long as ANY part of the Berserker is moving it counts as one movement being expended.

Berserker basic movement is also a changing number based on the Berserker's Health. From the health starting point "No Damage", all the way to 31 Damage, the Berserker can move 4 hexes. But if it drops to 30 or below, the Berserker slows to only 3 hexes per turn.

Guns – The Berserker's guns deal 3 damage to the Earth with each shot and will instantly destroy any human ships in a single successful hit. For each gun currently manned by a Gunner Bot, the ship can shoot once, up to a maximum of 6 times when all guns are manned. The Berserker's Guns function a bit like their movement in that at certain damage thresholds a gun (and any bot that is manning it) will be destroyed and the Berserker's combat ability will lessen. This loss of gun and gunner occurs with every 10 damage sustained (51, 41, 31, 21, and 11 respectively). When Damage is repaired above the threshold, the guns can be restocked with Gunnery bots.

Health/Damage – As stated before, the Berserker's health is important to keep high. The more damage the Berserker receives, the slower it'll move and the less shots it can make each turn. A Berserker's health can be replenished by Repair Bots during the Production phases of each turn. On the Berserker Tracking Sheet, begin the Berserker's health at the "No Damage" slot.

Robot Population – A Berserker's Robot Population is very similar to its health, in that if a Berserker is reduce to 0 Robot Population, then it is no longer functioning and is destroyed. In Berserker: Expert System, the likelihood of a Berserker losing on Population is quite low due to the changes in Boarding Combat. But it's important to note nonetheless. Repair Bots can replenish Robot Population.

Repair – A Berserker has the ability to repair itself during both Production phases of a turn. The total number of Robots devoted to repair divided by two is how many points of health/robot population that can be restored (For Example: 4 Repair Bots can repair 2 damage OR repair 2 robots OR repair 1 damage and 1 robot during the Production phases of the turn). Any combination of Damage and Robot Population may be healed by a Berserker player, but AI Berserkers have specific needs and will prioritize whichever type of damage the Expert System assigns them.

If there is an odd number of repair bots, roll a die for the odd-bot-out. If the result is 1-3 then repair 1 extra damage point or 1 extra robot in the Robot Population, but if the roll is 4-6 the odd bot's input is wasted and nothing is added.

Repel – Each Human ram ship leaves 1 attacker on board the Berserker after it

runs into the ship. Track these attackers on the Repel chart on the Berserker Tracking Sheet (using the counter labeled “Boarder”). Boarders do 1 damage per turn, per Boarder on the Berserker. Berserkers may allocate Robots to deal with the intruders; each robot sent to deal with the boarders will die, but it will take 1 Boarder with it (for example, it takes 4 repel bots to get rid of 4 Boarders). *Make sure to lower the Berserker’s Robot Population tracker when this type of combat occurs.*

Repel bots may be placed preemptively to deal with Boarders the instant they enter the ship. But also, Boarder attacks happen as the last part of a Berserker’s Production Phase, so Repel bots can always be placed before damage is done.

Nukes – Berserkers have the ability to produce either nuclear missiles or Berserker Cruisers on their turn (but never both types during a single game). Nukes travel at exceptional speeds and deal immense damage, but the Berserker must damage itself to make these weapons. A permanent 5 damage (cannot be repaired) must be sustained by the Berserker to create a nuke (I.E. a full health Berserker that creates a nuke would be reduced to 56 maximum health – “No Damage” Minus 5 = 56).

Nukes are only used to target Earth, but they move an astonishing 6 hexes a turn and when they ram into Earth, they do 10 damage and destroys up to 10 points worth of Human ships on Earth as well. They have the same evasion stats as the Human Ram. Berserker: Expert System’s AI Berserkers will only use nukes. Use the Berserker Cruiser Counter to track them on the map.

When the Nuke hits Earth priority on target is the Earth Shield, then evenly distribute the rest of the ship damage to 1. Installed C+ Cannons, 2. Production zone C+ Cannons, 3. Production zone Ram ships.

Cruisers – Player controlled Berserkers can create Berserker Cruisers. They are the same as Human Cruisers in every way except one. These bad-boys can fire 3 times in a single turn. The Berserker must sacrifice a permanent 5 health per Cruiser they create. The Cruiser also requires 2 Robots to run, 1 to fly and 1 to shoot, so the Robot Population must also be decreased by 2 when a Berserker Cruiser is launched. This is not a permanent loss of robot population; they may be repaired on the next production phase.

5. Human Ships

Humans Ships have 4 main stats: Evasion, Damage, Movement, and Production Value. Some of the ships also have special abilities that activate under specific conditions. All ships (except Qwib-Qwib) have their movement and their production value marked on their respective counters.

Rams – Ram ships only attack strategy is to run into the hull of the enemy ship. In the game to attack with a Ram ship, it must move on top of the Berserker ship that it's attempting to strike, and then survive a defensive fire phase. If the ram survives the defensive fire, it will automatically deal 1 damage to the ship, and if the ship is the Berserker, will place 1 Boarder on the Berserker Tracking Sheet. Rams are destroyed on impact with their enemy. Each Ram Ship may only attack once. Rams have no main guns, but their movement is a 3 and their production value is a 1. No more than 20 ram ships may be fielded at one time, but ram ships occupying Shields and Production installations do not count towards that total.

Ram ships may also be used against other ships and even Nukes. If a ram ship successfully hits something other than a Berserker, then it is immediate mutual destruction for both ships. There is no boarding combat against anything other than Berserkers. Being on top of another ship during the human offensive fire or human defensive fire constitutes hitting for a Ram ship.

Cruisers – Cruisers are all around good ships. They have a range of 6 on their shots, they do 3 damage per blast that hits (attack once per turn) and they're difficult for Berserkers to hit. They can move up to 3 hexes per turn and their production value is 10.

C+ Cannons – C+ Cannons are the workhorse of the Human fleet. They have infinite range, and deal massive damage but they can be hard to aim and it's detrimental to use their highest power shells in close proximity to other ships. When a C+ is on a hex by itself, its shots will deal 10 damage, but if it's sharing its hex with another unit the ships use modified shells that won't hurt their hex-sharing allies – these narrow corridor shells only do 5 damage when they hit a unit. If there is more than 1 ship on the hex that is hit by the C+ cannon, all damage is split as equally as possible.

A shot from the C+ has to travel along the hexes in a straight line. To determine where the shot will hit the player must roll a die. Take that number and count out that many spaces in front of the Cannon. At the point where you stop counting from the die the C+ shell enters flight space and skips 2 spaces before landing back in real space. Continue this pattern of skip-skip-hit until the projectile has either hit a unit or left the map. The shell can only hit targets when it's in real space. If the shell hits a target before it ever enters flight space, then it only deals damage equal to distance it traveled. C+ cannons can move 2 hexes each turn, and their Production value is 5.



If a C+ Shell that entered flightspace strikes Earth, it will destroy Earth immediately and the Earth Shield cannot block the attack. Be Careful if you're going to try for that trick shot.

Qwib-Qwib – The Qwib-Qwib is an experimental Berserker Hunter-Killer. The Red Race originally designed it, but it was left to deteriorate for several millennia. Lucky for us, the defunct technology has recently been discovered by Human Explorers and its strength as an Anti-Berserker weapon is obvious. Humans can attempt to resurrect the Qwib-Qwib using the Qwib-Qwib Research Installation on Earth.

The Qwib-Qwib is a survivor. It has the ability to enter flightspace and dodge the first shot that would hit each phase (Qwib-Qwib may enter flightspace twice in a single turn, once during Berserker Defensive Fire and once during Berserker Offensive Fire, so long as it's getting shot at). When Qwib-Qwib enters flight space it can move up to 6 hexes immediately. Flightspace may be used once during each phase of each turn.

The Qwib-Qwib also has a special weapon that deals 3 damage on hit, but if there is more than 1 ship in the target hex, that damage can be spread between those ships. All ships except the Berserker can only sustain 1 damage. Qwib-Qwib's shots will not do friendly fire damage.

Qwib-Qwib doesn't have a counter in the base game, so use the Custard Pie to represent it on the board. Qwib-Qwib's normal movement distance is 3, has the same evasion stats as a Cruiser, and its production value is 30. Only one Qwib-Qwib may be on the board at any time.

6. Ranged Combat

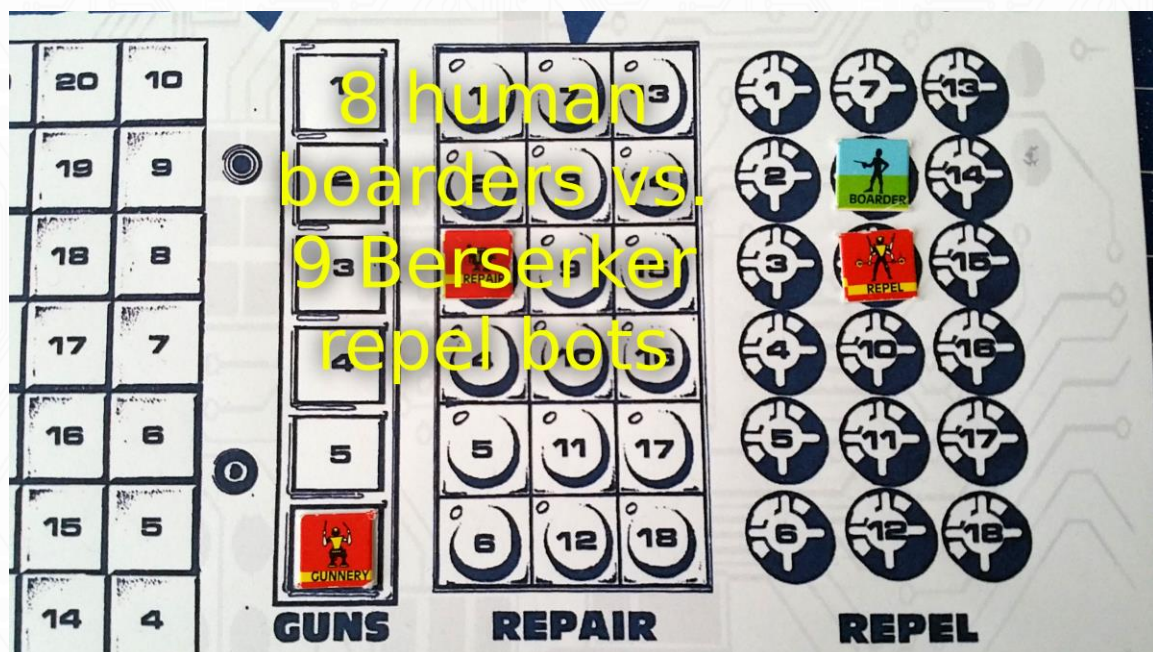
All ships have a maximum range of 6 hexes. No ship can shoot further than that. The Long Range Laser Installation on Earth has a range of 12, but it is very difficult to land a shot at those ranges.

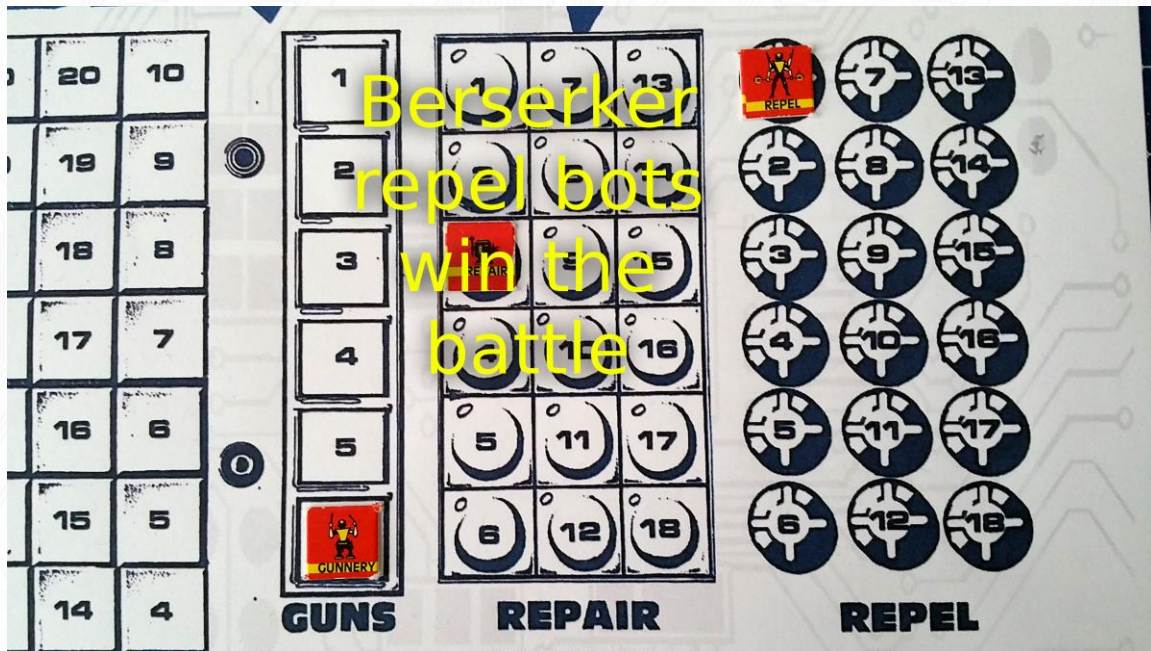
As ships are getting shot at, they're constantly evading. There is an Combat Table on the Berserker System Tracker. If an attacking roll is equal to or less than the number shown on the chart for the given range (one hex away from the shooter all the way up to and including the hex occupied by the target), then the shot is a success and the target is hit.

7. Ramming Combat

There are two ramming ships in the game, Human Ram Ships and Berserker Nukes. Vehicles that ram must be sharing a space with their intended target. They may both target any type of ship, but to activate their special abilities a player must ram the correct target. Human Rams must wait until the human offensive attack phase or human defensive fire phase and share a hex with the Berserker to initiate their actual ram damage and entry into boarding combat, and Berserker Nukes must share a hex with Earth on the Berserker Offensive attack phase to damage Earth and its Installations.

Human Rams deal 1 initial damage when they strike their target then deposits a Boarder in the hull of the Berserker. For each turn that a boarder is on a Berserker it deals 1 more damage to the Berserker from inside. Boarders can be eliminated by the Berserker through allocation of Repel bots.





Berserker Nukes deal 10 damage when they hit a target. The Expert System AI will only target Earth with nukes, but in VS. mode any hex may be targeted. If the target hit is a stack of ships, the damage is split equally amongst the ships, friend and foe. If the target is Earth, 10 damage is done to Earth itself and 10 additional Production Value worth of ship damage is done. Removing up to 10 points worth of ships from any location (the Expert System Berserker will prioritize the Earth Shield Installation first, then high value ships second).

8. Earth

Keep track of Earth's Health and Installations on the Earth Installation Tracking Sheet. Earth begins each game at max health by placing a planet counter on "No Damage". Earth has no innate guns or defenses, but Human players can land ships on the planet to fill Installation slots to unlock strong powers. Berserker Gun Fire may not target ships that are landed on the surface; instead the Berserker must utilize Nukes if they want to dismantle Earth Installations.

Earth's Production phase has 2 distinct parts. First is reallocation, much like the Berserker, the human player moves around their ships. Ships in Installations on Earth may be launched to space or moved between the different Installations. Ships on the same hex as Earth on the map may be landed into the various Installations on Earth. The second and final part of the Production phase is Earth's actual spaceship production, where new ships are created.

Earth Shield – The Earth Shield is activated when 5 ram ships are landed in the Earth Shield's Installation section. The shield gives Earth a damage reduction and also decreases the range at which it can be targeted by weapons. Berserkers must be within a 4 hex range to attack Earth when the shield is active. The Earth Shield also prevents the first 2 damaging shots Earth would take each round. This does not protect against a Nuke. Ram ships installed in the shield do not count towards the 20 deployed ram ships limitation.

Long Range Laser – The Long Range Laser is activated when 2 Cruisers are landed in the Long Range Laser's Installation section. The Long Range Laser can fire 3 times each turn at a range of up to 12! When the Long Range Laser attacks a target within the first 6 hexes, the target's evasion values are same as the values found on the normal evasion/combat chart (with the exception of ships that have a 0 at range 6... these ships evasion values are adjusted up to 1). The final 6 hexes in the Long Range Laser's firing range all require a roll of 1 to hit their target. See an example below.

Qwib-Qwib Research & Progress – The Qwib-Qwib Research Installation is activated by landing at least 1 C+ Cannon in the Installation. This is the only installation that can run at half capacity, it doesn't require both slots to be filled to be operated. Roll a die during the Earth Production phase for each C+ Cannon Installed in the Research area, for every 1 that comes up on the die put a planet counter on the Qwib-Qwib Progress bar. When the Progress Bar fills up (a total of 3 counters) Spawn a Qwib-Qwib in your Production Zone.

Production Zone – The Production Zone on Earth is the place where you'll spawn new ships. There are 10 empty spaces in the Production Zone. For each space that is filled you get 1 point of production. Then for Each C+ in the Production Zone, roll a die, every 1 or 2 on the top face of the die adds an extra production point. For each Cruiser in the Production Zone, roll 2 dice, every 1 or 2 also adds an extra production point.

The production points that are earned each turn cannot be saved up or carried over to the next turn. They must be used immediately during Earth's Production phase.

Be mindful to keep at least 1 empty space for each production phase, if you have too many ships in the Production Zone, then the new ships won't get created. This goes for the Qwib-Qwib too, be vigilant at keeping your production flowing, so you don't have a useless production phase.

9. Victory Conditions

The win conditions of Berserker: Expert System are more simple than in base Berserker. All a Berserker has to do to win is destroy Earth. At that point all hope is lost. For Humans to win, they must destroy every Berserker ship in the system.

10. Berserker: Expert System & Single Player Scenarios

A Berserker's logic processor is based on radioactive decay in their command core. The decay randomly pings particles around in the Berserkers reactor and the Berserker parses these randomized particles as data entry. It makes them entirely unpredictable in battle, and it's what the Expert System was created to emulate. The Berserker Expert System utilizes random chance in the roll of a die to vary the actions of the Berserker and create a powerful robotic menace for you to fight. Now the Berserker Expert System is here, Earth is in the sights of these horrific robotic killers, and you're the only hope we've got.

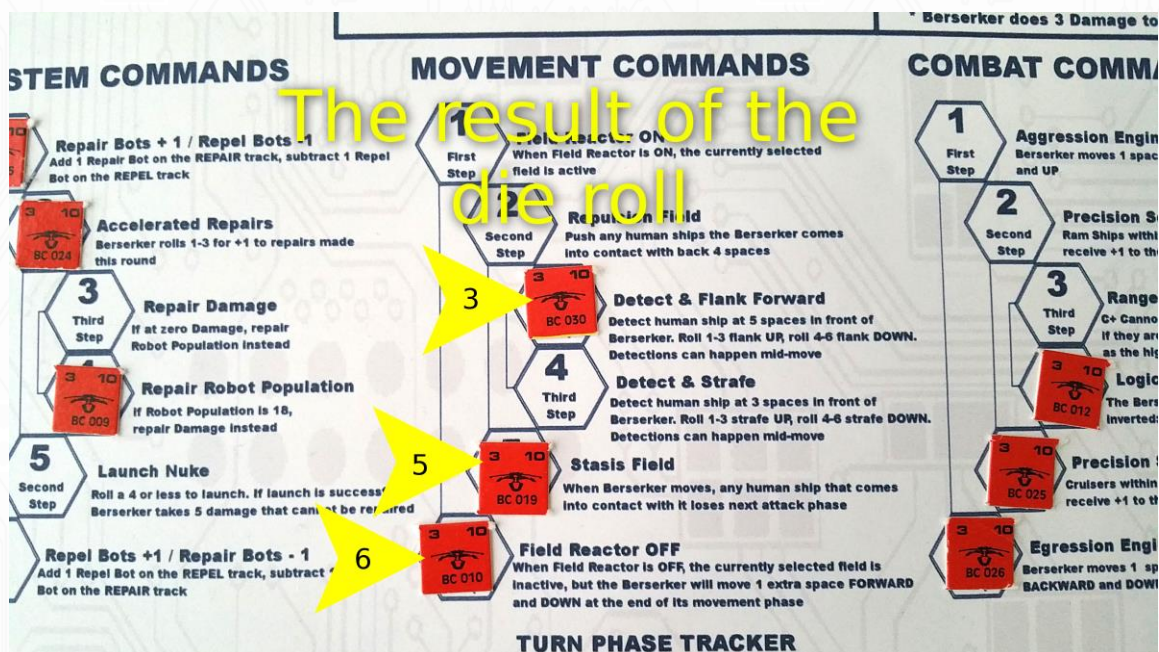
Expert System

The Expert System itself is a command structure that automates the actions of the Berserker. Every thing the Berserker can possibly do on a turn is referenced in the System. Each phase of the game where the Berserker acts is laid out in the Expert System (Berserker System, Berserker Movement, Berserker Offensive Fire, Earth Production, and Berserker Defensive Fire).

When using the Expert System, set up the Berserker Tracking Sheet to display a Berserker with "Zero Damage", 6 Gunnery robots, 6 Repair Robots, 6 Repel Robots, and 18 total Robot Population.

Command Tracking Sheet

At the end of this rulebook is a printable Berserker Expert System Command Tracking Sheet. This sheet will show you which actions your Berserker is taking during each phase. To find out which Commands currently apply to the Berserker, roll a die. Every side of the die that you can see (the top, and the two sides that face you) will get marked on the sheet. All die rolls will give you a First, Second and Third step for each set of commands (players may fill in the command steps by rolling the die once apiece, or just one time and using the values for all sets of commands). Make sure to do the steps in numerical order: step 1 (1 or 6), step 2 (2 or 5), then step 3 (3 or 4). Use Berserker Cruisers or Planet Counters to mark which commands are active.



The following sections will discuss what the Berserker does during each of its phases, show each command possibility and give a short description of what those commands mean for the Berserker.

Berserker System Phase

During the System Phase, the first thing a Berserker does is re-arrange the robot population of the ship. If a Berserker's population exceeds the number of its currently

assigned Robots, it'll always Prioritize Guns first, then Repair. System Commands will further distribute the Robots between Repair and Repel slots.

Secondly the Berserker will have a random chance to either spawn a nuke weapon, or gain a bonus point of damage repair.

Third and finally in the System Phase, repairs will occur. The Expert System will determine if Damage or Robot Population is of higher priority, then that will be repaired as high as possible. Any left over repair points will go into the lower priority damage type.

System Commands – These actions occur during the Berserker System Phase.

1. Repair Bots +1 / Repel Bots -1: This simply means to raise the number of repair robots by one and lower repel bots by one. Robot Population remains the same.
2. Accelerated Repairs: This gives the Berserker a chance at a bonus repair.
3. Repair Damage: The Berserker simply prioritizes Damage repairs over Robot Repopulation. If Damage is zero, then repair Robots instead.
4. Repair Robot Population: The Berserker prioritizes Robots repairs over Damage repairs. If Robot population is full, then repair damage instead.
5. Launch Nuke: Gives the Berserker a Chance to launch a Nuke. Nukes controlled by the Expert System travel to Earth on the shortest possible route.
6. Repel Bots +1 / Repair Bots -1: Raise number of repel bots and lower number of repair bots.

Berserker Movement Phase

During the Movement Phase, 3 things will happen before the Berserker actually moves. First the Berserker will determine if its Field Reactor is to be turned on or off. If the Field is turned off then immediately move the Berserker Forward/Down 1 hex, then skip the second step.

If the Field is turned on, proceed to step 2. Secondly the Berserker will activate a field before it's move, that will either push humans ships out of the way, or prevent them from attacking, these fields are only active during the Berserker's basic movements, bonus movements do not have the fields active.

Next the Berserker will determine what kind of Detection it's using, and attempt to avoid human ships that may be getting too close.

Finally the Berserker will move. Basic movement is governed by the Berserker's overall damage. At No Damage, a Berserker will move 4 hexes per turn. When a Berserker drops to 31 and less health, that movement value drops to 3 hexes per turn. There are also bonus movements that the Berserker can get: One move that happens during the movement phase, and another 2 that can occur during the Combat phases. But those don't count towards basic movement totals.

Movement Commands – These actions occur during the Berserker Movement Phase.

1. Field Reactor On: This turns the second step Fields on (Repulsion Field and Stasis Field). Has no other effect.
2. Repulsion Field: Pushes any human ship the Berserker comes into contact with back 4 spaces (back means towards Earth).
3. Detect & Flank Forward: Detect human ships at 5 spaces in front (in front means a 180 degree arc from the top of the Berserker to the Bottom, front being towards Earth). Then if there is a human ship in that range, roll to determine if the Berserker moves up and to the right or down and to the right. (flanking is a diagonal move)
4. Detect & Strafe: Detect human ship at 3 spaces in front of the Berserker. Then if there is a human ship in that range, roll to determine if the Berserker strafes up or down. (Strafing is a lateral move, directly up or directly down)
5. Stasis Field: If the Berserker comes into contact with a human ship while the stasis field is active, that ship may not attack on their next attack phase.
6. Field Reactor Off: The Berserker turns off their fields and gains a movement boost. Move the Berserker once, forward/down.

Berserker Offensive Fire and Berserker Defensive Fire

Despite the fact that these commands apply to two phases of the turn, the player will only roll for these once. The Berserker will run through the steps on both Offensive and Defensive phases.

The first thing the Berserker does is activate an engine, which will either move it Up/Forward or Down/Back. Then it activates one of two precision scanners that allow the Berserker to target the tiny human ships easier. Third, the Berserker chooses to either target C+ cannons or the smaller more nimble ship of the fleet. And finally, the Berserker actually fires its guns.

Combat Commands – These actions occur during both the Berserker Offensive Fire Phase and Defensive Fire Phase.

1. Aggression Engine: This is a single space movement that occurs during the Berserker's Offensive and Defensive Fire Phase.
2. Precision Scanner A: Ram Ships become easier to hit, by adding 1 to each value in their evasion chart.
3. Range Amplifier: C+ Cannons at ranges 5-8 are treated as if they are at range 4. C+ Cannons can be hit at longer than normal ranges. C+ Cannons become the Highest Priority targets.
4. Logic Inverter: The Berserker reverses their targeting priority. Earth becomes lowest priority, and Rams become highest priority.
5. Precision Scanner B: Cruisers become easier to hit, by adding 1 to each value in their evasion chart.
6. Egression Engine: This is a single space movement that occurs during the Berserker's Offensive and Defensive Fire Phase.

Instant Action

Now that you know how to run the Berserker Expert System. This is the most basic way to play. Simply set up the Berserker Tracking Sheet as described in the Expert System section, then build an army of Human ships with a Production Value of 70. Begin with all of these ships on the same Hex as Earth. Always use Earth Production and Installations in Instant Action combats.

In setting up for a Berserker: Expert System match, place the Berserker on the furthest left hex that has a crease. Earth should be placed directly right of the Berserker, preferably on the intersection of the other 2 map creases, but there is some mutability there.

This set-up will provide you with a reasonable challenge, but if you're truly looking for a trial by fire. Try one of the Special Rules Scenarios.

Special Challenge Scenarios

The Berserkers are more inventive and horrific each time we encounter them. They're unpredictable and often we can't even fathom their tactics until they've already defeated us. This time we have enough advanced warning to know what they're planning. But it's only just enough time to plan our strategy. There's no preventing the attack, we can only try to make sure they don't take the entirety of Earth with them to the grave.

These Scenarios have the same Win/Loss scenario as Normal Gameplay. If Earth is destroyed the Berserker wins. If all Berserker Forces are destroyed the Humans win.

Ginosaji

The Ginosaji, named for the relentless monster of Earth legend, has been seen in hundreds of battles across human occupied space. Despite its prominent presence, not much information beyond its existence is known. Ginosaji isn't the fastest Berserker in their fleet, but it's been said it can heal wounds in seconds. No damage is lasting and it fights with a ruthless persistence that can't be overcome. And now it's here. The first grave threat to Earth since the beginning of the Berserker attacks. Use our newest weapon, Ram Ships, and stop the Ginosaji!

Human Armada Size – Begin with 15 Ram ships, and 10 Cruisers. Earth Production may be used for this fight, but all other Installations are off limits and no C+ Cannons may be created. There is no limit to the number of Ram ships that may be fielded at one time in this scenario.

Berserker's Stats – Codename Ginosaji moves 2 hexes per turn (this number cannot be reduced by sustaining damage, it can be increased by Expert System Commands), has 3 gunner bots (this number cannot be reduced), 18 repair bots (this number cannot be reduced) and 8 Repel bots (this number can be reduced to 0).

Berserker Rules – Do not roll System Commands for the Ginosaji, the Berserker will only repair hull. The Ginosaji only moves in a straight line toward Earth, ignore any flank, strafe or Egression commands. Once Ginosaji reaches Earth Range (or it's combat dice allow it), it will only fire only on Earth.

Astrozombies

The Stone Place has come and gone, but we're still dealing with the fallout of that battle. Things have awoken in deep space, either from the retreating Berserkers or our own C+ Cannons that missed their mark. These things that approach us are almost unrecognizable, but our Berserker experts say they're victims of a Red Race contagion from a millennium ago. Sadly it didn't destroy them, and the only desire they have left is to crush the Badlife. Since they come so soon after our greatest battle, we're unprepared. But we do have a few secrets up our sleeve; it's time to unveil our Installations.

Human Armada Size – Begin the game with 5 Rams, 2 C+, and 7 Cruisers. All Earth Installations and Production may be used but additional C+ ships may not be produced.

Berserker Stats – Place six berserkers on the board, position them on the left side at the edge 2 hexes apart from each other (Never allow the Berserkers to overlap each other during the gameplay either). Each Berserker has 10 health (use the Tracking sheet as 6 separate health bars). They each have 6 guns and that number cannot be reduced. They only move 2 spaces each turn, their movement can only be increased by use of aggression engines (ignore egression engines). They have only their prime AI on board, no robots of any kind. Boarders will not be repelled and repairs will not be performed.

Berserker Rules – Do not roll for System Commands or Movement Commands, these Berserkers are nearly mindless. Do not use separate Combat Command rolls for each ship, each will use the same Command.

Denial of Service

The Stone Place was a disaster for the Berserkers. They didn't know what we were capable of, and we showed them what it meant to come against us. The problem is, we showed them the biggest gun in our arsenal and they immediately began to work towards removing our advantage. They're getting more efficient and much, much more dangerous. We've been warned by our forward scouts, "C+ isn't the answer anymore, repeat, do not use C+ cannons." Unfortunately that was the last we heard from them.

Human Armada Size – 14 C+ cannons. All Earth Installations may be used.

Berserker Stats – This Berserker has normal stats. Use the Expert System as in an instant action game.

Berserker Rules – Use the basic Berserker Expert System for this match. If any C+ Shots strike the Berserker. On the next available Berserker Production phase, split the

Berserker into nothing but Nukes, at half of the normal cost. 1 Nuke per 2 Damage (Rather than the normal 5).

Judgment Day

We've defeated unstoppable monstrosities, a mass of ancient war machines, they've adapted to our greatest weapon... and yet we still destroy them. Despite this, they don't stop coming. More efficient and less forgiving every time, the Berserkers are keeping us occupied. We're stretched thin, nearly to the point of hopelessness, but we can't give up now. The scouts say this one spits out nukes like it's nothing. We can't let them get through! We're the last line of defense and we **MUST** hold the line.

Human Armada Size – 20 Cruisers. Earth Production may not be used in this fight.

Berserker Stats – This Berserker has normal stats. Use the Expert System as in an instant action game.

Berserker Rules – Use the basic Berserker Expert System for this match. Berserker will produce **5 Free Nukes** during its production phases. All additional Nuke produced by System Commands are also free.

Rise of the Machines

It's been 5 years since the Berserkers were last seen in Earth's solar system. We thought they had given up, but we were wrong. They've amassed the largest strike force that's ever managed to get this close. Where we would have seen the full size Berserker ships coming, they've only been creating Cruisers and secreting them into our Asteroid Belt. They believe they have the upper hand, but we believe to secure peace, one must prepare for war... We have ships, supplies and a new weapon of our own to defeat them. It's time to test the Qwib-Qwib.

Human Armada Size – 10 Cruisers, 10 Ram Ships, 10 C+ Cannons, and 1 Qwib-Qwib. All Earth Installations may be used in this scenario.

Berserker Stats – Do not use the Berserker Tracking Sheet or the Berserker Expert System for this match. Instead line up all 30 Berserker Cruisers across the left hand side of the map, this will reach from the top to the bottom, with a few extra to place near the center fold line. They will fly directly at Earth on their movement phase. Try to keep them on the shortest possible route.

Berserker Rules – The Berserker Cruisers will fly directly at Earth. But unlike full size Berserkers, they will prioritize ships within attack range before attacking the planet. Berserker Cruiser's have the same target priority as full size Berserkers.

Negotiation Protocol

War... war never changes, but sometimes our strategies must. Our reliance on conventional weaponry has only led to more dangerous opponents. So we're switching tactics to distraction and misdirection. Earth is kept out of danger by our negotiators who bewilder and slow the Berserkers while we attack them in their confusion. But a Negotiator's yacht was in deep space with only a small escort when it's C+ drives failed. And the Berserkers found her first.

Human Armada Size – 1 Yacht, and 4 cruisers. The Yacht has the same stats as the cruisers except that it has no weapons and is the same priority as Earth in Berserker logic. There is no Earth in this scenario, so instead of the Berserker traveling towards Earth it will instead travel to the Yacht. At certain intervals, backup will arrive to aid in the fight, these ships may enter from any edge of the map. At turn 5, Qwib-Qwib and 20 Rams will arrive. At turn 10, 10 Cruisers will arrive. At turn 20, 10 C+ Cannons will arrive.

Berserker Stats – This Berserker has normal stats.

Berserker Rules – Before each turn roll 2 dice for negotiations. This first die your Negotiator's attempt at reason, and the second is the Berserker's response. If the Berserker's response is the same number or 1 away from the Negotiators roll, the Berserker will not move or fire their guns this round. If the Berserker's response is 2 or 3 away from the Negotiator's roll, play the Berserker as normal. If the Berserker's response is 4 or more away from the Negotiator's roll, the Berserker will move twice as fast as it's Basic Movement points would usually allow.

Since there is no Earth in this Scenario, any place in the Berserker: Expert System where it says "Earth" instead treat it as saying "the Yacht". Keep track of turns using the Earth Damage Tracker (count up).

Win/Loss Scenarios – To win, the player must eliminate all Berserker forces. If the Yacht is eliminated, the rescue mission is called off and the player loses.