

Space Hive

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INTRODUCTION

Space Hive originated as an alternative set of home-brewed rules for the games Space Hulk, Advanced Space Crusade, and Tyranid Attack. It has since evolved into a more "board game" style skirmish combat game for miniatures that can be played on any grid map using 1" squares (or other similarly sized squares; 30mm, 1¼", etc.). Although these rules can be used for battles in open terrain or urban settings, the main focus of this game is combat within narrow corridors and alien hives (so you can still utilize the floor tile sections and many of the counters from the previously mentioned games). This game also includes rules for creating your own troops, so you may use any miniatures that you wish (I have also provided a few sample army lists so you can start playing right away with the miniatures that you probably already have). To play this game, you will need;

- your miniatures
- a grid map with 1" squares* (* 1", 30mm, 1¼", etc.)
- at least four six-sided dice (4d6) per player - possibly more
- marker chits or counters of some kind (coins will suffice)
- printouts of the roster sheet
- pencils and some scratch paper

PLAYING THE GAME

The Dice

This game uses only regular six-sided dice (d6), but some of the die rolls in this game are read differently than rolls for many other games. If the rules call for a roll of "*nd*6" ("*n*" being the number of dice to be rolled), the dice are rolled and the results of all dice rolled are added together (as you would expect). Any modifiers to the roll are added to the total score rolled on all of the dice (so if the rules called for a roll of 2d6+2, the player would roll two dice, add the two scores together, and add a +2 bonus to the total score).

If the rules call for an "attack" roll, or any roll of "*nd*" ("*n*" being the number of dice to be rolled; note that this is not the same as "*nd*6"), each die is rolled and the results are read separately - the dice are not added together. Any modifiers to the roll are then added to every die rolled, increasing each die's individual score (so if the rules called for a roll of 3d+1, the player would roll three dice and add a +1 bonus to the score rolled on each die, but the individual die rolls would still be kept separate).

Troop Quality & Re-Rolls

Every miniature in this game (hereafter referred to as a "model") has a troop quality rating (TQ), ranging anywhere from experienced grunt to seasoned veteran, and so forth (explained later in the section on Designing Your Forces).

After an attack roll has been made (and certain other die rolls as well, explained later in the rules), a model may have the option of re-rolling some of the dice that were rolled for that attack based on the attacking model's TQ (in the event that the initial results of the roll weren't completely satisfactory). A model may re-roll as many of the attack dice as its TQ level, or if only a single die is being rolled, it may be re-rolled as many times as that model's TQ (although there may be occasions when re-rolls are not allowed, but these will be noted in their appropriate sections).

A die does not have to be re-rolled the maximum number of times allowed; if the player is satisfied with the result after only one re-roll, the die does not need to be re-rolled any further (assuming the model in question even has any re-rolls left). However, the new roll must stand, even if it is determined to be less favorable later on. In the case of melee attack and counter-attack rolls, after the attacker has re-rolled as many of the attack dice that he wishes to (up to the maximum number of dice that he is allowed to re-roll), the opponent may then re-roll any of his attack dice that he wishes to (again, up to the maximum number of dice that he is allowed to re-roll - melee attack and counter-attack rolls are explained later in more detail).

SEQUENCE OF PLAY (Turns & Phases)

At the beginning of the game, each player should roll 2d6; the player with the highest roll is deemed the First Player for the remainder of the game, the player with the second highest roll becomes the Second Player, and so on (and any tied rolls should be re-rolled amongst those with the same initial roll).

There are two measures of time in this game; the "turn", which represents the time that it takes to move every model on the game board, and the "phase", which represents an individual player's opportunity to move one "unit" of his models (a "unit" contains between one and six models, and is fully explained later in the Designing Your Forces section). This game uses a "rotating activation phase" system, with each player activating one unit of models during their phase.

When it is a player's phase to act, he should pick one of his units and perform actions for every model in that unit during his phase (resolving any movement and combat for each model in that unit one at a time - this is called "activation", and it is explained in the following section). After a player has finished activating all of the models in the designated unit, the next player does the same thing, choosing a unit and activating all of the models in that unit during his phase.

After each player has had a phase and has activated one of their units, the First Player takes another phase and activates one of his previously un-activated units (assuming he has any left). This sequence of play continues among the players until all of the models on the game board have been activated, at which point the current turn ends and the next turn begins.

Activation & Actions

Every model that is in play (i.e. currently on the game board) automatically has two (2) actions that it may perform when it is activated, and it must perform both of these actions during its activation - a model's actions may not be "saved" until later in the turn (with the exception of the Sentry action, explained later). There are four possible actions a model may perform when it is activated; Move, Aim, Attack, and Sentry.

When a model takes a Move action, it may spend as many Movement Points (MP) as it has available to move around the game board. A model may take this action multiple times, increasing the number of MP that model can spend on movement. When a model takes an Aim action, it may increase the range or the accuracy of the weapon it is about to make an attack with. A model may only take this action once per turn, and it must be taken just prior to an Attack action. Also, it only applies to attacks made with ranged weapons.

When a model takes an Attack action, it may make either a single ranged (or "shooting") attack, or a single melee (or "hand-to-hand") attack, and a model may take this action multiple times. When a model takes a Sentry action, it readies the weapon that it is armed with (either a ranged or a melee weapon), and it gets to attack the first enemy target that presents itself during another player's phase. This action may only be taken once per turn, and taking a Sentry action ends that model's activation for the remainder of the current turn (unless that model is later given an Extra Action, explained in the following section). All of the actions listed here will be explained in more detail later in the rules in their appropriate sections.

Extra Actions

At the beginning of each turn, every player should roll for Extra Actions. In this game, an extra action represents motivation or inspiration from "commanders" or "leaders", or chance opportunities that can arise in the heat of battle that the player can use to his advantage. To roll for extra actions, each player should roll 1d6 and consult the following table;

Total Die Roll (1d6)	Number of Extra Actions
1-3	0
4-5	1
6-7	2
8-9	3
10+	4

As you will notice, the Total Die Roll column goes much higher than "6" (the maximum you could roll on 1d6); this is because "commanders" add a bonus to the die roll for extra actions. In addition to this, "leaders" add additional actions to the total number of extra actions available each turn (details on commanders and leaders will appear later in the Designing Your Forces section of the rules).

An extra action can only be given to a model when it is the phase for that model's controlling player to act, and each model may only be given one extra action per turn; the absolute maximum number of actions that any model may take in a single turn is three (3) actions.

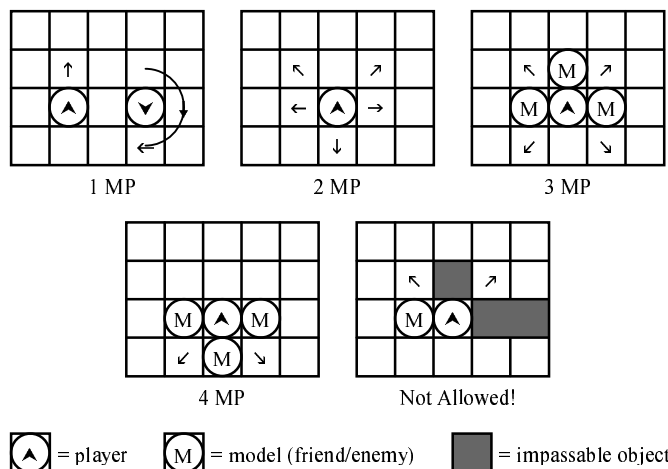
An extra action may also be given to a model that has already acted in the current turn (in a previous phase). This is permitted as long as the total number of actions that the model performs in a single turn does not exceed three actions.

Move Actions: Facing & Movement Points

Since this game is more of a "board" game than a true "miniatures" game, it uses a square grid to map out all movement and distances. All models in this game have a "front" facing (usually this is the direction in which the model is "looking"). A model's front must always be facing towards one of the sides of the square that it is in, and never diagonally to one of the square's corners. Throughout these rules, there will be diagrams and various examples detailing movement, lines of sight, firing arcs, etc. (all of which will be explained later in their appropriate sections). The following symbol will be used to indicate the direction of a model's facing from a top view perspective in those examples. 

All movement in this game is measured in "spaces", and each model can move a certain number of spaces based on the number of Movement Points (MP) that it has available, and also the direction that the model wishes to move in. Moving the model forward one space costs 1 MP. Moving one space to the sides or to the rear costs 2 MP. Moving forward-diagonal one space also costs 2 MP, and moving backward-diagonal one space costs 3 MP. A model may move diagonally between two other models (either friendly or enemy models) for an additional +1 to the MP cost. A model may never move through an occupied space, diagonally between two impassable objects (like terrain features), or diagonally between another model and an impassable object.

A model may also turn and change its facing by spending MP; turning either 90° or 180° (changing the model's facing by either one or two "sides") costs only 1 MP for either amount. The following diagrams illustrate various examples of movement and their MP costs.



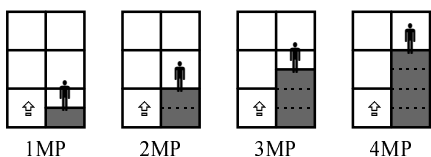
Optional Rule: Ascending & Descending Levels

In addition to the normal linear horizontal movement that is used in most grid-based game systems, this game also has the option of using vertical movement as well.

Each "level" of height uses the same sized "spaces" that are used for horizontal movement, but vertical movement is made in only "half-space" increments, unlike horizontal movement which is made in "one-space" increments. This half-space increment for vertical movement acts as a kind of limit as to how far a model can climb during its activation. If a model does not have enough MP to climb on top of (or down from) the obstacle that it is attempting to scale, it may not make that movement for its action.

However, this only applies to tall terrain features that would otherwise leave the model hanging at some halfway point if it could not complete the movement in a single activation - it does not apply to such things as sloping inclines, ramps or staircases (since a model may usually stop at some point on these types of terrain features, which are also counted in half space increments). In addition, certain obstacles that would allow for partial cover (explained later) are also considered to be only one-half of a space tall.

Moving vertically (up or down) in a one-half space increment costs 1 MP, but this is in addition to the MP cost of any horizontal movement the model may be making (i.e. moving forward one space and up or down one-half space costs a total of 2 MP). The following diagrams show examples of vertical movement and their MP costs from a side view perspective. Please note that the MP cost for any horizontal movement is not reflected in these examples.



Non-Combat Actions

In this game, Movement Points are not only used for moving the model around the board, they are also used to perform various non-combat actions like opening doors or activating various devices or pieces of equipment (instead of actually using a full action to perform these kinds of activities). While there may be occasions when a full action may be required to perform a non-combat action, in most cases it won't be necessary.

The number of MP it costs to perform a non-combat action varies depending on the complexity of the action being performed. Simple actions like opening a door usually cost only 1 MP, but opening a locked door would cost 2 MP. In most cases, it will be up to the players and/or the referee to determine how many MP it will cost to perform a non-combat action.

Aim Actions

All ranged weapons in this game have two ranges; short and long (listed on a weapon's profile as two numbers separated by a "slash" - i.e. "short/long"). Normally, when a model takes an "attack" action and makes a shooting attack (explained later), the maximum distance that the shooter can attack any particular target is out to that weapon's "short" range. However, if the shooter takes an aim action just prior to the attack action, the shooter may attack a target out to that weapon's "long" range.

An aim action may also be used to give the attacking model an additional re-roll (in place of increasing the weapon's range), but this re-roll may only be used for the attack roll of a shooting attack that immediately follows an aim action. In addition, an aim action may be combined with a "sentry" action (explained later), allowing the shooter to either target opponents out to that weapon's long range, or to gain an additional re-roll against targets that are within that weapon's short range (the choice is up to the player, and this choice may be made at the time that a target presents itself).

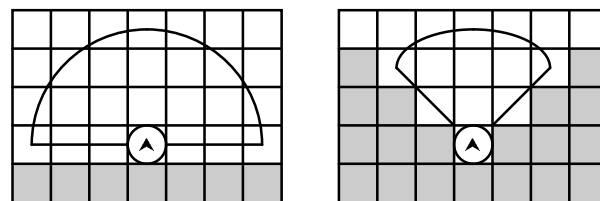
A model may only "aim" once per turn, regardless of how many attacks the model plans to make that turn, and the bonus for aiming (either the increased range or the additional re-roll) may only be applied to the shooting attack immediately following the aim action. Also, an aim action cannot be used to enhance a melee attack.

RANGED COMBAT

The following sections will detail the various aspects of ranged combat (i.e. shooting attacks), including firing arcs, attack actions and attack rolls, the different special effects of various weapon types, and the effects of cover.

Firing Arcs & Line Of Sight (LOS)

The firing arc of a model's ranged weapon depends largely on the type of weapon being used. For most ranged weapons, the firing arc covers a 180° arc directly to the model's front (basically, this includes all of the spaces in front of the model and the spaces directly to the model's sides as well). For "heavy" weapons, the firing arc is more restricted, and only covers a narrow 90° arc directly to the model's front. In either case, a weapon's firing arc continues out as far as the weapon can shoot (out to that weapon's "long" range). The following diagrams illustrate the two different firing arcs.



Ranged Weapon Firing Arc (180°)

Heavy Weapon Firing Arc (90°)

= the model may not shoot into these spaces

Please note that a model armed with a heavy weapon must always use the restricted firing arc, even if the movement penalty for the heavy weapon is negated by powered armor or a gyrostabilizer (or some other factor). Heavy weapons and gyrostabilizers are explained in more detail later in the rules.

The line of sight (LOS) is an imaginary line drawn between the attacker and the target - from the center of the attacker's space to the center of the target's space. A model should have a clear LOS to the target in order to attack it (i.e. free of any obstructions). If the LOS intersects a space that contains another model or a terrain feature (including the corner of an occupied space), the LOS will most likely be blocked. This will depend largely on the specific circumstances of the situation (please see the section on Cover later in the rules for more details on terrain features that block the LOS).

A model making a shooting attack may shoot past one "friendly" model as long as that model is in a space directly adjacent to the shooter (but not in an adjacent diagonal space), and the attack is not being made with a heavy weapon or a spray weapon (both are explained later in the rules). This is to simulate leaning over your comrade's shoulder to fire, or having him lean out of the way to allow you to fire past him, or by possibly having the "point man" down in a crouching position allowing the next man in line to fire over him. Other than this one very specific situation, all models are considered to block the LOS.

Attack Actions: Shooting Attacks

To make a ranged (or "shooting") attack, declare a target for the attacking model's weapon and check the range to ensure that the target can actually be hit by that weapon. As mentioned previously in the section on Aim Actions, a ranged weapon can normally only be used to attack a target up to its "short" range unless the shooter takes an aim action, in which case the shooter may then attack a target up to that weapon's "long" range. A ranged weapon may never be used to attack a target beyond its maximum (i.e. "long") range.

After declaring a target, make an attack roll by rolling the weapon's attack value (ATK) as listed on that weapon's profile; as mentioned earlier, this is usually a number of dice followed by a modifier or "bonus" of some kind. If the total of the attack roll is greater than the target's defense value (DEF), the target sustains as many hit points (HP) of damage as that weapon inflicts (the weapon's damage will also be listed on that weapon's profile). If the die roll is a natural "1", the attack automatically misses (or is considered to be a dud, jam, or misfire of some kind), regardless of any modifiers to the roll.

Some weapons like shotguns and autofire weapons (autofire weapons are explained later in more detail) roll multiple dice for their attack roll. However, each die that is rolled stands alone - the die rolls are not added together (although any modifiers to the attack roll are added to each die's individual roll, giving each die its own modified chance of hitting the target and causing damage). In the event that the attack roll scores multiple hits (i.e. if multiple dice roll higher than the target's DEF), the weapon's damage is multiplied by the number of successful die rolls.

Also, when rolling multiple dice for an attack, a natural roll of "1" on any of the dice does not mean that the weapon itself has misfired or jammed, just that the particular shot or portion of the damage to be inflicted did not find its way to the target.

Heavy Weapons

Weapons of considerable size and bulk are considered to be "heavy" weapons in this game, and a model armed with a heavy weapon will have its available number of Movement Points reduced by a certain amount depending on how large, massive or cumbersome the weapon is. There are two classes of heavy weapon; "Heavy 1" (noted as H1 on the Special column of a weapon's profile) and "Heavy 2" (noted as H2 on the Special column of a weapon's profile). A model armed with an "H1" heavy weapon has its available MP reduced by 1 point (-1 MP) for every movement action that it takes, while an "H2" heavy weapon would reduce that model's available MP by 2 points (-2 MP) for every movement action that it takes.

A typical H1 weapon would be something like a heavy machinegun or a light anti-tank rocket, while a typical H2 weapon would be something like a recoilless rifle, a light autocannon, or a man-portable anti-tank missile system. Also, any weapon that requires a two-man crew to operate, or any kind of heavy weapon mounted on a portable platform, is considered to be an H2 class heavy weapon (crew-served heavy weapons and weapon platforms are explained in the following section).

Certain factors may allow a model to negate the "heavy" effects of the weapon in question, and reduce the model's movement penalty. For example, if a trooper were wearing some kind of powered armor, he would treat an H2 heavy weapon as only an H1 weapon because the weight of the weapon would no longer be much of an issue. If the same powered armor trooper were armed with a lighter H1 heavy weapon, he would be able to move without any penalty to his MP because the powered armor would completely negate the "heavy" effects of the weapon.

However, as mentioned previously, even if the weapon's "heavy" effects are negated, all heavy weapons may still only fire using the restricted 90° firing arc. If a model is also armed with some kind of "small arm", it may choose to attack with that weapon instead of the heavy weapon, using the normal firing arc for that type of weapon. Several sample weapons are listed later in the rules, but when designing new weapons, it will be up to the players and/or the referee to determine what class a heavy weapon is.

Crew-Served Heavy Weapons & Weapon Platforms

Some heavy weapons require a two-man crew (or "fire team") to transport and fire the weapon - to carry all of the extra ammo and equipment and such. All crew-served weapons are classified as "H2" heavy weapons, but since each member of the crew is carrying part of the load, the movement penalty is only -1 MP per movement action taken (instead of -2 MP). This MP reduction only applies to the "firer" (the model actually carrying and/or operating the weapon); the "loader" does not have his MP reduced at all, allowing him to more easily get in position to "feed" the weapon.

If the heavy weapon is on some kind of weapon platform, and the firer is on a separate base from the weapon, he must be in a space directly behind or to the side of the weapon in order to fire it (the firer may not be in the space directly in front of the weapon or in a space diagonal to it and still be able to operate the weapon). Regardless of whether the heavy weapon is on a separate base from the firer or not, the loader must be in a space directly adjacent to either the firer or the weapon if it is to be fired (again, not in a diagonal space and not directly in front of the weapon).

If one or both of the weapon's crew are out of position, the heavy weapon may not be fired, but the crew may still fire with their personal weapons (i.e. "small arms") normally. Also, if the loader of the crew is incapacitated or killed, the firer may not move the weapon into a different space if he wishes to continue using it (as this would mean leaving the ammo and any extra gear behind). In addition, the loader may not carry or fire any kind of heavy weapon himself, as he would be unable to assist the firer if he did so.

Pistol Weapons

Unlike other ranged weapons, pistols are also used as part of any melee attacks that a model may make, but when used in this way, they are not fired using the normal shooting rules. Instead, a special bonus is added to the attacking model's melee combat attack rolls (and subsequently, to any counter-attack rolls) based on the "P" rating of the pistol it is armed with.

All pistols are noted with a "P" (for "pistol") in the Special column of a weapon's profile. This is always followed by a number; that number being the bonus that is added to the model's melee combat attack roll (i.e. "P1" = +1 to the melee attack roll, "P3" = +3 to the melee attack roll, etc.). In the event that there is no melee combat bonus for that type of pistol, it will be noted as "P-" (indicating no "P" rating). The specifics of melee combat will be explained in more detail later in the rules.

Sniper Weapons

Sniper weapons are noted on the Special column of a weapon's profile with an "SN", and a model with a sniper weapon must have the "sniper" special ability (explained later in the section on Designing Your Forces) in order to take advantage of the weapon's unique characteristics. A sniper weapon can only gain the specific "sniper" bonuses if it is used against targets that are in the restricted 90° firing arc for heavy weapons. If a sniper weapon is used to attack a target in the firing arc for normal weapons, or if it is not used by a trained sniper, the model armed with it will not be able to use the particular bonuses available to a sniper weapon, and it will be treated as any other normal weapon.

Autofire Weapons & Burst Fire

Autofire weapons have a high rate of fire, firing several shots with a single attack instead of just one shot as with most weapons, so they roll multiple dice for their attack rolls. They are listed with an "A" (for "autofire") under the Special column of a weapon's profile.

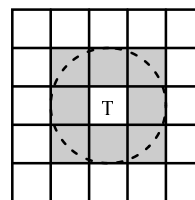
Normally, an attack from an autofire weapon will focus all of its attack dice on a single target, increasing the chances of a kill or of causing more damage to tougher targets. However, the attack dice may be split up among several targets that are in close proximity to each other - this is called "burst fire", and it sacrifices some of the weapon's attack power for the ability to hit multiple targets with a single attack. When making a burst fire attack, at least one of the weapon's attack dice must be allocated to the initial target of the attack.

If there is another hostile target in a space that is adjacent to the initial target (including any adjacent diagonal spaces), and the attacking model has a clear LOS to this new target as well, any remaining attack dice may be allocated to that target. If the nearest hostile target to be hit by the burst fire is not in an adjacent space, it may still be attacked, but one of the weapon's attack dice must be sacrificed for each space of distance that the burst fire must "walk" across (in other words, bridging the gap between the two target models will expend some of the weapon's damage potential as the wasted shots hit the ground or whiz harmlessly by between the two target models).

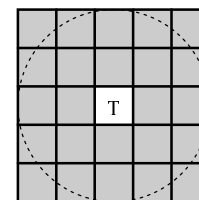
Any number of targets may be hit with burst fire, as long as the targets are close enough to each other and the weapon has enough attack dice to be able to "pay" for any gaps between the targets (again, each empty space subtracts one die from the weapon's total attack value). If the attacking model has a re-roll available, it may only be used against one of the targets hit by the burst fire, and only for one of the dice that are rolled (unless multiple re-rolls are available). One final note: burst fire cannot "skip" any targets. If there are two hostile targets on either side of a friendly model, and the attacker wants to use burst fire to shoot at the hostile targets, the friendly model must also be attacked.

Blast Weapons

Any weapon that has an explosive or area effect is called a "blast" weapon, and attacks not only the targeted model (or even an empty space), but also all of the surrounding adjacent spaces as well - including any adjacent diagonal spaces. However, the actual number of spaces attacked by the blast depends on the blast radius of the weapon being used. The smaller 1-space blast radius (noted with a "B1" on the special column of a weapon's profile) attacks the targeted model (or space), and every surrounding space out to a distance of one additional space. The larger 2-space blast radius (noted with a "B2" on the special column of a weapon's profile) attacks not only the targeted space, but every surrounding space out to a distance of two spaces. The following diagrams illustrate the two different sized explosions for blast weapons.



1-Space Blast Radius



2-Space Blast Radius

= targeted space = additional spaces attacked by the blast

To make an attack with a blast weapon, designate a target as you normally would for a shooting attack (i.e. within the attacker's LOS and the weapon's firing arc) - this will be the "initial" target of the attack that is in the center of the blast. The initial target could be either an enemy model or just an empty space on the game board (in the event that the attacker is trying to catch several enemy models in the blast radius of the explosion).

Once the initial target has been determined, the attacker makes a separate attack roll for every model in a space affected by the blast, and any damage is then applied normally. If the attacker has any re-rolls available, they may only be applied against the initial target of the attack - not against any of the other models affected by the blast.

Note: blast weapons do not "dud" or misfire in this game - they always explode, but if the attack roll is a "miss" against a particular target that was hit by the blast (i.e. the die roll is a "1"), the explosion simply has no effect against that target.

Hand Grenades

A hand grenade can be thrown up to a distance of five spaces from the attacking model into a space that is within the normal 180° firing arc for most weapons. The attacking model should have a clear LOS to the target space, and the grenade cannot occupy the same space as an impassable object or some other tall terrain feature - but it can occupy the same space as another model or a low piece of terrain (i.e. one that is only one-half of a space tall). Also, other models do not block the LOS for thrown hand grenades.

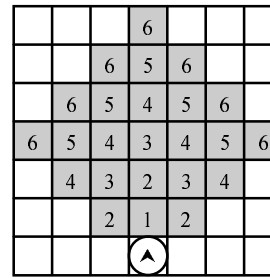
Have the attacking player place a marker of some kind on the game board to indicate the grenade's current location. The player may then move the grenade one additional space in any direction - this simulates bouncing the grenade off a wall or some other tactical maneuver to get the grenade to land in the most advantageous position possible. The player should then roll 1d6; if the roll is "4+", the grenade stays where put, but if the roll is "3" or less, the opposing player may move the grenade one space in any direction that he wishes (following the previous guidelines for grenade placement). Once the placement of the grenade has been finalized, it explodes (see the previous section on Blast Weapons for details on explosive weapon effects).

If the attacking model has a re-roll available, it may be used for either the grenade's placement roll or for the grenade's attack roll against the initial target of the blast - but not for both (unless the attacking model has multiple re-rolls available). Also, an aim action may be used for a thrown hand grenade attack, but only to gain an additional re-roll, and not to increase the grenade's range. Hand grenades are noted with a "G" (for "grenade") in the Range column of a weapon's profile.

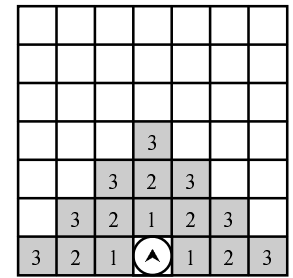
Spray Weapons

In this game, weapons that attack with a "spray" or a "stream", or even a "spurt" of some kind (like flame throwers), are all referred to as "spray" weapons - this is because they can "spray" an area covering several spaces. These types of weapons are able to attack a series of directly adjacent spaces (and subsequently, the models within in those spaces), and they are noted with an "S" (for "spray") in the Range column of the weapon's profile. This is always followed by a number (either "3" or "6"); that number being the maximum range at which the weapon can be used to attack, but it is also the maximum number of spaces (and models) that can be attacked by that specific weapon (i.e. the weapon does not have to be fired out to its maximum range).

A spray weapon may normally only be used to attack targets within the restricted 90° firing arc for heavy weapons, even if the spray weapon itself is not considered "heavy". The exception to this is if the spray weapon is also a pistol weapon, in which case it may use the normal 180° firing arc for most weapons. Also, only spaces that are directly adjacent to each other may be attacked (i.e. they must share a common "side", and not a "corner"). The following diagrams illustrate the spaces that can be attacked by a spray weapon of either type (i.e. normal and pistol spray weapons); the numbers are there to more easily count out the distance from the shooter.



Normal Spray Weapon Ranges



Pistol Spray Weapon Ranges



= player



= spaces that may be attacked by the spray weapon

When making an attack with a spray weapon, the attacker still needs to have a clear LOS to any potential targets, but other models do not block the LOS in the case of spray weapons. Designate which spaces will be attacked by the "spray"; these spaces must all be directly adjacent to each other (they must all share at least one "side"), and no spaces can be "skipped". Also, one of these spaces must be a space directly adjacent to the shooter (i.e. a space numbered "1").

However, the spaces to be attacked by the spray weapon do not have to be in a straight or continuous line. For example, an S6 spray weapon could attack any of the directly adjacent spaces numbered 1 through 6, or any of the directly adjacent spaces numbered 1, 2, 2, 3, 4 and 4. Both of these combinations are acceptable because neither exceeds the weapon's maximum range or the maximum number of spaces to be attacked (which in this case, is "six"). Basically, any combination of six spaces could be attacked by an S6 spray weapon, as long as they are within the weapon's firing arc, and all of the spaces are connected by at least one "side".

Once the spaces to be attacked have been designated, make a separate attack roll for each target in an affected space. As with attack rolls for blast weapons, spray weapons cannot "miss" in the normal sense, they just fail to cause damage to the target in that particular space. One of the attacked spaces may be specified as the initial or primary target of the attack, and any re-rolls may be applied against the model in that space, but not against any of the other models to be attacked.

One final note: as with thrown hand grenades, spray weapons cannot have their range increased by taking an aim action - only an additional re-roll can be gained for a spray weapon, and that re-roll can only be applied against a single target (as mentioned previously).

Models With Two Ranged Weapons

If a model wants to attack with two ranged weapons (two pistols, a pistol and a carbine, two carbines, etc. - anything but a combination involving a heavy weapon, a sniper weapon, a spray weapon, or a hand grenade), it may attack with both of them for a single action, but it must sacrifice one of its re-rolls to do so. Also, the attacking model may only attack a single target with both weapons, but the attack rolls themselves are still made normally. If a model sacrifices two of its re-rolls (assuming it even has that many), it may attack two separate targets with both weapons for a single action (one target per weapon).

Any leftover re-rolls not sacrificed on making the attack may be applied to just one of the weapon's attack rolls. If a model does not have any re-rolls to sacrifice, it may not make this kind of multi-weapon attack.

Cover

As mentioned briefly in the section on Firing Arcs & Line Of Sight, if the LOS intersects a space that contains a terrain feature, and it is one space in height or taller (i.e. at least as tall, if not taller, than the model hiding behind it), the LOS will be blocked. If the terrain feature in that space is only one-half of a space in height (like a small cargo container or a crate, or even a control console), or if the LOS intersects only the corner of a space containing any terrain feature, the LOS will be clear but the target model will be "in cover". A model that is in cover receives a +1 bonus to its DEF, but hiding behind another model never counts as being in cover.

Optional Rule: Increased Range From Differing Levels

When a model shoots at a target that is on a different level than itself (either higher or lower), the actual range in spaces will be more than the number of spaces counted out on the game board surface. For every full space of difference in height between the attacker and his target, the distance is increased by one space (i.e. one level of difference would add a +1 to the distance, three levels of difference would add a +3 to the distance, etc.). Also, half-space increments are not counted, so you should round them down to the nearest whole space. While this rule may not be very realistic (and it completely ignores the Pythagorean Theorem), it is simple and easy to remember.

MELEE COMBAT

The following sections will detail the various aspects of melee combat (i.e. hand-to-hand attacks).

Attack Actions: Hand-To-Hand Attacks

Unlike a shooting attack, melee combat (also called "hand-to-hand" combat) happens simultaneously, with both the attacker and the defender fighting to the death. Hand-to-hand attacks only have a range of one space, and can only be made against models that are in one of the three spaces in front of the attacking model, or the two spaces directly to the attacking model's sides (essentially, anywhere in the attacking model's front 180° arc - see the firing arc for most ranged weapons in the section on Firing Arcs & Line Of Sight).

All models have a basic hand-to-hand value (HTH) of one die (1d) plus that model's defense value (DEF), for a total HTH roll of 1d+DEF. If the model is armed with some kind of melee weapon (including a pistol weapon), that weapon's HTH bonus (or "P" bonus in the case of a pistol weapon) is added to the HTH roll as well. Some weapons may even add additional dice to the roll, in which case all of the dice are rolled and read separately, but the model's DEF and any weapon bonus are still added to each die's individual roll.

The reason that a model's DEF matters in melee combat is to reflect its ability to fight with just its body, in addition to any weapons it may have - and to give an accurate target number for the opponent's die roll in order to inflict damage.

The reasoning behind this is that a trooper wearing powered armor (DEF 4), even without weapons, is going to fight harder and stronger than a trooper wearing only flak armor (DEF 2).

When a model initiates melee combat, it is considered to be making an "attack", while the opponent is considered to be making a "counter-attack". The opposing models should each make a HTH roll, and the model with the single highest modified die roll (modified by that model's DEF and any weapon bonuses) has struck his opponent and inflicts as many hit points (HP) as his weapon causes. If multiple dice are rolled for the attack (or counter-attack) and they all score higher than the opponent's single highest roll (again, after modifiers), that opponent is struck multiple times and the number of HP inflicted is multiplied by the number of successful hits. In the event that the single highest rolls are a tie, no damage is caused to either model.

If a model is attacked from one of the three spaces to its rear, it may make a normal HTH roll for its counter-attack, but even if it rolls higher than the attacking model's HTH roll, it cannot cause any damage to that attacker. However, if the defending model survives the attack to its rear, it may make a single facing change of 90° in the direction of the attacker for free (costing no MP and no actions) to possibly prepare itself for any further attacks from that opponent. As mentioned earlier in the rules, re-rolls may be applied normally to all melee attack and counter-attack rolls.

Models With Two Melee Weapons

When a model is armed with two melee weapons (including any kind of pistol weapon), it gains an additional die for its HTH roll, but it only receives the HTH bonus (or "P" bonus in the case of a pistol weapon) for the more powerful of the two weapons - and the model does not have to sacrifice one of its re-rolls like it would if it made an attack with multiple ranged weapons. If the attack is successful, only the damage of the strongest of the two weapons is inflicted on the target, and if several hits are scored, only the first hit is considered to be from the more powerful weapon - the remainder of the hits are from the less powerful of the two weapons (that's still a lot of damage). Also, since attacks made with multiple melee weapons are considered to be a single attack, any re-rolls are applied to the overall HTH roll, and not specifically to any of the individual weapons used for the attack.

Sentry Actions

When a model takes a "sentry" action, it readies the weapon that it is armed with (either a ranged or a melee weapon), and it gets to delay its attack until another player's phase - this could be to ensure that any possible targets are within range of its weapon, or the sentry model could be waiting for a more suitable enemy target to present itself. The sentry model also gets to make a single 90° facing change for free, but only when the action is initially taken.

A model taking a sentry action immediately ends its activation for the remainder of the current turn (even if it still has an unused action remaining), and a marker of some kind should be placed next to the model to indicate its "sentry" status.

When an enemy model performs an action within the sentry model's firing arc (or within reach of its melee weapon), the sentry model may interrupt that enemy's action at any point to make a single attack - including pre-empting an attack that the enemy model is about to make. The sentry model may also wait until a better target presents itself, but once the sentry attack is resolved, the sentry marker is removed and the model may make no further sentry attacks for the remainder of the current turn.

However, once the sentry action is resolved, the sentry model may be given an extra action normally, so it would still be able to make an additional attack in the same turn (but it could not be placed on sentry again). A sentry action only lasts for the current turn - it does not carry over from turn to turn - so if no new enemy model presents itself by the end of the current turn, the sentry model may still fire at any target that it can already see (so as not to waste its chance to attack).

If the sentry model is itself attacked before it gets to make its own sentry attack (either by being attacked from the rear or from outside of its weapon's firing arc, or by being caught in one of the spaces affected by a blast or spray weapon), even if the sentry model takes no damage from the attack, the sentry action immediately ends and it may make no further sentry attacks for the remainder of the current turn.

DAMAGE

When an attack is successful (either in ranged or melee combat), the target takes as much damage as the attacking weapon inflicts. Damage in this game is measured in hit points (HP), and the hit points inflicted by an attack are subtracted from the target model's HP stat. When a model has no HP left, it is considered to be wounded or damaged beyond the point of being useful on the battlefield and it is removed from play (it is assumed that all other models would simply step on or over the remains of those who have fallen in battle, so it is simpler to just remove any casualties from the game board).

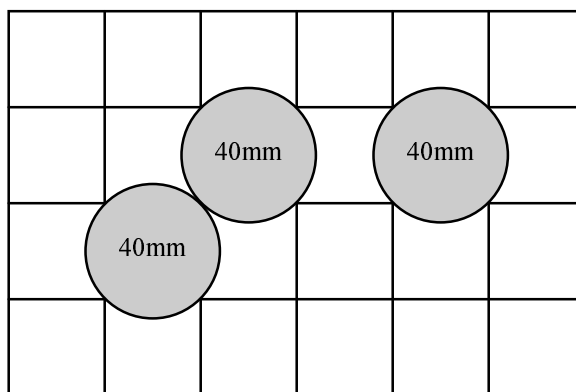
Destroying Doors

In this game, the only type of cover or terrain that may be "officially" destroyed is a door (this is purely for simplicity's sake; if the players wish to destroy other types of terrain, they are free to make up their own rules to do so). Doors are treated just like any other target, with the attack roll attempting to beat the door's DEF. In the case of a melee attack against a door, the door gets to roll one die and add its DEF to the roll (the same as for a normal melee attack) and since the door isn't "fighting back", the attacking model cannot be harmed even if the door's roll is higher. There are several types of door, ranging from typical standard dwelling doors to pressurized bulkheads. Most doors have only 1 HP, but "reinforced" and "heavy" doors would each have 2 HP.

<u>Door Type</u>	<u>Defense (DEF)</u>	<u>Example</u>
flimsy	2	primitive dwelling door
weak	3	economy dwelling door
normal	4	modern dwelling door
reinforced	5	security door, airlock
heavy	6	vault door, fallout shelter

Models With Larger Bases (40mm & 60mm)

Most 25mm and 28mm miniatures are mounted on a standard 25mm base (and occasionally, on a slightly larger 30mm base); these models take up only a single space on the game board, and are usually considered to be between one and two spaces in height. However, some miniatures are mounted on a larger 40mm base, and while these models also take up only a single space (and are typically between one and three spaces in height), they may not be placed in directly adjacent spaces to each other on the game board (i.e. they may not be placed in spaces that are next to each other - that share a common "side" - but they may be placed in spaces that are diagonal to each other and that share a common "corner"). The following diagram shows the proper placement of models mounted on 40mm bases.



Proper placement of models mounted on 40mm bases

This restriction on placement is to represent that while these larger models may be able to squeeze into fairly cramped areas, they will not be able to maneuver well enough to operate in close proximity to each other. This will force the player with larger based models to think more strategically (to prevent smaller based models from taking advantage of their limited mobility). Models that are mounted on 25mm and 30mm bases are allowed to be in any adjacent space to a model with a 40mm base, but you may have to nudge some of the models over a bit to make them all fit together on the game board.

Models that are mounted on 40mm bases may move normally using all of the normal rules for movement with one exception; they may never move diagonally between two other models - regardless of the size of those models. However, they may move through spaces that are in-between two other models on 40mm bases, but they are not allowed to end their movement in a space directly adjacent to one of those models.

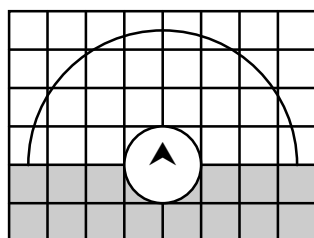
Please note that pausing to spend MP on opening a door is not considered ending that model's movement (unless opening the door depletes that model's MP). Also, if a model takes consecutive move actions, it is not considered to have ended its movement at the end of the first move action taken.

Some models may even be mounted on very large 60mm bases (and occasionally on the slightly smaller 50mm base, but these all fall into the same size category for the purposes of this game). These models take up four spaces on the game board, with the intersection of the four spaces under the center of the model's base, and they are typically considered to be between two and four spaces in height.

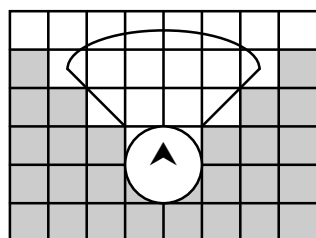
All movement for a model mounted on a 60mm base is still made in one-space increments using the normal rules for movement, but any movement must be "legal" for all four spaces occupied by the 60mm base (i.e. if each of the four spaces of the 60mm base were occupied by an individual model on a smaller base, any movement would have to be permitted by the rules for each of the four spaces in order for the model on the 60mm base to be able to make that move). However, as with models on 40mm bases, a model on a 60mm base may never move diagonally between two other models (and neither may any of the individual spaces).

All four spaces covered by the 60mm base are considered to be "occupied" by a model for LOS purposes. Weapons that can attack multiple spaces with a single attack (i.e. autofire weapons using burst fire, blast weapons and spray weapons) can attack up to two directly adjacent spaces of a model mounted on a 60mm base (i.e. both spaces must share a "side" and not a "corner"). For burst fire and spray weapon attacks, both of those spaces must be within the LOS of the attacker and within the firing arc of the weapon being used to make the attack; for blast weapon attacks, only the center space of the blast needs to be within the attacker's LOS and the weapon's firing arc.

The following diagrams illustrate the two different firing arcs for models mounted on 60mm bases. The diagram to the left (the 180° firing arc) is also the arc used for melee combat (but only out to a distance of one space from the model).



Ranged Weapon Firing Arc (180°)



Heavy Weapon Firing Arc (90°)

 = the model may not shoot into these spaces

DESIGNING YOUR FORCES

The following sections will allow you to create your forces using your existing models. Several sample "converted" armies are provided at the end of these sections so you can start playing right away.

Unit Size

As mentioned previously, a "unit" contains between one and six models. The actual number of models in a unit is up to the controlling player, but it must be determined before the game begins. Every unit that is in play may have one "commander" as part of that unit, but a commander counts against the total number of models in that unit - so a unit could have up to five troopers and one commander in it.

You may also have one "leader" for every three units (or fraction thereof) that is in your force (i.e. 1-3 units = one leader, 4-6 units = two leaders, etc.). As with commanders, a leader may be part of a unit, but he still counts against the total number of models in that unit (i.e. a unit could have up to four troopers, one commander, and one leader in it, or you could leave out the commander and have just the five troopers and a leader in that unit). A leader may also be alone in his own "leader" unit, but a unit containing only a leader is not counted in the total number of units when determining how many leaders may be in your force. Commanders and leaders will be explained in more detail later in the rules.

Model Profile

All models have the following profile;

MP TQ DEF HTH HP Cost

Movement Points (MP)

A model's movement point value (MP) determines how far the model can move when taking a single Move action. The basic MP value for any model is 2 MP (for free). A "normal" humanoid trooper typically has an MP value of 4 MP, and a "quick" trooper (a genetically enhanced humanoid or a model with lithe or spry racial characteristics) would have an MP value of 5 MP. A "fast" model (one with extremely fast racial characteristics) would have an MP value of 6 MP. Most models shouldn't have an MP value much greater than 6 MP, as that would be more typical of a mounted unit (explained later).

Movement Point Value (MP)

2 MP = sluggish (crawling creatures)	free
3 MP = slow	+1pt
4 MP = normal (humanoid)	+3pts
5 MP = quick (athletic humanoid, insectoid)	+6pts
6 MP = fast (fast insectoid)	+9pts
7 MP = rapid	+12pts
8 MP = very fast	+15pts
9 MP = speedy (superhero)	+20pts

Troop Quality (TQ)

A model's troop quality (TQ) represents its overall skill and experience, and is used to help determine how well it can fight in either ranged or melee combat. As mentioned previously, a model's TQ level is how many re-rolls it has available when performing various actions (as long as a re-roll is allowed for that particular action).

Basic experienced grunt troops have a TQ of 0, seasoned veteran troops and special forces have a TQ of 1, and crack elite troops have a TQ of 2. Leaders also have a TQ of 2, but they are explained later in their own section.

Troop Quality (TQ)

0	free
1	+5pts
2	+10pts

Defense Value (DEF)

The defense value (DEF) of a model reflects how hard it is to injure or damage that model. It is usually based on the type of armor the model is equipped with (either natural or manufactured), but it can also represent a shield or any extreme racial toughness a model may possess. The following is a list of common armor types and their DEF.

<u>Armor Type</u>	<u>Defense (DEF)</u>	<u>Example</u>
none	1	business suit
flak vest, flak armor	2	full "SWAT" gear
partial/light combat armor	2	"Colonial Marine" armor
full combat armor	3	"Stormtrooper" armor
powered armor	4	"Imperial Marine" armor
heavy powered armor	5	"Tactical Dreadnought"

carrying a shield +1 to DEF (must pay for increased DEF)
(the shield could be metal, composite, energized material, force field, etc.)

<u>Natural Defenses</u>	<u>Defense (DEF)</u>	<u>Example</u>
skin/fur (none)	1	humans, livestock
skittering critters	2	small fast animals
tough hide/partial carapace	2	"small Nyd"
full carapace	3	"Genethief"
thick carapace	4	"Nyd Warrior"
chitinous carapace	5	"Carnivex"
massive chitinous carapace	6	giant armored creatures

Defense (DEF)

1	free
2	+2pts
3	+6pts
4	+12pts
5	+20pts
6	+30pts
7	+50pts

Hand-To-Hand (HTH)

A trooper's hand-to-hand value (HTH) represents how well it fights in melee combat. It is a calculated statistic based on the model's basic HTH value of one die (1d), plus that model's DEF and the HTH bonuses of any melee weapons it may be armed with (including any pistol weapons). However, this basic HTH value of 1d assumes that the model at least has some kind of melee weapon - even an improvised weapon like the butt of a rifle. If a model has no melee weapons whatsoever, a -1 modifier is applied to its HTH roll (i.e. a model with no weapons would have a basic HTH roll of 1d+DEF-1). Being a calculated statistic, HTH does not have its own point cost.

Hit Points (HP)

The number of hit points (HP) a model has represents how much damage it can sustain before being removed from play. A human-sized model will usually have a maximum of 1 HP. Particularly resilient characters like leaders or large creatures typically have more than one HP (usually 2 or 3). Extremely large or tough creatures might have anywhere from 3 to 6 HP (more if particularly immense).

Hit Points (HP)

1	free
2	+3pts
3	+6pts
4	+9pts
5	+12pts
6	+15pts
7+	15pts +5pts per additional point (i.e. 7 = +20pts, 8 = +25pts, etc.)

Cost

The last stat on a model's profile is its point cost. As you will notice, all throughout this and the following sections, point costs are listed for the various attributes and abilities as "+npts" ("n" being the points added to the total cost for that individual model).

MOUNTED TROOPS

Mounted troops have the advantage of being a bit faster and tougher than regular ground troops, but they have limited maneuverability in close or cramped quarters. A "mount" could be anything from a horse to a giant lizard, or from a motorcycle to a jetbike - anything that will normally carry a single trooper into battle (and on occasion, two troopers) is considered to be a mount.

A mount and its rider are considered to be a single model, so they do not have separate defense values, and this game does not differentiate between the rider being hit and the mount being hit; if one is killed or put out of action, it is assumed that the other is too. Mounted troops are primarily purchased as regular troop models, but with better movement values (see the following list) and a slightly higher DEF (one point higher than the rider would normally have - to account for the additional toughness of the riding beast or riding machine). Also, mounted troops usually have only 1 or 2 HP.

Mounted Troop Movement Point Values

normal mount (horse, flightless bird, ATV)	6 MP
fast mount (giant insect, motorcycle)	7 MP
flying mount (giant flying insect, jetbike)	8 MP

All mounted troops are considered to be fairly stable, and automatically include the equivalent of a gyro stabilizer (explained later in the section on Special Equipment), so the movement penalty for carrying a heavy weapon is already reduced by 1 MP. However, this does not actually count as being equipped with a gyro stabilizer, so one may still be outfitted to the rider's weapon. Mounted troop models will usually have larger bases than regular troop models (typically long rectangular bases that takes up two spaces). For the most part, these should be treated the same as a model mounted on a 60mm base for the purposes of movement and firing arcs - but only half as wide.

COMMANDERS & LEADERS

While commanders and leaders have been mentioned previously in the rules, this section will explain about their special abilities and their individual cost. A model that is designated as a "commander" would be the equivalent of a Sergeant or a Lieutenant (i.e. someone typically in charge of a unit or a squad of troops).

A "leader" would be the equivalent of a Captain or a Major, or even a Colonel (i.e. someone in charge of an entire section or a platoon of troops, or even in charge of overseeing all aspects of a particular mission). All commanders have the ability to "motivate" their troops, which is why each commander in play receive a +1 bonus to the roll for extra actions. Leaders, on the other hand, have the ability to "inspire" their troops, so each leader in play grants an additional action to their troops when the roll for extra actions is made.

The maximum bonus that a particular side can receive to its roll for extra actions from the motivation of various commanders is +5, and the maximum number of additional actions that can be gained from various leaders is +3 actions. Making a model into a commander adds an additional +5pts to that model's cost, and making a model into a leader adds an additional +15pts to that model's cost. Also, leaders should usually have 2 HP (this isn't a set rule, but it is recommended). One final note: a single model cannot be both a commander and a leader - it must be either one or the other.

SPECIAL ABILITIES (for individual models)

The following section lists special abilities that are purchased on a "per-model" basis. Also, each ability may only be purchased once for each model in play.

Death Blow: (+10pts) a model with this ability is either so strong or so skilled that it inflicts an additional +1d6 HP from a successful melee attack (as long as at least 1 HP is initially inflicted by the attack). This ability should also be purchased for anything that would be considered "monstrous" (i.e. an extremely large and/or strong creature).

Dodge: (+5pts) this ability gives the model a chance to completely evade any attack that has successfully caused damage. Roll 1d6 for the dodging model; if the roll is "5+", the dodge was successful and the attack causes no damage. This ability does not prevent blast or spray weapons from hitting the target, just from causing any damage to the dodging model. Also, re-rolls may not be applied to this ability.

Gunslinger: (+5pts) this ability allows a model that is armed with two ranged weapons to shoot both of them at the same target for one action without having to sacrifice one of its re-rolls (although shooting at separate targets with both weapons will still require one re-roll to be sacrificed).

Leap: (+5pts) a model with this ability may move up to an additional four spaces when it takes a move action, but only once per turn - regardless of how many move actions it takes that turn. The model may ignore any low terrain (up to one-half of a space in height) for those extra four spaces, but it may not ignore tall or impassable terrain.

The additional four spaces may be applied to any part of the leaping model's movement (whether at the beginning, somewhere in the middle, or at the end, it really doesn't matter), but all four spaces (or however many spaces of movement the model plans to use - up to four spaces) must be applied to the leaping model's movement at the same time.

Marksman: (+5pts) this ability gives the model one additional re-roll every time it makes a shooting attack. This ability does not cover the use of pistol weapons in melee combat.

Master Warrior: (+5pts) this ability gives the model one additional re-roll every time it fights in melee combat (including counter-attacks), and it also covers the use of pistol weapons in melee combat,

Sniper: (+5pts) this ability allows a sniper to enhance one aspect of a shooting attack made with a sniper weapon to suit the situation, and the bonus can be changed for each shooting attack the sniper makes - but only one bonus is allowed per attack. One aspect of an attack that can be enhanced is the weapon's ATK value; it can be increased with an additional +1 bonus to the attack roll - allowing the weapon to possibly damage a target that it normally would not be able to.

The other aspect of an attack that can be modified is an additional +1 HP can be added to the damage inflicted by the weapon - as long as at least 1 HP of damage is initially inflicted by the attack. These bonuses can only be achieved when making a shooting attack with a sniper weapon, and only when attacking targets that are within the restricted 90° firing arc for heavy weapons. Choose one bonus before the attack roll is made - in the event that a bonus wasn't specified, the default bonus is a +1 to the weapon's ATK value.

Stealth: (+10pts) this ability represents superior camouflage and/or stealth technology, and it reduces the chance of a model being hit by a shooting attack - even if that model is out in the open. When shooting at a model with the stealth ability, its DEF is increased by +1d6 points - but only against that specific attack. Each time a shooting attack is made against that model, the die should be rolled again and the new number used to increase the target's DEF (this random element represents the fact that no camouflage is perfect, and that shifting battlefield conditions may increase or decrease the effectiveness of the stealth).

Please note that this ability does not increase a model's actual armor or toughness, it only makes that target more difficult to hit with a direct-fire shooting weapon. Stealth is not effective against blast or spray weapons - or against melee attacks (including melee attacks involving pistol weapons).

SPECIAL EQUIPMENT (for individual troop models)

This section details various equipment that a model can be outfitted with, and the point cost is on a "per-model" basis.

Flight Pack: (+10pts) this piece of equipment (which could also be considered a special ability, as it also includes the use of wings or any other means of flight) gives a model 6 MP of flight movement that may be used instead of its normal movement each time the model takes a move action.

A model may either use its normal movement or its flight movement, but not both for the same action. A flying model may also automatically ignore the effects of any terrain up to one space in height when it moves, and for the most part, flight movement is treated just like normal movement as far as move actions and spending MP are concerned.

However, there is one exception; altitude changes for flight movement are only made in one-space increments, instead of the half-space increments used for ground movement. Also, since a flying model is assumed to be flying at least one space above the game board, it may not take advantage of cover that is less than one space in height. This means that many terrain features will not block the LOS for flying models the same as they would for models on the ground. Finally, a flying model may never "stop" on an impassable terrain feature - it may only move over it.

A flying model that attacks another model in melee combat is considered to either have landed, or is flying so low that it is easily within arm's reach (and is subject to counter-attacks and may itself be attacked). If a flying model is itself engaged in melee combat, it may be able to escape the melee. Roll 1d6 for the flying model; if the roll is "5+", the model has "lifted off" and has escaped the melee before any blows have been struck (and any re-rolls may not be applied to this "escape" roll).

This maneuver may not always be possible in the cramped confines of a room or a corridor, and a flying model's ability to perform this maneuver should be left up to the discretion of the players and/or the referee. A model that has lifted off is considered to be hovering in the same spot two spaces above the ground (or at least, above its previous position) until its next activation. While this may prevent it from being engaged in melee by most ground troops, it does not stop them from firing their ranged weapons at it. Also, since the hovering model is two spaces above the ground, it will not be able to receive protection from any cover that is less than two spaces in height.

Gyrostabilizer: (+10pts) this device (which could also be attributed to greater strength) provides superior control and stability to a heavy weapon, and it allows a model armed with a heavy weapon (or the "firer" of a crew-served heavy weapon) to reduce the movement penalty for carrying the heavy weapon by 1 MP (i.e. there would be no MP reduction for an H1 heavy weapon, and only a -1 MP reduction for an H2 heavy weapon). A model may only be equipped with a single gyrostabilizer.

Jump Pack: (+10pts) a model equipped with a jump pack may "jump" over intervening terrain features, or on top of (or down from) terrain features of various heights. The jump pack itself gives the model 6 MP of flight movement that it may use in place of its normal movement for each move action that it takes (see the previous section on Flight Packs for details on how flight movement is used). However, only a total of 12 MP may be spent on "jumping" per turn, regardless of how many move actions the model takes. A jumping model must always end its movement on the ground (or some other solid surface) - it cannot remain airborne from turn to turn like a flying model can. Also, a jump equipped model may not "lift off" and escape melee combat like a flying model can.

Targeter: (+5pts) a targeter increases the accuracy of a ranged weapon, and gives the shooter an additional re-roll to every attack made with a targeter-equipped weapon. This device cannot be mounted on a spray weapon or a sniper weapon (since a spray weapon is not considered accurate enough for a targeter to be effective, and a sniper weapon is assumed to already include a targeter of some kind). Also, a weapon may only be equipped with a single targeter.

PSYCHIC POWERS

Also known as "magic" in less advanced civilizations, psychic powers - and other similar abilities that allow the user or "psyker" to manipulate various forms of energy through sheer force of will - are a force to be reckoned with in battle. A psyker's ability is rated in levels, with a maximum level of psychic mastery of three - and adding a level of psychic mastery to a model costs +10pts per level. The psyker must "spend" these levels when he uses his psychic powers, but they fully regenerate at the start of the following turn (so a psyker always has his full number of psi levels at the start of each turn to be used for activating his powers).

Individual psychic powers must be purchased separately at the listed point cost, and each power can only be used once per turn - regardless of the psyker's level. However, multiple psychic powers can be used in the same turn provided the psyker has a sufficiently high psi level to activate them. Also, re-rolls may never be used for psychic powers, as that is a function of the psyker's level of mastery, and not his TQ.

Psychic Attack: (+10pts) this power allows the psyker to make a ranged psychic attack instead of a shooting attack when it takes an attack action (and replaces any other type of attack the psyker would make, regardless of any weapons it may be carrying). Whether the psychic attack takes the form of a bolt of lightning, a ball of fire, or a beam of energy, it all has the same effect - to cause physical damage to the target.

A psychic attack can only be made against a target that is within the 180° firing arc for most weapons, and only if the psyker has a clear LOS to that target (as with normal shooting attacks, any modifiers for cover are added to the target's DEF). This power is very flexible in the way that it can be used to attack, with variable damage, range and area of effect.

In its simplest form (using 1 psi level), this ability is equal to a shooting attack with an ATK value of 1d+1 versus a single target, and with a maximum range of ten spaces. If additional psi levels are spent on this power when it is used, or even if the strengths of the ability are allocated differently, the attack can be modified with special effects like increased range or area effect (similar to a blast or a spray weapon).

If a psychic attack is used to attack multiple spaces, the same rules that apply to an attack made by a blast or a spray weapon also apply to the psychic attack (although a psyker will be immune to the effects of his own psychic attack, in the event that he himself is within the blast radius of his own attack). The following is a list of all of the possible psychic attack combinations and their cost in psi levels. You may only choose one combination (listed on a single line) per use of this power - and this applies to all the listings for all of the other psychic powers as well.

Level 1 Psychic Attack (spending one psi level);
1d+1 up to 10 spaces away
1d+0 up to 20 spaces away
1d+0 up to 10 spaces away with a blast radius of 1 space
1d+0 with a spray weapon effect of 6 spaces

Level 2 Psychic Attack (spending two psi levels);
1d+2 up to 10 spaces away
1d+1 up to 20 spaces away
1d+0 up to 30 spaces away
1d+1 up to 10 spaces away with a blast radius of 1 space
1d+0 up to 20 spaces away with a blast radius of 1 space
1d+0 up to 10 spaces away with a blast radius of 2 spaces
1d+1 with a spray weapon effect of 6 spaces

Level 3 Psychic Attack (spending three psi levels);
1d+3 up to 10 spaces away
1d+2 up to 20 spaces away
1d+1 up to 30 spaces away
1d+0 up to 40 spaces away
1d+2 up to 10 spaces away with a blast radius of 1 space
1d+1 up to 20 spaces away with a blast radius of 1 space
1d+0 up to 30 spaces away with a blast radius of 1 space
1d+1 up to 10 spaces away with a blast radius of 2 spaces
1d+0 up to 20 spaces away with a blast radius of 2 spaces
1d+2 with a spray weapon effect of 6 spaces

Psychic Barrier: (+10pts) this power allows the psyker to create a psychic force field surrounding himself that increases his DEF and the DEF of any other models protected by the barrier for the remainder of the current turn. However, a psychic barrier is only effective against ranged attacks (including psychic attacks), but not against melee attacks (including melee attacks involving pistol weapons).

This power is activated at the beginning of the psyker's activation, and it lasts until the end of the current turn - but it does not cost any actions to use (only psi levels). In its most basic form, this power creates a barrier that covers an area the size of a small blast weapon explosion (i.e. the psyker, and the eight spaces surrounding him), and adds a +1 to the DEF of every friendly model in a space covered by the barrier. The psyker may also extend the barrier to cover an area the size of a large blast weapon explosion (out to a distance of two spaces from the psyker) by spending additional psi levels. The following is a list of all of the possible psychic barrier combinations and their psi level cost.

Level 1 Psychic Barrier (spending one psi level);
+1 DEF to any model within 1 space of the psyker

Level 2 Psychic Barrier (spending two psi levels);
+2 DEF to any model within 1 space of the psyker
+1 DEF to any model within 2 spaces of the psyker

Level 3 Psychic Barrier (spending three psi levels);
+3 DEF to any model within 1 space of the psyker
+2 DEF to any model within 2 spaces of the psyker

Psychic Blast: (+10pts) unlike the "psychic attack" power, which is a physical attack, this power attacks only the mind of a single target. Since it attacks the "spirit" or "life energy" of the target, it is only effective against "living" targets (including simple life forms such as plants) - machines would be unaffected.

The only restriction for a psychic blast is that the psyker must have a clear LOS to the target - range is not a factor, and partial cover will not prevent a psychic blast, but a blocked LOS will (since the target is obscured from view). Also, the psyker must take an attack action to make a psychic blast (in addition to spending psi levels), and a psychic blast replaces any other type of attack the psyker would make for that action, regardless of any weapons it may be carrying.

When making a psychic blast, the psyker rolls 1d for every psi level spent activating this ability (the dice are not added together), and the target of the attack gets to roll only 1d for its defense. If the target is also a psyker, it may spend any available psi levels it has to boost its defense roll at the same ratio of 1 psi level for every additional +1d. If the attacking psyker's single highest die roll is higher than the target's single highest roll, the target is instantly killed - regardless of its DEF or the number of HP it has. A psychic blast is a one-way attack (like a shooting attack), so even if the target's roll is higher, the attacking psyker is not harmed.

Psychic Concealment: (+10pts) this power is a form of psychic "stealth" (since it reduces the chances of the psyker being hit by a shooting attack - even if the psyker is out in the open), and it is similar to the "psychic barrier" power in the way it is used and paid for (as it can cover a wide area). This power is activated at the beginning of the psyker's activation, and it lasts until the end of the current turn - but it does not cost any actions to use, only psi levels.

In its simplest form, this power increases the DEF of the psyker by +1d6 points for every psi level spent activating the power - but only against shooting attacks. Each time a shooting attack is made against the psyker, the concealment die (or dice) should be rolled again, and the newly rolled total is used to increase the psyker's DEF against that attack. Additional psi levels may be spent to increase the area covered by the concealing effect, allowing the psyker to conceal any nearby friendly models, but they do not need to be spent each time the concealment dice are rolled, since the effects of this power last until the end of the current turn.

As with the stealth special ability, this power does not increase a model's actual armor or toughness, it only makes that target more difficult to hit with a direct-fire shooting weapon - and it is not effective against blast weapons, spray weapons or melee attacks (including melee attacks involving pistol weapons). The following is a list of all of the possible psychic concealment combinations and their psi level cost.

Level 1 Psychic Concealment (spending one psi level);
+1d6 to the DEF of the psyker only

Level 2 Psychic Concealment (spending two psi levels);
+2d6 to the DEF of the psyker only
+1d6 to the DEF of any model within 1 space of the psyker

Level 3 Psychic Concealment (spending three psi levels);
+3d6 to the DEF of the psyker only
+2d6 to the DEF of any model within 1 space of the psyker
+1d6 to the DEF of any model within 2 spaces of the psyker

Psychic Conveyance: (+5pts) this power is a form of psychic flight, and it is treated like a flight pack for movement purposes (see the Flight Pack entry in the special equipment section earlier in the rules for more details). For each psi level spent on this power, the psyker gains 8 MP of flight movement for each move action taken, but this psychic movement replaces any other type of movement the psyker may wish to use for that move action.

Psychic Teleportation: (+5pts) spending psi levels on this power allows the psyker to instantly teleport to any point on the playing surface when it takes a move action - and teleportation replaces any other type of movement the psyker may wish to use for that move action. Also, there are certain dangers inherent to teleportation, and the psyker must make a successful teleport roll to safely and accurately arrive at the desired location.

Specify the space that the psyker wishes to teleport to and roll one die for every psi level spent activating this power (the die rolls stand alone, just like for a shooting attack - they are not added together, and any re-rolls may not be applied). If any of the dice roll "4+", the teleport is successful and the psyker is placed in the desired location with any facing the controlling player chooses.

However, if the teleport roll is unsuccessful (if all of the dice roll a "3" or less), the opposing player may deviate the psyker one space in any direction (provided it is on the same level) and give the psyker any facing that he chooses (similar to a failed hand grenade throw). If this deviation causes the psyker to appear within the same space as a piece of terrain, or if it causes the psyker to appear within a wall or even to leave the game board, the psyker is instantly killed. Also, if the deviation causes the psyker to appear within the same space as another model, both models are instantly killed, regardless of their DEF or the number of HP they have.

If all of the dice rolled for the teleport come up a "1" (even if only one die is rolled), it is a catastrophic failure and the psyker is consumed by the powerful forces of the warp and is instantly killed. Finally, if the psyker does not have a direct LOS to the space that he wishes to teleport to (if he cannot "see" it from his current position), an additional psi level must be spent when activating this power (in this case, other models do not block the LOS - similar to hand grenade or spray weapon attacks). The following is a list of all of the possible psychic teleportation combinations and their psi level cost.

Level 1 Psychic Teleportation (spending one psi level);
roll 1d and teleport to any point within the psyker's LOS

Level 2 Psychic Teleportation (spending two psi levels);
roll 2d and teleport to any point within the psyker's LOS
roll 1d and teleport to any point on the playing surface

Level 3 Psychic Teleportation (spending three psi levels);
roll 3d and teleport to any point within the psyker's LOS
roll 2d and teleport to any point on the playing surface

Psychic Weapons (a.k.a. "Force" Weapons)

Psychers are occasionally armed with "force" weapons; melee weapons that are psychically tuned to focus the psyker's energy and channel it through the weapon, greatly increasing its damage potential. The act of merely wielding a force weapon causes it to resonate with the psyker's energy, but if the psyker actually focuses his power through the weapon, a tremendous amount of energy can be released.

When a psyker fights in melee combat with a force weapon, a +1 bonus is always added to the psyker's HTH roll (this is in addition to adding the psyker's DEF to the roll, the same as for any normal HTH attack). This bonus is free, and it does not expend any of the psyker's psi levels to gain this bonus. However, a psyker may increase this basic bonus by expending psi levels. For each psi level that the psyker spends on a melee attack made with a force weapon (assuming he has any psi levels remaining to spend), an additional +1 is added to the HTH roll. If the psyker has any re-rolls available, he may use them normally for the melee attack. Also, damage for the attack is determined normally.

DESIGNING WEAPONS

The following is the point system that was used to come up with all of the numbers for the sample weapons that appear in these rules. For some of the sample weapons, the numbers had to be "tweaked" a little (for certain special weapons).

Ranged Weapon Profile

All ranged weapons have the following profile;

RNG ATK HP Special Cost

Range (RNG)

All ranged weapons are noted as having two ranges; short and long (listed as "short/long" under the Range column of a weapon's profile). The following is a list of all of the range "bands" and their point cost. You will notice that there are several range bands that have the same "short" range - these are to represent "shorter-ranged" versions of similar weapons. For example, in this game, most pistols have a range band of "8/16", but a compact or snub-nosed pistol (or one that is inherently inaccurate) would have a range band of "8/12"; the short range stays the same, but the long range is reduced. Please keep this concept in mind when designing your own weapons (you will see it reflected in the sample weapons).

<u>RNG</u>	<u>Cost</u>
4/6	free
4/8	+1pt
6/9	+1pt
6/12	+2pts
8/12	+2pts
8/16	+3pts
12/18	+3pts
12/24	+4pts
18/27	+4pts
18/36	+5pts
24/36	+5pts
24/48	+6pts
36/54	+6pts
36/72	+7pts

Attack (ATK)

A ranged weapon's attack value (ATK) is broken down into two parts; the attack dice and the attack bonus. The following is the cost for a weapon's ATK dice.

<u>ATK Dice</u>	<u>Cost</u>
1d	+1pt
2d	+3pts
3d	+6pts
4d	+10pts
5d	+15pts
6d	+20pts*
7d	+25pts*

* the cost for a weapon with an ATK value above 5d is a base cost of +15pts, plus another +5pts per each additional die above 5d (i.e. 6d = +20pts, 7d = +25pts, etc.).

A weapon's ATK bonus is a bit simpler; for each +1 added to the ATK roll, and additional +3pts is added to the weapon's cost. Weapons that are particularly weak have a -1 as their "bonus", and have a cost reduction of -1pt.

<u>ATK Bonus</u>	<u>Cost</u>
-1	-1pt
+1	+3pts
+2	+6pts
+3	+9pts
	(etc.)

Hit Points (HP)

This is the amount of damage inflicted by each successful hit from a particular weapon. All weapons cause a basic damage of 1 HP for free. Additional hit points of damage cost +3pts each. Some weapons may be particularly strong (or unpredictable), and inflict a random number of HP per hit (+1d6 HP); this adds +10pts to the weapon's cost.

<u>HP</u>	<u>Cost</u>
1	free
2	+3pts
3	+6pts
	(etc.)
1d6	+10pts

Special

The "special" column of a weapon's profile is where most of a weapon's unique characteristics will be noted. Some special characteristics are also noted on the range column of a weapon's profile, but they will be covered in this section due to their special nature. All of the costs listed below are a fixed one-time cost; they are not paid for multiple times.

<u>Special Effect</u>	<u>Notation</u>	<u>Cost</u>
Autofire Weapon	A	+1pt
Blast Weapon - small (1 space radius)	B1	+3pts
Blast Weapon - large (2 space radius)	B2	+5pts
Hand Grenade	G	+1pt*
Heavy Weapon - class 1	H1	-1pt
Heavy Weapon - class 2	H2	-2pts
Pistol Weapon**	P	free
Spray Weapon - small (3 spaces)	S3	+3pts*
Spray Weapon - large (6 spaces)	S6	+6pts*
Sniper Weapon †	SN	+1pt

* there is no range cost for these types of weapons, as their range is limited by their special effects.

** a pistol's "P" rating is always one point higher than its ATK bonus - so a pistol with an ATK bonus of +0 would have a "P" rating of +1. This means that a pistol with an ATK bonus of only -1 has a "P" rating of +0, and while that may not add anything to the model's HTH roll, it allows the model to fight in melee combat without the -1 penalty for not having a melee weapon.

† a model must have the Sniper special ability to equip and use a sniper weapon.

Melee Weapon Profile

All melee weapons have the following profile;

HTH HP Cost

Hand-To-Hand (HTH)

All models start out with their own basic hand-to-hand value (HTH) of 1d, but some melee weapons may add additional dice to the HTH roll. As with ranged weapons, the HTH value for melee weapons is broken down into two parts; the HTH dice and the HTH bonus. The following is the cost for a melee weapon's HTH dice.

<u>HTH Dice</u>	<u>Cost</u>
+1d	+3pts
+2d	+6pts
+3d	+10pts
+4d	+15pts
+5d	+20pts*
+6d	+25pts*

* the cost for a melee weapon with a HTH value above +4d is a base cost of +15pts, plus another +5pts per each additional die above +4d (i.e. +5d = +20pts, +6d = +25pts, etc.).

A melee weapon's HTH bonus is also a bit different from the bonus for a ranged weapon. Some melee weapons have a HTH bonus of +0, and while this may not add anything to the model's HTH roll, it allows the model to fight in melee combat without the -1 penalty for not having a melee weapon. Melee weapons with a +0 HTH bonus only cost +1pt. However, for each +1 added to the HTH roll, and additional +3pts is added to the melee weapon's cost.

<u>HTH Bonus</u>	<u>Cost</u>
-1	free
+0	+1pt
+1	+3pts
+2	+6pts
+3	+9pts (etc.)
+psi*	+5pts

* adding this cost makes a melee weapon into a "psychic" or "force" weapon (as mentioned previously in the section on Psychic Weapons), and allows the psyker armed with it to channel his psychic energy through it (again, as explained previously).

Hit Points (HP)

The hit point cost for melee weapons is exactly the same as for ranged weapons - please use the HP costs listed in that previous section.

ARMY LIST CONVERSIONS (Setting Up Your Army)

The following sections contain some "converted" armies, with the stats and costs for several models and weapons already worked out for you so you can start playing right away with your old miniatures (these are my "interpretations" of various sci-fi armies, and are in no way "set in stone"). All you will need to do is pick and choose what you want to use and add up the totals (although the costs for commanders and leaders have not been included in most cases).

However you should be warned; no point system is perfect or foolproof, and this system in particular is not meant for tournament level competition. If you discover that the point values aren't working for your games, or aren't balancing out the way you think they should, change them - or even discard them. The stats themselves are all that really matter - the point system should be considered secondary.

In most cases, only a model's stats and cost will appear on the army lists - including the model's modified HTH value and cost based on any weapons it may be armed with. The stats of any specific ranged weapons the model may be armed with will be listed separately on the appropriate weapon list. Also, if you wish to equip a model with different types of ammunition for weapons like missile or grenade launchers, you must purchase the more expensive type of "launcher" from the weapon list at the listed cost; any additional type of "launcher" will then be included for free.

For example, a grenade launcher loaded with fragmentation grenades (7pts) and shaped-charge grenades (14pts) would cost 14pts. This also applies to weapons like shotguns, which can fire both solid and scatter shot. Finally, remember that using a ranged weapon as a club counts as being "armed" with a melee weapon, so there is usually no -1 HTH modifier for most models.

Sample Trooper Profile

<u>Troop Type</u>	<u>MP</u>	<u>TQ</u>	<u>DEF</u>	<u>HTH</u>	<u>HP</u>	<u>Cost</u>
Standard Trooper (w/assault rifle)	4	0	1	1d+1	1	3 (10)
Standard Trooper (w/ flak vest) (w/assault rifle)	4	0	2	1d+2	1	5 (12)

Sample Weapon List

Key: A=autofire B=blast G=grenade H=heavy P=pistol S=spray SN=sniper

<u>Ranged Weapons</u>	<u>RNG</u>	<u>ATK</u>	<u>HP</u>	<u>Special</u>	<u>Cost</u>
Crossbow	8/16	1d-1	1	-	3
Pistol	8/16	1d-1	1	P-	3
Carbine	12/24	1d-1	1	-	4
Rifle	18/36	1d-1	1	-	5
Auto/Machine Pistol	8/12	2d-1	1	A/P-	5
Sub Machine Gun (SMG)	12/18	2d-1	1	A	6
Assault Rifle	12/24	2d-1	1	A	7
Machine Gun (MG)	18/36	3d-1	1	A/H1	10
Heavy Machine Gun (HMG)	18/36	3d	1	A/H2	10
Sniper Rifle*	18/36	1d-1*	1*	SN	6
Sniper Cannon* ("Barret")	24/48	1d*	1*	SN	8

* must have the "sniper" special ability to equip and use.

<u>Ranged Weapons (cont'd)</u>	<u>RNG</u>	<u>ATK</u>	<u>HP</u>	<u>Special</u>	<u>Cost</u>
Shotgun (scatter shot)	8/12	2d-1	1	-	4
Shotgun (solid shot)	8/16	1d	1	-	4
Sawed-off Shotgun (scatter shot)	6/9	2d-1	1	-	3
Sawed-off Shotgun (solid shot)	6/12	1d	1	-	3
"Classic" Flame Thrower	S6	1d-1	1	H1	5
Modern Flame Unit	S6	1d-1	1	-	6
Hand Flame Unit	S3	1d-1	1	P-	3

Hand Grenade - Fragmentation G 1d-1 1 B1 4*

* for the listed cost, one model can be equipped with enough of this type of grenade to last for the entire battle, or every model in the same unit may be equipped with a single grenade of this type.

Grenade Launcher					
(fragmentation)	12/24	1d-1	1	B1	7
(shaped charge)	12/24	1d+2	2	-	14

Missile/Rocket Propelled Grenade (RPG) Launcher					
(fragmentation)	24/48	1d	1	B1/H2	8
(shaped charge)	24/48	1d+3	2	H2	17

Advanced Pistol	8/16	1d	1	P-	4
Advanced Carbine	12/24	1d	1	-	5
Advanced Rifle	18/36	1d	1	-	6
Advanced Machine Pistol	8/12	2d	1	A/P-	6
Advanced SMG	12/18	2d	1	A	7
Advanced Assault Rifle	12/24	2d	1	A	8
Advanced MG	18/36	3d	1	A/H1	11
Advanced Sniper Rifle*	18/36	1d*	1*	SN	7

* must have the "sniper" special ability to equip and use.

Advanced Chemical Flame Unit	S6	1d	1	-	7
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<u>Melee Weapons</u>	<u>HTH</u>	<u>HP</u>	<u>Cost</u>
Basic HTH Combat Skills (brawling)	-1	1	-
Advanced HTH Combat Skills (martial arts)	+0	1	1
Improvised Weapon (frying pan, rifle butt)	+0	1	-
Archaic Weapon (knife, club, sword, axe)	+0	1	1
Hi-Tech Weapon (chain blade, vibro blade)	+1	1	3
Sci-Fi Weapon (power blade, energy blade)	+2	1	6

<u>Animal Melee Attacks</u>	<u>HTH</u>	<u>HP</u>	<u>Cost</u>
Fangs & Claws: small-medium animal			
(attack dog, wolf)_____	1d-1	1	free
Fangs & Claws: medium-large animal			
(lion, tiger, small velociraptor)_____	1d	1	1
Fangs & Claws: large-huge animal			
(bear, large velociraptor)_____	1d+1	1	3
Highly Trained Animal	+1d	-	3

Warriors From A Long Time Ago In A Galaxy Far Away

<u>Troop Type</u>	<u>MP</u>	<u>TQ</u>	<u>DEF</u>	<u>HTH</u>	<u>HP</u>	<u>Cost</u>
Rebel Trooper (w/blast vest)	4	0	2	1d+2	1	5
(w/blaster pistol)						(8)
(w/blaster rifle)						(11)
Stormtrooper	4	0	3	1d+3	1	9
(w/blaster carbine)						(14)

<u>Sci-Fi Ranged Weapons</u>	<u>RNG</u>	<u>ATK</u>	<u>HP</u>	<u>Special</u>	<u>Cost</u>
Blaster Pistol	8/16	1d-1	1	P-	3
Heavy Blaster Pistol	8/16	1d	1	P1	4
Blaster Carbine	12/24	1d	1	-	5
Blaster Rifle	18/36	1d	1	-	6
Heavy Blaster Rifle	18/36	1d+1	1	-	9
Repeating Blaster	18/36	2d	1	A	9
Heavy Repeating Blaster	18/36	3d+1	1	A/H1	14
Thermal Detonator (grenade)	G	1d+1	1	B2	10*

* for the listed cost, one model can be equipped with enough of this type of grenade to last for the entire battle, or every model in the same unit may be equipped with a single grenade of this type.

The Gothic Imperium of Humanity

<u>Troop Type</u>	<u>MP</u>	<u>TQ</u>	<u>DEF</u>	<u>HTH</u>	<u>HP</u>	<u>Cost</u>
Guardsman (w/flak armor)	4	0	2	1d+2	1	5
(w/laser gun)						(9)
(w/flamer)						(12)
(w/plasma gun)						(16)
(w/meltergun)						(20)
(w/grenade launcher - frag & krack)						(19)
(w/heavy slugger)	(3)					(17)
(w/autocannon)	(3)					(22)
(w/laser cannon)	(3)					(28)
(w/missile launcher - frag & krack)						(22)
(w/heavy flamer)	(3)					(14)
(w/sniper rifle*)						(20)
* includes the "sniper" ability (+5pts).						
Guardsman Sergeant	4	1	2	1d+2	1	10
(w/rocket slug pistol & chainsword)				(2d+3)		(16)
Shock Trooper (w/combat armor)	4	0	3	1d+3	1	9
(w/hi-laser gun)						(14)
(w/flamer)						(16)
(w/plasma gun)						(20)
(w/meltergun)						(24)
(w/grenade launcher - frag & krack)						(23)
Shock Trooper Sergeant	4	1	3	1d+3	1	14
(w/hi-laser pistol & powersword)				(2d+5)		(18)
Imperial Marine (w/power armor)	5	0	4	1d+4	1	18
(w/sluggger)						(22)
(w/flamer)						(25)
(w/plasma gun)						(29)
(w/meltergun)						(33)
(w/heavy slugger)	(4)					(30)
(w/laser cannon)	(4)					(41)
(w/heavy plasma gun)	(4)					(37)
(w/multi-melter)	(4)					(35)
(w/missile launcher - frag & krack)	(4)					(35)
Imperial Marine Sergeant	5	1	4	1d+4	1	23
(w/rocket slug pistol & chainsword)				(2d+5)		(29)
Imperial Scout (w/combat armor)	5	0	3	1d+3	1	12
(w/rocket slug pistol & knife)				(2d+4)		(16)
(w/sluggger or shotgun & rocket slug pistol)				(1d+4)		(19)
(w/heavy slugger, rocket slug pistol & knife)	(3)			(2d+4)		(28)
(w/sniper rifle* & rocket slug pistol)				(1d+4)		(31)
* includes the "sniper" ability (+5pts).						
Scout Sergeant	5	1	3	1d+3	1	17
(w/ rocket slug pistol & chain knife)				(2d+4)		(21)

<u>Troop Type (cont'd)</u>	<u>MP</u>	<u>TQ</u>	<u>DEF</u>	<u>HTH</u>	<u>HP</u>	<u>Cost</u>
Terminator Marine (w/hvy P.A.)	4	1	5	1d+5	1	30
(w/storm slugger & powerglove)				(1d+7)		(43)
(w/storm slugger & chainfist)				(1d+8)		(49)
(w/assault cannon* & powerglove)				(1d+7)		(61)
(w/heavy flamer* & powerglove)				(1d+7)		(55)
(w/storm slugger & tornado missile launcher*)						(69)

* includes a gyro stabilizer (+10pts). The heavy power armor combined with the gyro stabilizer negates any MP reduction from these heavy weapons.

(w/paired power claws)				(2d+8)		(45)
(w/storm hammer & shield)			(6)	(1d+10)		(55)

Dreadnought*	4	1	6	1d+6	4	72
(w/assault cannon & powerfist**)				(1d+8)		(100)
(w/assault cannon & missile launcher - frag & krack)						(104)
(w/twin laser cannons & powerfist**)				(1d+8)		(110)
(w/twin laser cannons & missile launcher - frag & krack)						(114)
(w/multi-melter & powerfist**)				(1d+8)		(102)
(w/multi-melter & missile launcher - frag & krack)						(106)
(w/two powerfists** - one with a meltergun)				(2d+8)		(106)

* includes a gyro stabilizer (+10pts) and the "death blow" and "gunslinger" abilities (+15pts). Since a dreadnought is designed to be a mobile weapon platform (and with the addition of the gyro stabilizer), there is no MP reduction from any of its heavy weapons.

** the standard dreadnought powerfist is equipped with a storm slugger (already included in the cost of the powerfist). If you are not satisfied with one of the above listed weapon combinations, you also have the option of choosing (and paying for) two weapons from either the Dreadnought Weapons list or Dreadnought Melee Weapons list (one weapon listed as "R" and one as "L").

<u>Mounted Troop Type</u>	<u>MP</u>	<u>TQ</u>	<u>DEF</u>	<u>HTH</u>	<u>HP</u>	<u>Cost</u>
Marine Biker	7	0	5	1d+5	1	32
(w/twin sluggers & rocket slug pistol)				(1d+6)		(41)
(w/twin sluggers & slugger)						(42)
(w/twin sluggers & plasma gun)						(49)
(w/twin sluggers & meltergun)						(53)

Biker Sergeant	7	1	5	1d+5	1	37
(w/twin sluggers & chainsword)				(1d+6)		(46)

Marine Assault Bike*	7	0	5	2d+6	2*	51
(w/twin sluggers & heavy slugger)						(69)
(w/twin sluggers & multi-melter)						(74)

* both riders are equipped with rocket slug pistols (+6pts). If an assault bike takes only 1 HP of damage from an attack, there is a 50% chance that either the driver or the gunner is hit. If the gunner is hit, the bike can continue to function, but without the use of the heavy weapon and at -1d HTH (from losing one of the rocket slug pistols). If the driver is hit, the bike instantly crashes killing both riders (the same is if it took the full 2 HP of damage). The assault bike also includes a gyro stabilizer (+10pts), so there is no MP reduction from the heavy weapons.

<u>Mounted Troop Type</u> (cont'd)	<u>MP</u>	<u>TQ</u>	<u>DEF</u>	<u>HTH</u>	<u>HP</u>	<u>Cost</u>
Scout Biker	7	0	4	1d+4	1	24
(w/twin sluggers & rocket slug pistol)				(1d+5)		(33)
(w/twin sluggers & slugger or shotgun)						(34)
(w/twin sluggers & plasma gun)						(41)
(w/twin sluggers & meltergun)						(45)

Scout Biker Sergeant	7	1	4	1d+4	1	29
(w/twin sluggers & chainsword)				(1d+5)		(38)

<u>Imperial Ranged Weapons</u>	<u>RNG</u>	<u>ATK</u>	<u>HP</u>	<u>Special</u>	<u>Cost</u>
Autopistol	8/16	1d-1	1	P-	3
Autogun	12/24	1d-1	1	-	4
Autocannon	24/48	2d+2	2	A/H2	17
Shotgun (scatter shot)	8/12	2d-1	1	-	4
Sniper Rifle*	18/36	1d+1*	1*	SN	10

* must have the "sniper" special ability to equip and use.

Rocket Slug Pistol	8/12	1d	1	P1	3
Rocket Slug Gun ("Slugger")	12/18	1d	1	-	4
Twin Sluggers (bike mounted)	12/18	2d	1	-	6
Storm Slugger	12/18	2d	1	A	7
Heavy Slugger	18/27	3d+1	1	A/H2	12
Assault Cannon	12/24	3d+1	2	A/H2	15

Hand Flamer	S3	1d	1	P1	4
Flamer	S6	1d	1	-	7
Heavy Flamer	S6	1d+1	1	H1	9

Laser Pistol	8/16	1d-1	1	P-	3
Laser Gun	12/24	1d-1	1	-	4
Laser Cannon	24/48	1d+4	3	H2	23
Autolaser	18/36	3d+1	1	A/H2	13
Hi-(powered) Laser Pistol	8/16	1d	1	P1	4
Hi-(powered) Laser Gun	12/24	1d	1	-	5

Plasma Pistol	8/16	1d+1	1	P2	7
Plasma Gun	12/24	1d+2	1	-	11
Heavy Plasma Gun	18/36	1d+3	2	B1/H2	19

Meltergun	8/12	1d+3	2	-	15
Multi-Melter	12/18	1d+3	3	H2	17

Missile Launcher					
Frag Missile	24/48	1d	1	B1/H2	8
Krack Missile	24/48	1d+3	2	H2	17
Tornado Missile Launcher*	24/48	*	*	*	22

* has both Frag and Krack missiles; a specialized targeter is included with the weapon (already reflected in its profile and cost), but the weapon's RNG is reduced to "12/24" if the targeter is not equipped on the model's left hand.

Grenade Launcher					
Frag Grenade	12/24	1d-1	1	B1	7
Krack Grenade	12/24	1d+2	2	-	14
Hand Grenade - Frag	G	1d-1	1	B1	4*
Hand Grenade - Krack	G	1d+1	2	-	8*

* for the listed cost, one model can be equipped with enough of this type of grenade to last for the entire battle, or every model in the same unit may be equipped with a single grenade of this type.

<u>Imperial Melee Weapons</u>	<u>HTH</u>	<u>HP</u>	<u>Cost</u>
Combat Blade (knife, bayonet, sword, etc.)	+0	1	1
Chainsword, Chainaxe	+1	1	3
Power Weapon (sword, axe, glove, fist, etc.)	+2	1	6
Chainfist*	+3	1*	12

* inflicts an additional +2 HP to static targets like doors and stationary vehicles (as long as at least 1 HP is initially inflicted by the attack).

Power Claw (single)	+3	2	12
Power Claws (paired)	+1d+3	2	15
Storm Hammer	+4	2	15

Force Weapon* (sword, axe, club, etc.)	+1+psi	1	8
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* may add psi levels to boost the psyker's HTH bonus.

Retributor Force Weapon*	+1+psi	1	12
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* this weapon acts as a psi level "battery", starting the game with a number of psi levels equal to the user's psi level already stored within it. These may be used as the psyker's own psi levels, but may not be regenerated or stored again during the course of the game. As with a normal force weapon, the psyker may spend psi levels to boost his HTH bonus.

<u>Dreadnought Weapons</u>	<u>RNG</u>	<u>ATK</u>	<u>HP</u>	<u>Special</u>	<u>Cost</u>
Assault Cannon (R)	12/24	3d+1	2	A/H2	15
Twin Laser Cannons (R)	24/48	2d+4	3	H2	25
Multi-Melter (R)	12/18	1d+3	3	H2	17
Missile Launcher* (L)	24/48	*	*	H2/*	17
* has both frag and krack missiles		↓	↓	↓	
Frag Missile	-	1d	1	B1	-
Krack Missile	-	1d+3	2	-	-

<u>Dreadnought Melee Weapons</u>	<u>HTH</u>	<u>HP</u>	<u>Cost</u>
Powerfist w/Storm Slugger (L)	+2	1	13*
Powerfist w/Heavy Flamer (L)	+2	1	15*
Powerfist w/Meltergun (R)	+2	1	21*
Power Claw w/Heavy Flamer (L)	+3	2	21*

* the additional ranged weapon is included in the listed cost.

The Elders (Ancient Space Elves)

<u>Troop Type</u>	<u>MP</u>	<u>TQ</u>	<u>DEF</u>	<u>HTH</u>	<u>HP</u>	<u>Cost</u>
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Elder Guardian* 5 0 3 1d+3 1 12
(w/shuriken launcher) (19)

* a crew of two guardians may be assigned to a support weapon on a gyrostabilized platform, so there is no MP reduction from that support weapon.

Elder Ranger* 5 0 2 1d+2 1 23
(w/ranger long laser & shuriken pistol) (1d+3) (33)

* includes the "sniper" and "stealth" abilities (+15pts).

Warlock* 5 0 3* 1d+3 1 47
(w/shuriken pistol & mage blade) (2d+4+psi) (62)

* includes runic armor (+15pts), level 1 psychic mastery (+10pts), and the "psychic attack" power (+10pts).

Runic Armor; when a warlock wearing runic armor takes damage from an attack, it gets to make a special saving roll on 1d6; if the saving roll is greater than the amount that the attacking weapon's ATK roll exceeded the warlock's DEF by, or the amount that the attacker's HTH roll exceeded the warlock's HTH roll by, the warlock takes no damage from the attack. Also, any re-rolls may not be used for this saving roll.

Avenger Warrior 5 0 3 1d+3 1 19
(w/shuriken launcher)

Dragon Warrior 5 0 3 1d+3 1 24
(w/fusion gun)

Scorpion Warrior 5 0 3 2d+4* 1 20
(w/shuriken pistol, chainsword & helmbaster*)

* Helmbaster (+2pts); this weapon adds an additional +1d to a scorpion warrior's HTH roll when making a melee attack, but not when the scorpion warrior is himself attacked (i.e. it can only be used for attacks - not for counter-attacks).

Banshee Warrior 6 0 3 2d+5 1 29
(w/shuriken pistol, powersword & shrieker mask*)

* Shrieker Mask (+5pts); when a banshee warrior with a shrieker mask attacks an opponent in melee combat, the opponent doesn't get to roll any HTH dice or use any HTH bonuses - it only gets to use its DEF (as if it were the target of a shooting attack). If the opponent survives the attack, it may fight normally in any subsequent melee combat against that model (the shrieker mask will have no further effect), but if the opponent is attacked by another banshee warrior with a shrieker mask, the new attacker's mask will have its full effect.

Hawk Warrior 4 (6) 0 3 1d+3 1 34
(w/laserblaster, hawk bomblet pack & flight pack)

Spider Warrior 4 0 3 1d+3 1 49
(w/doom spinner & wormhole generator*)

* Wormhole Generator (+20pts); a spider warrior equipped with a wormhole generator may teleport up to ten spaces away from his current position for each move action taken.

The spider warrior may even end its movement inside of places that it does not have a direct LOS to (i.e. inside buildings, bunkers, or different rooms), but doing this makes the trip more risky. Wormhole movement replaces the spider warrior's normal movement, since it is too busy operating the wormhole generator. A wormhole generator may also extend the distance of the "jump" to be made, but this increases the model's exposure to the warp and puts it at additional risk.

If the jump is made into a space that the model does not have a LOS to, or if the distance of the jump is extended by ten spaces (or fraction thereof), roll 1d6; if the roll is a "1", the model is lost in the warp and is considered a casualty. For each additional ten spaces (or fraction thereof) that the jump is "extended", the roll to be "lost" in the warp is increased by +1 (i.e. 11-20 spaces = lost on a roll of "1", 21-30 spaces = lost on a roll of "1-2", etc.). These modifiers are cumulative, so if a jump is extended by ten spaces and is made into a space that the model has no LOS to, the model is lost on a roll of "1-2" (etc.).

<u>Troop Type (cont'd)</u>	<u>MP</u>	<u>TQ</u>	<u>DEF</u>	<u>HTH</u>	<u>HP</u>	<u>Cost</u>
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Reaper Warrior 4* 0 4 1d+4 1 33
(w/reaper catapult)

* this MP value already reflects the MP reduction from the heavy weapon (the model's original MP value is 5).

Spiritguard 4 0 4 1d+4 2 33
(w/spiritcannon)

Spiritlord* 5 1 5 2d+7 4 81

* includes two powerfists (one with a shuriken launcher and one with a flamer, for +26pts), and the "death blow" and "gunslinger" abilities (+15pts). You may also choose (and pay for) one weapon from the Elder Support Weapons list. Since a spiritlord is designed to be a mobile weapon platform (and all support weapons include a gyrostabilizer), there is no MP reduction from its support weapon.

<u>Mounted Troop Type</u>	<u>MP</u>	<u>TQ</u>	<u>DEF</u>	<u>HTH</u>	<u>HP</u>	<u>Cost</u>
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Elder Guardian on Jetbike 8 0 4 1d+4 1 27
(w/twin shuriken launchers & shuriken pistol) (1d+5) (40)
(w/shuriken cannon & shuriken pistol) (1d+5) (43)

Gleaming Spear Warrior on Jetbike 8 0 4 1d+4* 1 27
(w/twin shuriken launchers & laser lance*) (41)
(w/shuriken cannon & laser lance*) (44)

* Laser Lance (+4pts); this weapon adds an additional +1 to a gleaming spear's HTH roll when making a melee attack, but not when the rider is himself attacked (i.e. it can only be used for attacks - not for counter-attacks). However, it causes 2 HP of damage if the melee attack is successful.

<u>Elder Ranged Weapons</u>	<u>RNG</u>	<u>ATK</u>	<u>HP</u>	<u>Special</u>	<u>Cost</u>
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Shuriken Pistol 8/12 1d 1 P1 3
Shuriken Launcher 12/18 2d 1 A 7
Twin Shuriken Launchers 12/18 3d 1 A 10
Shuriken Cannon 18/27 3d+1 1 A/H1 13

Elder Ranged Weapons (cont'd) RNG ATK HP Special Cost
 Reaper Catapult 24/48 2d+1* 1 A/B1/H1 15

* this weapon has both the attributes of an autofire weapon and a blast weapon; it has an ATK of 1d+1 against every target affected by the blast if it is used to attack multiple targets/spaces like an autofire weapon. If both ATK dice are focused on the same target/space, the ATK of 2d+1 is used against every target affected by the blast.

Doom Spinner* S6 1d+1 1* - 17

* if the target is a living organism, an additional +1d6 HP is inflicted (as long as at least 1 HP is initially inflicted by the attack). This weapon is not effective against non-living targets like doors, bulkheads or stationary vehicles.

Flamer S6 1d 1 - 7
 Fusion Gun 8/12 1d+2 2 - 12
 Firelance 12/18 1d+2 2 H1 12
 Spiritcannon* 8/16 1d6* 3 - 15

* this weapon hits and causes damage on a roll of "4+", regardless of the target's DEF or special armor bonuses.

Laser Pistol 8/16 1d-1 1 P- 3
 Laser Gun 12/24 1d-1 1 - 4
 Laser Blaster 12/24 2d-1 1 A 7
 Hawk Talon 12/24 3d 1 A 11
 Bright Lancer 18/36 1d+3 3 H2 19
 Ranger Long Laser* 18/36 1d* 1* SN 7

* must have the "sniper" special ability to equip and use.

Hawk Bomblet Pack* special* 1d 1 B2 8

* when a hawk warrior moves using its flight pack, it may drop a hail of small plasma bomblets on an area that it passes over. Draw an imaginary line between the start and end point of the hawk warrior's flight movement and place a marker in any space along this line (and up to two spaces to the left or right of this line). The marker could also be placed on the model's final position, as it is assumed that the bomblets were dropped and exploded before the model actually lands. Also, the placement of this marker is not subject to deviation like a hand grenade is.

Once the marker is placed, make a normal attack roll against every target affected by the blast. Since a unit of hawk warriors is assumed to move and attack together, any other hawk warriors in the same unit are not affected by any of the bomblets that are dropped. Dropping bomblets using the bomblet pack does not cost any actions, but it may only be done if the hawk warrior moves at least six spaces using its flight movement.

Hand Grenade - Plasma G 1d 1 B1 5*

* for the listed cost, one model can be equipped with enough of this type of grenade to last for the entire battle, or every model in the same unit may be equipped with a single grenade of this type.

Elder Melee Weapons

	<u>HTH</u>	<u>HP</u>	<u>Cost</u>
Chainsword	+1	1	3
Biting Sword	+1	2	6
Power Weapon (sword, axe, glove, fist)	+2	1	6
Direblade, Skullweb	+2	2	9
Mage Blade, Wailing Spear	+1+psi*	1	12

* these force weapons may add a +2 to the psyker's HTH bonus for every psi level spent, but only if they are used as that model's only close combat weapon for that particular attack (i.e. no other weapon may be used and no extra HTH die may be gained for having a second weapon). If they are used in conjunction with another weapon like a pistol or some other close combat weapon, they are treated as normal force weapons (i.e. +1 to the psyker's HTH bonus for each psi level spent).

Elder Support Weapons* RNG ATK HP Special Cost

* all support weapons already include a gyrostabilizer (+10pts).

Shuriken Cannon	18/27	3d+1	1	A/H1	23
Gatling Laser	18/36	4d+1	1	A/H2	27
Bright Lancer	18/36	1d+3	3	H2	29
Stellarcannon	18/36	3d+1	2	A/H2	26
Missile Launcher*	24/48	*	*	H2/*	27

* has both plasma and krack missiles ↓ ↓ ↓

Plasma Missile	-	1d+1	1	B1	-
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Krack Missile	-	1d+3	2	-	-
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The Nyds (Genetically Engineered Monstrosities)

All Nyds automatically have "claws" included in their basic profiles, so they never have the -1 HTH modifier for not having a melee weapon as most troops do. However, these basic claws are automatically replaced by any kind of melee weapon the creature may be armed with (i.e. any kind of specialized claw, talon, pistol weapon, etc.). As with the other sample armies listed, the HTH numbers in parentheses are based on that model's specific melee weapons.

<u>Troop Type</u>	<u>MP</u>	<u>TQ</u>	<u>DEF</u>	<u>HTH</u>	<u>HP</u>	<u>Cost</u>
Ripping Swarm*	4	0	2	3d+2	3	10

* ripping swarms are particularly vulnerable to area effect weapons, so any type of blast or spray weapon causes an additional +1 HP of damage to the swarm per die rolled (as long as at least 1 HP is initially inflicted by that die's roll).

Nyd Shooter	5	0	2	1d+2	1	8
(w/meatborer)						(11)
(w/gorger)						(17)
(w/quillfists)				(2d+3)		(14)
(w/spike gun)						(11)
(w/stranglewebber)						(15)

Nyd Slasher*	5	0	2	1d+2	1	13
(w/slashing talons)				(2d+2)		(16)
(w/quillfists)				(2d+3)		(19)

* includes the "leap" ability (+5pts).

Nyd Flyer	2 (6)	0	2	1d+2*	1	17
(w/meatborer, bio plasma & flight pack [wings])						

Genethief (w/ripping claws)	6	1	3	1d+5	1	29
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Nyd Warrior	5	1	4	1d+4	2	26
(w/slashing talons & quillfists)				(3d+5)		(35)
(w/slashing talons & gorger)				(2d+4)		(38)
(w/slashing talons & deathspurter)				(2d+4)		(39)
(w/slashing talons & poison cannon)				(2d+4)		(46)
(w/slashing talons & strangler pod)				(2d+4)		(46)
(w/two pairs of slashing talons)				(3d+4)		(32)
(w/slashing talons & ripping claws)				(2d+6)		(38)
(w/ripping claws & quillfists)				(2d+6)		(41)
(w/ripping claws & gorger)				(1d+6)		(44)
(w/ripping claws & deathspurter)				(1d+6)		(45)
(w/ripping claws & poison cannon)				(1d+6)		(52)
(w/ripping claws & strangler pod)				(1d+6)		(52)

Hungerer	7	1	4	1d+4	2	32
(w/slashing talons & quillfists)				(3d+5)		(41)
(w/slashing talons & gorger)				(2d+4)		(44)
(w/slashing talons & deathspurter)				(2d+4)		(45)
(w/two pairs of slashing talons)				(3d+4)		(38)
(w/slashing talons & ripping claws)				(2d+6)		(44)
(w/ripping claws & quillfists)				(2d+6)		(47)
(w/ripping claws & gorger)				(1d+6)		(50)
(w/ripping claws & deathspurter)				(1d+6)		(51)

<u>Troop Type (cont'd)</u>	<u>MP</u>	<u>TQ</u>	<u>DEF</u>	<u>HTH</u>	<u>HP</u>	<u>Cost</u>
Lychter*	6	1	4	3d+6	3	56

(w/barbed hooks, slashing talons & ripping claws)

* includes the "stealth" ability (+10pts).

Carnivex*	5	1	5	1d+5	4	50
(w/slashing talons & poison cannon)				(2d+5)		(70)
(w/slashing talons & strangler pod)				(2d+5)		(70)
(w/two pairs of slashing talons)				(3d+5)		(56)
(w/slashing talons & ripping claws)				(2d+7)		(62)
(w/ripping claws & poison cannon)				(1d+7)		(76)
(w/ripping claws & strangler pod)				(1d+7)		(76)

* includes the "death blow" ability (+10pts).

Psychotrope*	5	1	3	1d+3	2	55
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* includes a warping field (+15pts), level 1 psychic mastery

(+10pts), and the "psychic attack" power (+10pts).

Warping Field; when a creature with a warping field takes damage from an attack, it gets to make a special saving roll on 1d6; if the saving roll is greater than the amount that the attacking weapon's ATK roll exceeded the creature's DEF by, or the amount that the attacker's HTH roll exceeded the creature's HTH roll by, the creature takes no damage from the attack. Also, any re-rolls may not be used for this saving roll

Biovox*	4	0	2	1d+2	2	8
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* spore bombs must be purchased separately by type, and the listed cost is for enough bombs to last for the entire battle.

Hive Lord*	6	2	5	1d+5	4	73
(w/slashing talons & quillfists)				(4d+6)		(82)
(w/slashing talons & gorger)				(3d+5)		(85)
(w/slashing talons & deathspurter)				(3d+5)		(86)
(w/slashing talons & poison cannon)				(3d+5)		(93)
(w/slashing talons & strangler pod)				(3d+5)		(93)
(w/two pairs of slashing talons)				(4d+5)		(79)
(w/slashing talons & ripping claws)				(3d+7)		(85)
(w/ripping claws & quillfists)				(3d+7)		(88)
(w/ripping claws & gorger)				(2d+7)		(91)
(w/ripping claws & deathspurter)				(2d+7)		(92)
(w/ripping claws & poison cannon)				(2d+7)		(99)
(w/ripping claws & strangler pod)				(2d+7)		(99)

* counts as a "leader" (+15pts), and includes the "death blow" ability (+10pts); may add a warping field (see the Psychotrope entry above) and levels of psychic mastery and psychic powers at their normal point costs.

Hive Guard	6	1	6	3d+7	2	56
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(w/ripping claw*, quillshield* & flail whip)

* a single ripping claw adds +1 HTH, does 2 HP, and costs +6pts; a quillshield counts as a shield (+1 DEF) and a single quillfist (with an ATK of 1d and a cost of +3pts). All of these are already reflected in the model's profile.

The Crimson Terror*	7	1	5	3d+5	3	65
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(w/two pairs of slashing talons)

* includes the "death blow" ability (+10pts).

Special Rules For The Crimson Terror: if all three of the Crimson Terror's HTH dice roll a natural "5+" in melee combat, the opponent is immediately snatched up and devoured whole (treat the model as a casualty, regardless of its DEF or the number of HP it has). However, if the Crimson Terror itself was killed in the same melee, this "devouring" doesn't occur. Only man-sized troop models with a DEF of 5 or less may be devoured - models with a DEF of 6 or more, extremely large models, or mounted troops may not be devoured.

Nyd Ranged Weapons **RNG** **ATK** **HP** **Special** **Cost**

Barbed Hooks* 4/6 2d-1 1 P- 5
 * if a model is "hit" with a barbed hook, but it is not "killed", it is immediately dragged into one of the three spaces in front of the attacker, and the attacker gets to make a single melee attack against that model for free (at no action cost). This "dragging" effect does not work against mounted troops or models with a DEF of 5 or more, as they are considered to be too heavy to drag. Also, barbed hooks are considered to be a pistol weapon, so they count as a single additional melee weapon (+1d) and are used as part of the equipped creature's HTH roll.

Quillfists (paired)* 4/8 2d 1 A/P1* 6
 * creatures with quillfists are bred to use them, so they do not need to sacrifice an action to fire both of them - instead, the pair are fired together and are treated as a single autofire weapon. If used in melee combat, they are still treated as a pair of pistol weapons (+1d and +1 HTH bonus).

Spike Gun	8/16	1d-1	1	-	3
Meatborer	6/12	1d	1	-	3
Gorger	6/12	3d	1	A	9
Deathspurter	8/16	1d+1	1	B1	10
Poison Cannon	18/36	2d+2	2	-	17
Strangler Pod	12/24	1d	1*	B2	17

* if the target is a living organism, an additional +1d6 HP is inflicted (as long as at least 1 HP is initially inflicted by the attack).

Stranglewebber*	S3	1d6*	1	-	7
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* 1-2=no effect, 3-5=entangled, 6=strangled (1 HP damage). A model that is entangled or strangled (assuming it has enough HP to survive being strangled) cannot move or make any attacks for the remainder of the game. However, it can attempt to break free of the webbing by rolling "7+" on 1d6+DEF on its next activation (but it can take no other actions for the remainder of that turn - including any extra actions). If it fails to break free, it takes an additional 1 HP of damage - but it takes no damage if it does not attempt to free itself. If a friendly model moves into an adjacent space to the entangled model (including an adjacent diagonal space), it can assist the entangled model by adding its DEF to the entangled model's roll to free itself (but again, if the roll fails, the entangled model takes 1 HP of damage). Re-rolls may be applied to the attack roll for this weapon, but they may not be used for a model's roll to free itself from the webbing.

Nyd Ranged Weapons (cont'd) **RNG** **ATK** **HP** **Special** **Cost**

Spore Bombs - explosive	24/48	1d	1	B2	12
Spore Bombs - chemical*	24/48	1d-1	1*	B2	14

* if the target is a living organism, an additional +2 HP is inflicted (as long as at least 1 HP is initially inflicted by the attack).

Spore Bombs - acid spray* 24/48* 1d+1 1 S6* 14
 * an acid spray spore bomb can be launched up to its maximum range, but its actual attack is made like an S6 spray weapon. When the spore bomb detonates, roll 1d6 to determine which spaces the "spray" will affect; if the roll is "3+", the controlling player gets to choose the spaces that are affected by the spray, but if the roll is "1-2", the opposing player gets to decide.

Special Rules For Spore Bombs: when any spore bomb is launched, it is placed in an empty space within the shooting model's LOS, and within the 90° restricted firing arc for heavy weapons. The attacking player then rolls 1d6; if the roll is "3+", the spore bomb stays where put, but if the roll is "1-2", the opposing player may deviate the spore bomb one space in any direction he chooses (as long as that space is empty and on the same level). Once the spore bomb's final location has been determined, it only "detonates" if it has landed in a space adjacent to a non-Nyd model (including an adjacent diagonal space). If there are no enemies within one space, the spore bomb remains there until the start of following turn, at which point it may be activated like any other model.

When a spore bomb is activated, roll 1d6; if the roll is "3+", the controlling player may choose which direction it moves, but if the roll is "1-2", the opposing player gets to decide. In either case, the spore bomb moves a random number of spaces (roll 1d6; the number rolled is how many spaces the spore bomb may move). Since spore bombs float above the ground, they ignore all types of low lying terrain. Also, all Nyd creatures are immune to the effects of the chemical and acid spray spore bombs.

Nyd Melee Weapons

	<u>HTH</u>	<u>HP</u>	<u>Cost</u>
Slashing Talons (one pair)	+1d	1	3
Slashing Talons (two pairs)	+2d	1	6
Ripping Claws	+2	2	9
Flail Whip	+2d	1	6
Poison Stinger*	+1d	1*	6

* if the target is a living organism, an additional +1 HP is inflicted (as long as at least 1 HP is initially inflicted by the attack).

Bio Plasma*	+1d*	1	2
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* this weapon adds an additional +1d to the creature's HTH roll when making a melee attack, but not when the creature is itself attacked (i.e. it can only be used for attacks - not for counter-attacks).

The Taoo (Grey Aliens with Mecha)

<u>Troop Type</u>	<u>MP</u>	<u>TQ</u>	<u>DEF</u>	<u>HTH</u>	<u>HP</u>	<u>Cost</u>
Taoo Flame Warrior	5	0	3	1d+3	1	12
(w/pulse rifle)						(21)
(w/pulse carbine & grenade launcher)						(23)
(w/rail rifle)						(23)

Flame Warrior Commander	5	1	3	1d+3	1	17
(w/pulse rifle)						(26)
(w/pulse carbine & grenade launcher)						(28)

T-15 Stealtsuit*	2 (6)	1	4	1d+4	1	50
* includes a burst cannon (+13pts), the "stealth" ability (+10pts), and a flight pack (+10pts).						

T-8 Battlesuit	2 (6)	1	4	1d+4	2	30
* includes a flight pack (+10pts). You may choose (and pay for) up to three weapons from the Taoo Battlesuit Weapons list (except "twin railguns" and "smart missile system").						

T-88 Heavy Battlesuit*	5	1	5	1d+5	2	44
(w/twin railguns & twin plasma rifles)						(81)
(w/twin railguns & smart missile system)						(89)
* includes a gyro stabilizer (+10pts).						

Taoo Gun Drone*	2 (6)	0	3	1d+3	1	32
(w/twin pulse carbines, twin grenade launchers & flight pack)						
* all Taoo drones (both gun and shield drones) are programmed with "blind devotion", and will attempt to save their Taoo masters. If a living Taoo (i.e. not another drone) is in an adjacent space to a drone (including an adjacent diagonal space), and it is hit and killed by a shooting attack, the drone will attempt to intercede and "take the hit" for the killed model. Roll 1d6 for the drone; if the roll is "5+", the drone is hit instead of the other Taoo model (work out any damage normally).						

Taoo Shield Drone	2 (6)	0	3	1d+3	1	38
(w/shield generator* & flight pack).						
* Shield Generator (+20pts); works similar to the psychic ability "psychic barrier". The shield is always "up", it covers an area the size of a small blast (the shield drone and the eight spaces surrounding it), and a bonus of +2 is added to the DEF of any model covered by the shield. The size of the shield can be increased up to the size of a large blast (during the drone's activation), but then only a +1 is added to the DEF of any model covered by the shield. The shield works against all ranged attacks (including psychic attacks), but not against melee attacks (including melee attacks made with pistol weapons).						

<u>Taoo Ranged Weapons</u>	<u>RNG</u>	<u>ATK</u>	<u>HP</u>	<u>Special</u>	<u>Cost</u>
Pulse Pistol	8/16	1d+1	1	P2	7
Pulse Rifle	18/36	1d+1	1	-	9
Pulse Carbine (w/launcher)	12/24	2d+1	1	A	11
Grenade Launcher - Photon	12/24	1d-1	1	B1	-

<u>Taoo Ranged Weapons (cont'd)</u>	<u>RNG</u>	<u>ATK</u>	<u>HP</u>	<u>Special</u>	<u>Cost</u>
Twin Pulse Carbines (w/launchers)	12/24	3d+1	1	A	14
Twin Grenade Launchers - Photon	12/24	2d-1	1	B1	-

Rail Rifle	18/36	1d+2	1	H1	11
Hand Grenade - Photon	G	1d-1	1	B1	4*
* for the listed cost, one model can be equipped with enough of this type of grenade to last for the entire battle, or every model in the same unit may be equipped with a single grenade of this type.					

<u>Taoo Battlesuit Weapons</u>	<u>RNG</u>	<u>ATK</u>	<u>HP</u>	<u>Special</u>	<u>Cost</u>
Burst Cannon	12/18	3d+1	1	A	13
Twin Burst Cannons	12/18	5d+1	1	A	22
Plasma Rifle	12/24	1d+1	1	-	8
Twin Plasma Rifles	12/24	2d+1	1	-	10
Fusion Blaster	8/12	1d+3	2	-	15
Twin Fusion Blasters	8/12	2d+3	2	-	17
Flamer	S6	1d	1	-	7
Missile Pod	18/36	2d+2	1	A	15
Twin Missile Pods	18/36	3d+2	1	A	18
Twin Railguns	36/72	2d+4	3	H1	27
Smart Missile System	12/24	4d+1	1	A	18

Taoo T-8 and T-88 Battlesuit Optional Equipment

Multi-Tracker: (+5pts) this piece of equipment has the same effect as the "Gunslinger" special ability; it allows the battlesuit to fire two separate ranged weapons at the same target without sacrificing a re-roll, and if the battlesuit does sacrifice a re-roll, both weapons may be fired at separate targets. This also applies to any set of "twin" weapons from the Taoo Battlesuit Weapons list, but this only applies to battlesuit weapons, and not to any other kind of "twin" weapons (which must normally both be fired at the same target).

Battlesuit Shield Generator: (+10pts) different than the gun drone shield generator (which is meant to protect ground troops), the battlesuit version is almost exactly the same as a regular shield; it adds +1 to the DEF of the battlesuit against all attacks.

SCENARIOS

Apart from being a generic grid-based skirmish game for modern, near future, and sci-fi era settings, Space Hive can also be used to play specific scenarios using the floor tiles from other popular sci-fi table-top games as well. This portion of the rules will cover the specific rules used for playing scenarios in alien hives and narrow corridors.

ALIEN HIVE GAMES

Alien hive games are played in "missions", with each mission being to destroy one of the hive's vital organs, and a single alien hive game can involve up to six missions. There are several special rules for alien hive games, each of which will be explained in the following sections.

Setting Up An Alien Hive Mission

The number of hive board sections used and their set-up will vary depending on the duration and type of mission being played. A "standard duration" mission uses all six board sections, while an "extended duration" mission can use up to twelve board sections (in the event that you wish to use more than one "set" of board sections at a time). For the most part, these rules will assume that the duration of most missions is "standard". There are also two different mission types; "exploration missions", and "raid missions".

Exploration missions have a hidden set-up, where the opposing player (i.e. the non-alien player) does not get to see the actual layout of the board until it is "explored". In contrast, raid missions have an exposed set-up, so the opposing player clearly knows the "what" and "where" of his objective(s). In either case, the hive board sections may only be set up so that the adjoining sides of the board sections have the same number of "entry points" or "passageways" (to ensure that the models on each board section have a clear passage to the next board section).

Hidden Set-Up (Alien Hive Exploration Missions)

An exploration mission is set up using the hidden set-up counters (the small counters that look like their larger board section counterparts). The alien player sets these up in secret in any pattern that he desires (using the guidelines mentioned above), keeping in mind that any objectives will always be placed on board section number "2". As the invading models explore the hive, the hidden board sections are revealed one at a time.

The alien player may place up to three teleportation cyst counters (the round counters that look similar to a closed eye - hereafter referred to as "t-cyst" counters) on any of the hidden set-up counters except the one corresponding to the very first board section that the invaders will encounter. Also, up to two t-cyst counters may be placed on any particular hidden set-up counter. When a board section corresponding to a hidden set-up counter with a t-cyst on it is exposed, the actual t-cyst counter is placed on the board section in any space that the alien player desires except a "portal" (explained later), and not within three spaces of any "entry point" (the space where two board sections meet and create a passageway from one board section to another).

If playing an extended mission, the alien player may place up to six t-cysts on the hidden set-up counters (but again, with no more than two t-cysts per board section). Specific rules for teleportation cysts will appear later in the rules.

Exposed Set-Up (Alien Hive Raid Missions)

When playing a raid mission, the actual board sections are placed on the playing surface with all t-cyst counters and the objective marker already in place (again, the objective must always be placed on board section number 2).

Alien Hive Reinforcements

At the beginning of the alien player's turn, before he rolls for extra actions, the alien player should roll one die to determine how many Reinforcement Points (RP) he will have. Reinforcement points allow the alien player to bring more alien monstrosities out of hibernation and into the game to defend the hive.

When rolling for RP's, there is a "cap" of "1" per exposed board section - so the more board sections that are exposed, the more RP's the alien player will be able to gain. For example, if three board sections were exposed, the maximum the alien player would be able to roll on the die would be "3", and anything over this "cap" of "3" would still only count as a roll of "3". Also, if the board section with the mission objective is exposed (board section number 2, which during a raid mission, is always), a +2 bonus is added to the alien player's roll for RP's until the objective is destroyed.

When spending RP's to buy alien monstrosities to defend the hive, each RP is roughly worth about one hit point (HP) worth in creatures, so 2 RP's could be used to purchase a single creature with 2 HP, or two creatures with 1 HP each. Of course, particularly powerful creatures, or creatures that may be complex to "spawn" (ones with psychic powers, for instance) should cost additional RP's to purchase.

The creatures bought with RP's can come onto an exposed board section from any entry point or by using a t-cyst. Those creatures using an entry point cannot come onto the board on their first turn if an invading model is within three spaces of that entry point - they are forced to "lurk" there until their next turn.

You may only bring models into the game that you actually have available - if all of your available alien models are already on the game board, you may not bring in any additional reinforcements until some of those models are killed off. Finally, reinforcement points must be spent as soon as they are acquired - they cannot be saved up from turn to turn to buy more powerful creatures.

Optional Rule: Blip Counters

When the alien player brings reinforcements into play, they should come onto the board as "blip counters" so the invaders won't know what they're up against right away (although the alien player should keep track of which blip counter represents what model at all times). When a blip counter enters the LOS of an invading model, the counter is exchanged for the actual model that it represents. This also happens if a blip counter is moved to within two spaces of an enemy model (even if that model can't actually "see" the blip).

Alien Hive Exploration

When playing an exploration mission, if one of the invading models moves onto an entry point or opens one of the hive's sphincter-like doors to a previously unexplored section of the hive, the "move" action the model is currently taking immediately ends and that model is considered to be "exploring" (and any leftover MP the model has for that move action are lost due to this exploration).

If the entry point or door is a "dead end" (i.e. if it does not lead to another board section), that model's activation ends - any remaining actions the model has are lost and it may not be given an extra action for the remainder of the current turn. If the entry point or door does lead to another board section, the alien player places the new board section on the playing surface and immediately rolls for an "event" for the exploring invader (Events are explained later in the rules). The roll to determine which colored area the event takes place on is ignored, as this event is specifically happening to the exploring model (again, explained later).

Please note that the alien player can still use a "dead end" to bring on reinforcements; even though the dead end may not lead to an area of the hive that the invaders are looking for, it still leads to some other part of the hive.

Alien Hive Ambushes

When an invading model enters a new board section (either through "exploration", or that model is simply the first invader to enter that board section - including the very first board section that the invading forces will encounter), the alien player should roll 1d6 for reinforcement points with a die cap of "3" (regardless of the number of board sections that are actually exposed). The number of RP's gained by this roll is how many points of reinforcements are already waiting on that board section for the invading model.

If the new board section is the one with the objective on it (i.e. board section number 2), an additional +2 is added to the number of RP's. The alien reinforcements waiting in ambush can be placed anywhere on the newly exposed board section, but not within three spaces of the entry point or door that the invading model entered from.

Alien Hive Events

At the end of a game turn, the alien player should roll to randomly determine if any events befall any of the troops invading the hive. The alien player should roll two dice; the first is to determine which colored area of the board the event will take place on, and the second is to determine what actual event (if any) occurs. If more than one invading model is on a particular colored area that an event occurs on, the invading player may choose which of his models the event happens to (but this must be determined before the actual event is rolled for). Please use the following tables.

<u>Die Roll</u>	<u>Colored Area</u>	<u>Die Roll</u>	<u>Event</u>
1	Red	1-2	nothing
2-3	Purple	3	Hive Mucus
4-6	Green	4	Parasite Attack
		5	Larval Infestation
		6	Hive Trap

Hive Mucus: when this event occurs, the invading model is "slimed" by the hive and it loses one action while it cleans itself off.

Parasite Attack: a swarm of "cleansing" parasites attacks the invading model thinking it is some kind of foreign body (which it is). The model loses two actions while it fights off the parasites and stomps them into pulp.

Larval Infestation: a brood of hungry larvae attack the invading model thinking it is some kind of food (which it is...). The model is attacked with an ATK of 1d versus only its DEF, and if the invading model survives, it still loses one action while it tries to shake the rest of the larvae off.

Hive Trap: the invading model has triggered the hive's disposal system or one of its defense mechanisms, and the model must make a saving roll of "5+" on 1d6 - with no modifiers and no re-rolls. If the roll is "4" or less, the model is sucked into the bowels of the hive and slowly digested (treat the model as a casualty, regardless of its DEF or the number of HP it has).

Alien Hive Special Counters & Board Features

The following counters and board features are only used in hive games, and since all features of an alien hive are "alive", they are affected by all weapons.

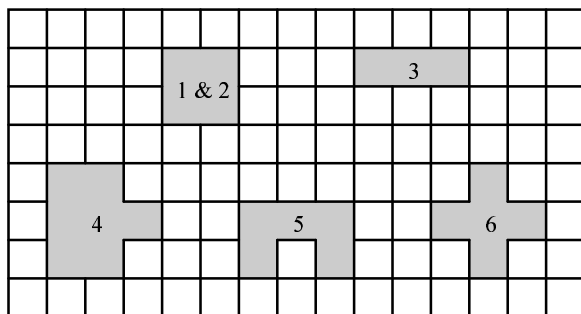
Teleportation Cysts: teleportation cysts (t-cysts) do not block movement or LOS, and they cannot be moved - but they can be destroyed. Any model can move through a space containing a t-cyst, but if a non-alien model ends its movement on a t-cyst, that model is instantly swallowed whole and removed from the game. An alien model can stand on a t-cyst with no adverse effects, but new reinforcements may not be brought in via that t-cyst until that alien model moves to a different space. Also, an alien model can use a t-cyst to teleport to any other t-cyst on the board by moving onto the t-cyst and spending one action. The alien model is then immediately moved to any other available t-cyst with whatever facing the controlling player chooses. A teleportation cyst has a DEF of 4 and has only 1 HP.

Portals: a portal is a feature on alien hive board sections. Essentially, they are small pulsating archways that connect the various chambers of the hive. Portals do not block movement or LOS, but a ranged attack made through a portal may hit the hive wall as the portal expands and contracts. Roll 1d6 for a ranged attack that passes through a portal; if the roll is a "1", the attack hits the portal wall and is absorbed by the hive. This should be done for each portal that a ranged attack has to pass through before it reaches the target - it does not apply to targets that are standing in a portal, or an attack made from a portal, it only applies to attacks passing through a portal. If a blast weapon hits a portal wall, the blast occurs normally, but with the portal space as the center of the blast. Also, if a spray weapon is stopped by a portal, none of the spaces on the other side of the portal are affected - but the portal space itself is still attacked by the spray weapon.

Sphincter Doors: a hive's sphincter doors are operated by using a model's movement points (just like a normal door). They can only be operated by a model in a space adjacent to the door (including a diagonal space), and only if the door is to that model's front or sides - not to that model's rear. Opening a sphincter door costs 1 MP, and the door will stay open as long as there is a model in a space adjacent to the door; if there are no models in a space adjacent to the sphincter door, it will automatically close and must be re-opened. A closed sphincter door is considered to be an impassable object, and it blocks both movement and LOS, but it can be destroyed. A sphincter door has a DEF of 5 and has only 1 HP, but it can only be destroyed if it is closed - an open sphincter door cannot be attacked.

Alien Hive Objectives

At the beginning of each mission, randomly determine which objective the invaders are attempting to reach and destroy. If playing a stand-alone mission, a die roll can be used to determine what the objective is, but if playing more than a single mission in a campaign setting, numbered counters (marked "1" through "6") should be used to determine the order that the objectives will be encountered throughout the various missions. All objective markers (with the exception of the Disposal Sphincter) block both a model's movement and LOS. The following are the special rules for each objective, and the diagram below shows the shape of each objective marker and the amount of space it takes up on the game board.



objective marker shapes (and their numbers)

 = these spaces are occupied by the objective markers

1 - Disposal Sphincter: the Disposal Sphincter has a DEF of 7 and has 4 HP. If the invading forces destroy this objective, they may bring in an additional (1d6 x 30) points worth of reinforcements - but they may only be selected from the friendly models that have already been killed during the course of the current campaign. These reinforcements may then be used in any additional missions in the current campaign (including the current mission).

2 - Teleportation Nexus: the Teleportation Nexus has a DEF of 4 and has 4 HP. If this objective is destroyed, the alien player may no longer use any teleportation cysts for the remainder of the campaign. However, while it is still alive and functioning, the alien player may use it as if it were a normal teleportation cyst.

3 - Hive Mental Synapse: the Hive Mental Synapse has a DEF of 5 and has 3 HP. When playing a mission for this particular objective, the alien player receives a +2 bonus to his roll for extra actions each turn, and also an additional +1 to the total number of extra actions received. The alien player gains these bonuses until the objective is destroyed, and when it is destroyed, the alien player has a -2 modifier applied to all rolls for reinforcements for the remainder of the campaign.

4 - Sensory Cluster: the Sensory Cluster has a DEF of 4 and has 7 HP. If it is destroyed, but it is not the final objective in the current campaign, the invading player may choose the next objective his forces will attempt to destroy from the remaining objectives. In addition, the alien player will not be able to roll for events for the remainder of the campaign - including exploration events.

5 - Respiration Vent: the Respiration Vent has a DEF of 5 and has 5 HP. The chamber that the Respiration Vent is in (the large chamber on board section number 2) - including all of the connected portal and door spaces - is filled with a cloud of opaque vapor, so it completely blocks the LOS. However, models within this vapor cloud may see into the spaces adjacent to them (including adjacent diagonal spaces), and models in the spaces at the edge of the vapor cloud (i.e. in the chamber's portals or doorways), may see outside of the vapor cloud - and may themselves be seen by models outside of the vapor cloud. The vapor cloud remains in place until the objective is destroyed, and when it is destroyed, all alien models will have their MP ratings lowered by 2 MP for the remainder of the campaign (including the current mission).

6 - Energy Cortex: the Energy Cortex has a DEF of 5 and has 5 HP. The powerful throbbing of this hive organ can cause disorientation and blackouts to those models standing too close to it. Roll 1d6 for any model that takes an action within six spaces of the Energy Cortex objective marker; if the model is one of the invading forces (i.e. a non-alien model), and the die roll is "1-2", that model becomes disoriented and loses the action it was about to attempt. A model must also make this roll when it is attacked in hand-to-hand combat, and if it "loses its action", it is treated as if it were attacked from the rear (i.e. it cannot harm the attacker, even if its HTH roll is higher). If the model is wearing heavy powered armor or some kind of battlesuit, or if the model is an alien creature, only a roll of "1" will cause that model to lose its action. In any event, this roll must be made for every action that a model attempts to take while within six spaces of the objective, and this condition lasts until Energy Cortex is destroyed. When the Energy Cortex is destroyed, the invading forces immediately win the campaign - even if there are other objectives remaining in the campaign.

Ending An Alien Hive Mission

When an objective is destroyed, the alien player no longer gets to roll for reinforcements - although events are still rolled for as long as there are invading forces on the board (except in the event that the Sensory Cluster objective is destroyed, as mentioned previously).

To end a particular mission, the invading forces must either finish off the remaining alien creatures that are still on any exposed board sections, or they must fight their way back and exit through the same entry points that they started from. When all of the invading forces have exited the board, or there are no alien creatures left alive, that mission officially ends. Of course, it also ends if the invading forces are completely wiped out, but we don't like to think about that possibility too much.

Points For Alien Hive Games

The invading player has 750pts to purchase his forces for each mission to be played in a campaign, and if the mission is an "extended" mission, he gains an extra +100pts to spend. The invading player may use up to 900pts worth of the total forces purchased to go after a single objective. Also, not all of the forces to be used for a single mission have to go into play at the same time; some of them may be held back as reinforcements, just outside of the entry points to the very first board section. These forces may be brought into play as the invading player desires.

NARROW CORRIDOR GAMES (a.k.a. Bug Hunts)

A game played in a narrow corridor environment (also known as a "bug hunt"), typically involves tracking down and exterminating alien life forms that have infested derelict starships or abandoned facilities - but these types of games could just as easily involve hunting down fugitives and anti-government insurgents (i.e. terrorists), or recovering missing artifacts. Bug hunts are played in missions (just like alien hive games), but any mission objectives are dictated by the scenario being played, or are agreed upon by the players before the game begins. A single bug hunt game can involve any number of missions, but it is usually limited to only one or two.

Setting Up A Bug Hunt Mission

The number of corridor board sections used and their set-up will vary depending on the scenario of the mission being played. There are no "normal" or "extended" missions for bug hunts - but there are "exploration" and "raid" missions.

Hidden Set-Up (Bug Hunt Exploration Missions)

An exploration mission for a bug hunt requires that a map of the scenario be drawn up before the game begins, so there will be no confusion as to the actual layout of the board sections when they are revealed. As the exploring forces open doors and turn corners, any new board sections that the troops can see (i.e. have a clear LOS to) should be placed on the playing surface.

When new board sections are revealed, the "bug" player should roll 1d6 and subtract three from the roll (1d6-3); the result is how many enemy models (not blip counters) are already waiting in the newly revealed area for the exploring trooper. These enemy models can be placed anywhere on the newly exposed board section, but not within two spaces of the point where the exploring model gained a LOS to the new board section.

Exposed Set-Up (Bug Hunt Raid Missions)

When playing a raid mission, the actual board sections are placed on the playing surface according to the scenario, with the objective marker and all doors, bulkheads, and other counters already in place.

Bug Hunt Reinforcements & Blip Counters

In a bug hunt game, the "alien" player's models come into play as blip counters, so the exploring/invading player doesn't know exactly what or how many opponents he's up against right away. At the beginning of the alien player's turn, before he rolls for his extra actions, the alien player should randomly draw the number of blip counters that he has been allotted for reinforcements this turn (these counters should be pulled out of an opaque cup or jar, or from a box - some sort of container where the alien player himself does not know which blip counters he will have until after he has drawn them). The alien player may then place the blip counters just outside of the entry points that he plans to use that turn.

If there is an enemy model within six spaces of the entry point that the freshly drawn blip counter is attempting to use on its first turn, it may not come onto the board and it is forced to "lurk" there until its next turn (at which point it may then move about freely). When a blip counter moves, it has a movement value of 5 MP, and it does not have to be concerned with facing changes (blip counters have no facing).

When a blip counter enters the LOS of an enemy model, that blip counter is replaced with the actual model (or models) that it represents - this process is called "conversion". This also happens if a blip counter moves within three spaces of an enemy model, even if that model can't actually "see" the blip counter. You will note that this is one space more than the blip counter conversion rule for alien hive games - this is because in an alien hive, the "inhabitants" tend to blend in a bit better, whereas in the industrialized manufactured surroundings of a room or hallway, a hostile alien life form tends to stand out.

When converting a blip counter, the number on the bottom of the counter is how many alien models are placed on the game board. If the number is more than "1", any additional models must be placed in spaces directly adjacent to where the blip counter was when it was converted - and not in any adjacent diagonal spaces. If there is not enough room in that particular area of the game board to place the additional models, or if there are not enough actual models available, those reinforcements are lost.

Optional Rule: if a blip counter has a "2" or "3" on the bottom of it, the alien player may take that number of alien reinforcements, or he may "purchase" a larger or more powerful alien creature (like some kind of alien hybrid, or possibly even the larger alien monstrosities you would normally only encounter in an alien hive).

Bug Hunt Exploration

When an exploring model gains a LOS to a previously unexplored section of the board, the move action that the model is currently taking immediately ends and it is considered to be exploring the newly exposed area.

Any leftover MP the model has for that move action are lost due to this exploration, but after the new board sections are laid out, the exploring model may then take another action (if it has any remaining). New board sections are also revealed if an enemy model that was blocking the LOS to those board sections is killed (but when board sections are revealed in this way, it does not cause any model to lose any MP or actions).

Narrow Corridor & Bug Hunt Special Counters

The following counters are only used in narrow corridor and bug hunt games.

Pressure Doors: as mentioned previously in the rules, a door is operated by spending a model's Movement Points, and it can only be operated by a model that is in a space adjacent to the door (including a diagonal space), but only if the door is to that model's front or sides - not to that model's rear. Opening or closing a door costs 1 MP. A door can also be locked in its current position by spending an additional +1 MP. This forces anyone attempting to open (or close) the door to unlock it at an additional cost of +1 MP. This is useful because alien creatures cannot lock, unlock, or close pressure doors - but they can open them normally.

Doors are impassable objects, and they block both movement and LOS, but they can be destroyed. A pressure door has a DEF of 5 and it has 2 HP. A pressure door's control panel can also be destroyed, freezing the door permanently in its current position. A door's control panel only has a DEF of 3 and has only 1 HP.

Bulkheads: bulkheads are impassable objects that block both movement and LOS. They cannot be moved, but they can be destroyed. A bulkhead has a DEF of 7 and has 2 HP.

Cargo (Crates & Drums): cargo counters can either be impassable objects, or they can be treated as cover (depending on how "tall" the players agree that the cargo counter is). A cargo counter cannot be moved, but it can be destroyed. Each space worth of cargo typically has a DEF of 4 and has 2 HP. If a space of cargo is destroyed, it should be replaced with an appropriately sized rubble counter. Please note that a cargo counter can only be destroyed if it is specifically targeted - not if it is merely being used as cover for the model behind it.

Rubble/Debris: a rubble counter does not block movement or LOS, but it does cost an extra +1 MP to move through a space containing a rubble counter. Moving diagonally between two rubble counters, or moving diagonally between a rubble counter and another object (like a wall or another model) also costs an extra +1 MP. Rubble cannot be moved or destroyed.

Ending A Bug Hunt Mission

When all of the objectives for a specific mission are achieved, the alien player no longer gets to draw any blip counters. To end a mission, the exploring forces must either finish off the remaining alien creatures that are still on any exposed board sections, or they must fight their way back and exit through the same entry points that they started from.

However, the scenario may also call for a different way to end the mission, depending on the specifics of the scenario. When all of the exploring forces have exited the board, or there are no alien creatures left alive, that mission ends (but as mentioned previously, it also ends if the exploring forces are completely wiped out).

Points For Bug Hunt Games

The point system for a bug hunt game is a bit different than that used for an alien hive game. The "cost" of a game can vary depending on the number of blip counters gained per turn, the number of alien entry points, etc.

The base cost of a bug hunt mission is 100pts; this starts the alien player off with one blip counter per turn and the exploring player may spend up to 100pts on his forces. For each additional blip counter per turn, an extra +50pts is added to the cost of the mission (and to the total points the exploring player may spend on his forces).

The alien player starts off with up to seven (7) entry points for free. Each additional entry point adds another +25pts to the total mission cost, but none of the alien player's entry points may be within six spaces of the exploring player's deployment zones or entry points. The alien player may also place bulkheads on the game board if he chooses, but each bulkhead placed increases the mission cost by another +25pts.

Optional Base Cost: instead of a base cost of 100pts and one blip counter per turn, both players could agree to use a base cost of 300pts and 1d6 blip counters per turn. All other costs would remain the same.

Optional Rule: LOS In Total Darkness

If the scenario calls out for it (or if the players agree), a bug hunt scenario can be played in a setting of "total darkness", where the LOS only extends out to a distance of ten (10) spaces from the attacking model (this assumes that all models in play are equipped with some kind of personal lightsource like a flashlight or a tactical light mounted on a weapon, or even some form of limited "night vision" capability).

If this rule is used in an exploration mission game, hidden board sections should only be exposed out to ten spaces away from the models at the outermost edges of the unit (but this number may have to be "fudged" a bit depending on the size and shape of the board section being revealed). If it is used in a raid mission game, any blip counters on the board should only be converted to models when they are within ten spaces of the exploring models. This rule may also be used for normal skirmish games played in a "night" setting, but not for alien hive games, since most alien hives typically have several sources of bio-luminescence within them, so they are never in total darkness.

Using The Roster Sheet

To use the roster sheet, replace the "underscores" (_) with the appropriate information and print it out on your computer's printer (or, if you like filling it in by hand, or just like having several blank sheets available at any particular time, print it out "as is" and make photocopies as needed).

Troop Type (include all melee weapon bonuses)	MP	TQ	DEF	HTH	HP	Cost	Qty
1. _____	___	___	___	___	___	___	___
2. _____	___	___	___	___	___	___	___
3. _____	___	___	___	___	___	___	___
4. _____	___	___	___	___	___	___	___
5. _____	___	___	___	___	___	___	___
6. _____	___	___	___	___	___	___	___
total: _____							

Commanders & Leaders	Cost	Qty
1. Commander	5	___
2. Leader	15	___
total: _____		

Special Abilities	Cost	Qty
1. Death Blow	10	___
2. Dodge	5	___
3. Gunslinger	5	___
4. Leap	5	___
5. Marksman	5	___
6. Master Warrior	5	___
7. Sniper	5	___
8. Stealth	10	___
total: _____		

Ranged Weapons	RNG	ATK	HP	Special	Cost	Qty
1. _____	___	___	___	___	___	___
2. _____	___	___	___	___	___	___
3. _____	___	___	___	___	___	___
4. _____	___	___	___	___	___	___
5. _____	___	___	___	___	___	___
6. _____	___	___	___	___	___	___
7. _____	___	___	___	___	___	___
8. _____	___	___	___	___	___	___
9. _____	___	___	___	___	___	___
total: _____						

Special Equipment	Cost	Qty
1. Flight Pack (6")	10	___
2. Gyrostabilizer	10	___
3. Jump Pack	10	___
4. Targeter	5	___
total: _____		

Melee Weapons	HTH	HP	Cost	Qty
1. _____	___	___	___	___
2. _____	___	___	___	___
3. _____	___	___	___	___
4. _____	___	___	___	___
5. _____	___	___	___	___
6. _____	___	___	___	___
total: _____				

SPACE HIVE Unit Roster Sheet

Total Unit Cost: _____

Leader (include all melee weapon bonuses)	MP	TQ	DEF	HTH	HP	Cost
1. _____	___	___	___	___	___	___

Psychic Powers	Psyker No. 1	Psyker No. 2	Psyker No. 3	Psyker No. 4	Psyker No. 5	Psyker No. 6
Psi Level (cost)	___ (___)	___ (___)	___ (___)	___ (___)	___ (___)	___ (___)
Psychic Attack	10	10	10	10	10	10
Psychic Barrier	10	10	10	10	10	10
Psychic Blast	10	10	10	10	10	10
Psychic Concealment	10	10	10	10	10	10
Psychic Conveyance	5	5	5	5	5	5
Psychic Teleportation	5	5	5	5	5	5
total: _____		total: _____	total: _____	total: _____	total: _____	total: _____

Notes: _____
