

BLASTED PLANETS ARMY CREATION

Version 100

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CREATING A MODEL

No model may ever cost less than 5 Army points. No models cost may ever be reduced by more than half total.

Basing

No model may be on a base smaller than a US penny.

Any model with more than 2 absorbable hits must be on a base at least 1 1/4" square. 2" if any other shape. (so that function markers to indicate hits will fit on the base)

All Bases must be Round, Hexagonal or within 1/4 inch of square.

Basic Model

| | |
|---|---|
| Basic Mobile Model Cost = 5 Speed = 6" Attack = nil Save = 1* Absorbable Hits = 1 | Basic Stationary Model Cost = 5 Speed = 0 (Stationary may not add move or Jump. But may be teleported or carried or dropped.) Attack = 1 @ up to Medium Range Save = 1* Absorbable Hits = 1 |
|---|---|

* May substitute the single free save for an attack up to Medium Range this though may not be used as a deduction for further range increases to the die.

See below for modifying base models

Adding Hit Absorption

A Model May be created that survives multiple hits

| Number of Absorbable Hits Over Base of 1 | 1 | 2-6 | 7-9 | 10-12 Sane Max | 13-15 | 16-18 | 19-20 Max |
|---|---|-----|-----|-------------------|-------|-------|--------------|
| Cost Per Hit Over Base hit | 5 | 10 | 15 | 25 | 30 | 40 | 60 |

Note: a model with only one hit dies when it is hit and fails to save the first time.

Adding Saving and Attack Dice

Dice for attacks and Saving throws may be added to a model. The total number of combined Attack and Saving dice is limited by the number of absorbable hits that the model has.

| Models Total Absorbable hits | 1 | 2 | 3 | More than three |
|---|---|----|----|---|
| Maximum Combined Attack and saving Dice | 6 | 10 | 12 | One added Attack or Save per Absorbable Hit |

Adding Attack Dice

Attacks may be added to a basic model subject to the following costs. Dice functional at different maximum range bands may be used on the same model. Each die functions at any range up to or lower than its maximum range.

| | Close | Point Blank | Short | Medium | Long | Extended | Extreme |
|-------|-------|-------------|-------|--------|------|----------|---------|
| Range | 0" | 5" | 10" | 20" | 30" | 40" | 50" |
| Cost | 5 | 5 | 5 | 5 | 10 | 20 | 30 |

The original stationary model base attack die can be upgraded to greater than short range by deducting 5 from the cost of the longer-range die.

Adding Saving Dice

A Model May be created that Has multiple saving dice

Cost of Saves

| Number of Saving Dice Over Base of 1 | 1 | 2-6 | 7-9 Sane Max | 10-12 | 13-15 | 16-18 | 19-20 Max |
|--------------------------------------|---|-----|-----------------|-------|-------|-------|--------------|
| Cost Per Save Over Base Save | 5 | 10 | 15 | 25 | 30 | 40 | 60 |

Adding Ground Speed

Additional speed costs 1pt x total Dice and absorbable Hits per 2" to a maximum of 18"
 Note: specials may increase the ground speed of a model beyond 18".

SPECIAL ATTRIBUTES

Brain power, Race, Morale and "Specials" are known collectively as "Special Attributes". Most attributes have no effect on the cost of a model. But other attributes can increase or reduce the cost of a model. If an attribute reduces the cost of a model then if there is a contradiction with an other attribute of the same model the attribute which reduces cost supercedes the other attribute. Example: An Invertebrate Clairvoyant would always move before opponents and fire in the moving phase. In other cases where there is a conflict the more restricting attribute overrules that which is less restricting Example: A Stationary would get the die bonuses but would not receive the movement bonus. In other cases the were the conflict is mathematical it should clarify itself EG halved + doubled = single.

BRAIN POWER

All of the Models in a unit must have the same Brain Power. All Models may have only one Brain Power.

Average Brain Power (cost normal)

Moves as ordered

Attacks as ordered

Per normal attack and movement rules

Berserker (Cost normal)

Berserkers behave as if Average intelligence, unless they begin a movement phase within their movement distance of a hostile model, they then behave as if mindless. And continue to be mindless until there is no enemy within 12" or their normal move whichever is greater.

Clairvoyant (costs double)

Clairvoyant Moving

If a Clairvoyant has not moved yet in the turn and the clairvoyants' side moved first in the turn. The clairvoyant may move after all hostile movement has been completed.

If a clairvoyant's side is moving second in the turn the clairvoyant may be moved before any enemy movement.

Psychotic (Halves cost of model)

As for Berserker but treats all models including friendlies except members of it's own unit as hostile.

Mindless (each Model costs half) Limited intelligence

Mindless may use their Specials individually at the discretion of the owning player. Even if this results in their not doing their mindless thing during the turn.

Mindless Moving

Must move at full speed toward the closest hostile Model each movement phase. Unless two mindless of the same unit are already in contact with that hostile. Otherwise move toward the next closest Hostile. A Mindless only stops if it is capable of firing and has a target at point Blank Range or it is in contact with a hostile.

Mindless Attacking

Each Player must conduct all mindless attacks in each attack phase before conducting any other attacks. The results are still considered simultaneous with of results of the same phase. Mindless if eligible to attack always attacks with the maximum number of available dice at the closest hostile target. Mindless Never Op Fire. If multi Targeting it divides its dice Evenly between the three closest Targets. The odd die going to the closest of the three.

Primal Shriek

Any mindless which has not yet moved may make a primal shriek instead of moving at that point any mindless members of the same unit which have not yet moved, then move toward the shrieking mindless at full speed and ignore the need to move toward hostiles the shriek is heard at any range on the table.

Mindless and Command Control

Mindless never suffer any ill effects for being out of command control.

Mono Maniacal (Cost normal)

May either move or attack in a turn, never both.

Attacks with double dice. Normal moves at double speed (does not increase Jump range, does not break speed limit)

May not fire indirectly.

Paranoid (Each Model Costs half) Limited intelligence

A Paranoid may never move to a point that it could not see at the beginning of the movement phase. Though it may be teleported there

A Paranoid may never voluntarily move closer than 5" to any model not of the same unit hostile or friendly. And if it is closer at the beginning of a friendly movement phase must move away to at least 6"

If a Paranoid has a target within 6" it must fire on that target hostile or friendly But not of the same unit

Must run away if contacted and has not yet runaway that turn.

RACE

Each model is a member of a Race.

Amphibian

Ignores all normal effects of Pools and Streams. Attacks against an Amphibian in a pool or stream are at -2 to the die.

Arboreal

+2 to all dice rolls when touching tree. Arboreals are considered to be at level 3 when touching a tree (They just always climb to the Top) may always move through trees. If moving from one tree to another that is in movement reach may ignore all terrain effects. An arboreal may be "in" a tree that is in a pool.

Max 6" move

Max 4 combined hits and saves.

Max Base size 1"

If an arboreal is in a tree when the tree loses its last absorbable hit. Roll a single unmodified d10 on 4 or less the arboreal loses an absorbable hit through falling. If an Arboreal is in a tree that is in water when the tree is destroyed the Arboreal is destroyed unless also amphibious. Only 1 Arboreal may occupy a given tree at one time.

Avians (doubles cost)

All Avians are Flyers. Movement is bought in the same way as for ground movement. There is no Speed limit for Flyers. When a unit is flying it ignores terrain that it is flying higher than for movement. Place a D6 next to the unit leader to indicate altitude above table height all models in the unit fly at the same altitude and are treated as being at that Level for LOS/LOF. Treat each altitude level as 2" move for climbing 1" for descending. Avians move half speed when not flying. For each level of altitude add 1" when measuring for LOS/LOF. As a function of a miniature game a Flyer may not end its move over another model tree rock or bush. If playing on a map with counters it may.

Aquarian

May not leave water unless it is a jumper but must end its jump in water.

Ignores all normal effects of Pools and Streams.

Attacks against Aquarians –2 (except when Jumping) to the die by all but other Aquarians.

When in a pool may declare it self submerged at the beginning of its movement phase then may not normal attack or be normally attacked except by other Aquarians or Amphibians in the same pool. When submerged it may spot Amphibian and Aquarian models in the same pool for indirect fire.

If it fails morale and must retreat toward the nearest pool if not already in a pool and submerge once there rather than toward the friendly edge. It may not surface until it has passed a morale check.

Bovine

All Bovines are hard chargers (see Hard Chargers in Chosen Specials).

Blob

May never up grade movement speed nor be a jumper. When a Blob with more than one remaining absorbable takes a hit it loses the hit. But spawns a small 1 hit, 1 attack Blob on a base no larger than 1" in diameter with all the same attributes as the original Blob. This blob has all the special abilities of the parent Blob unless it is a special which is limited in number to an army or increases its number of absorbable hits. The new Blob is placed in contact with the parent. Spawned blobs may be attacked in the same attack phase that they are spawned.

Blobs are + 2 to be Hit when attacked.

Crustacean

The models absorbable hits are doubled with no collateral increase in movement cost or decrease in jump distance.

Humanoid

+1 on all ranged attacks and +1 on all morale tests +2" normal move

Insectoid

Ignores movement effects of terrain other than Pools and Streams Insects get +1 to their saving dice.

Machine

All Machines are Fearless

Macropus

All Macropus's are Jumpers.

(Macropus is the Genus to which Roos and Wallabies belong)

Reptilian

+2 on all close Attacks +1 on saves

Rodent

Can choose to move before or after hostile movement. May not have more than 4 combined dice and hits. Rodents have a -1 to their dice in ranged attacks.

Vegetable

All vegetables are Advanced guard (see Chosen Specials). Vegetables are +2 to be hit by opponents. Vegetables must be stationary and may not be teleported.

CONDITIONAL SPECIALS

The following specials are automatically applied to Models that meet the conditions for them. Note that a conditional special is not always a good thing. Multiple conditional specials have NO effect on the cost of a model.

Close Fighter

A model with no ranged attack dice is a Close Fighter. Close fighters double their dice in attack.

Burst

Any model which has all its attack dice in the Point Blank Range band may divide its dice among up to 3 targets.

Carrier

Any model with at least 2x as many absorbable hits as combined attacks and saving dice is a carrier. It is the players' discretion whether it is a carrier internal or external. See Carrier chosen Specials

Fire Fighter

A Model with any ranged dice over Short is a Fire Fighter and halves those attack dice at Point Blank and Close.

Heavy Armor

A mobile model with no movement up grades (other than drop troop or hard charge) or a stationary model with no attack up grades (beyond its base 1die and no specials effecting attack dice or range). May (but is not forced to) have heavy "armor" this confers up on the model an additional saving die or Absorbable Hit.

Juggernaut (models with multiple absorbable hits only)

Any Model on a base 2" or larger is a Juggernaut. If in the course of its move a juggernaut comes in contact with a hostile model that has fewer combined absorbable hits. The player owning the juggernaut may choose to displace the contacted model a distance = up to half the Juggernauts base size in order to clear its path of movement. But it may be kept in contact with the Juggernaut. This does not in any way effect the attack or move status of the displaced Model.

Light Troops (Any mobile model with no saving dice and no more than one absorbable hit)

May be light troops adding 6" normal movement. By definition Light troops may not have heavy armor.

Shielding Any model on a base 2" or larger is shielding. See chosen specials

Tall

Any model on a base 2" or larger may be, but is not required to be TALL. A model which is designated to be Tall must be designated to be either 1 or 2 tall it is then considered to be for purposes of LOF/LOS to be that many contours higher than the level that it is resting on.

Way Of One

Any model that has only 1 Attack Die and or only 1 Saving Die, adds +1 to its single attack die and or +1 to its single saving die. This bonus does not apply if using an attribute that multiplies the number of dice thrown.

CHOSEN SPECIALS

Each Model may have a single Chosen Special at no cost and a second at double its cost. A third quadruples its cost. A model may never have more than one cost cutting chosen special.

Advanced Guard

May deploy anywhere on friendly half of table.

Advanced Targeting

May make normal ranged attacks up to double its normal range with half normal attack dice.

Amphibious

Ignores all movement effects of streams and pools

Assimilator

When making a close attack (Not Shredding) an assimilator may attempt to assimilate the target rather than damage or destroy it. Before its dice are thrown it is announced if it is assimilating if the result is such at the end of the combat that the target would have been destroyed the target instead becomes a member of the assimilators unit.

Assimilators may not combine their attacks with any but other assimilators of the same unit who are trying to assimilate when assimilating a target. If assimilation fails no damage is caused to the target at all. The Assimilator however takes normal damage whether the target is assimilated or not. Assimilated models receive -1 to all dice after assimilation on top of any existing modifiers that they may normally have. Otherwise the stats and status of the assimilated model are unchanged other than change of allegiance.

Beast Master

Activated at the beginning of any Movement phase but only once per turn may cause all mindless (of both sides) eligible to move within 12" of it to either move directly toward it or directly away from it during that movement phase. At full speed not stopping until the mindless has expended its movement (jumping if jumper) reaches impassable terrain, contacts a hostile model or the beast master it's self. Mindless will not attack a beast master.

There may be only 1 Beast master in any army

Body Thief

Exactly as for Assimilator except that a body thief gets double dice when attempting a body theft and is always destroyed whether it fails or succeeds. Thieves may combine attempted thefts with other thieves of the same unit.

Bore Gun

Bore gun may fire through any terrain at targets up to 10" away. Is unaffected by smoke or fog. If firing at targets more than 10" away all normal LOS LOF restrictions apply.

Brain Eater

Causes all models Friendly or Hostile within 6" of it at the beginning of the specials activation phase to become mindless until the next specials activation phase if it's special is invoked. Causes all models Friendly or Hostile in contact with it at the beginning of the specials activation phase to become permanently mindless. Mindless will never attack nor be drawn toward a Brain Eater.

May have no cost reducing special attributes

There may be no more than one Brain Eater in any army.

Carrier (External or Internal)

A Carrier may carry up to 4 models so long as their combined hits do not exceed the original number of absorbable hits of the carrier and all of their bases would fit on that of the carrier with no overhanging. Both Carrier and passengers are counted as having moved if the carrier has moved. It takes one inch movement Both from carrier and passengers, each time that passengers load or unload. To load a model must be in contact with the carrier when unloading Passenger starts movement anywhere touching the Carrier and may not move subsequently that turn. Stationary models may begin the game loaded on a carrier. They may be unloaded by the carrier at a cost of 1" movement to the Carrier at any point in the carriers movement or at the very end of the carriers move at no cost.

As loading unloading is normal movement Jumping nor Teleporting may not occur the same turn as a load or unload.

Carrier External

Fire against a carrier External may be divided up any way that the attacker desires between passengers and carrier. If a carrier external is destroyed the passengers are unloaded before the carrier is removed. Passengers may attack at -1 to hit. Passengers may activate specials but are treated as having moved if the carrier has moved.

Carrier Internal

Fire against Carrier Internal is always against the Carrier. If a carrier Internal is destroyed one unmodified saving die is thrown for each passenger. If failed the passenger takes a hit. Surviving passengers are placed by the owner anywhere in contact with the carrier before it is removed. Internal passengers may not attack nor activate specials. For cloaking to effect passengers the carrier must be internal.

Cloak

Model may not be engaged with Ranged attacks when cloaked Nor may it make attacks or activate other specials except those (or parts thereof) effecting only its own movement or phasing when cloaked. Cloaking is announced during the Specials Activation Interphase and remains in effect until the next. Exception they are sensed by mindless who will fire upon them if they are the closest target. Mindless also sense them for purposes of movement.

Commissar

Once per turn any time in the friendly movement phase a Commissar may "make an example" of any friendly model that it is touching. The "example " is removed from the table having gotten a bullet in the neck. All remaining models in the unit from which the "example" was taken that have total dice and wounds = to or less than the "example" function for the remainder of that turn as fearless.

Crawler

May always be fired over by friendlies +1 to save vs ranged attacks

Decoy

If a hostile Decoy is a valid target for any friendly model the Decoy must be attacked with at least one die before any other hostile is attacked. All decoys that are valid targets must be attacked before any other hostiles.

Directional Field Generator

In order for a Field Generator to work you must have at least two. At the beginning of a stationary fire phase in which the Generator would be eligible to fire. Instead of firing a directional field may be generated between two friendly generators that are not more than 15" apart. No intervening obstacles have any effect on drawing this line. The field has an offensive side and a defensive side all fire may pass though the offensive side of the field no fire except indirect may pass thru the defensive side of the field. Note the generator itself is not within the field it generates, the field is traced from the edge of the generator closest to, the other generator it is working with. A DFG has no effect on movement.

Doppelganger (may not have more than 6 combined dice and absorbable hits)

A Doppelganger may not be attacked by any Hostile model nor have any specials activated against it. Until after it has attacked a hostile model or used any special ability other than Doppelganger it may then be attacked normally in the phase that it attacks and from then on. Exceptions Mindless and Paranoid are unaffected by its ruse.

There may be no more than 1 Doppelganger in any army.

Drop Troop

Drop Troops may be held off of the table and Drop on to the table in any friendly movement phase any where on the table not in contact with a hostile model. There is always a chance that a drop trooper will "nose in" when dropped. As each Drop Trooper is placed on the table the owner rolls one die. On a score of a 1 or 2 the Drop trooper has "Nosed in" and is loses an absorbable hit.. Non amphibious, amphibian or Aquarian troops dropped in a pool or stream are destroyed. Aquarians dropped out of a pool or stream are destroyed. Dropping counts as a full normal move so a dropper does not move after it lands. A Dropper would attack in the moving phase unless a Storm Trooper or Clairvoyant on the turn it is dropped.

Carriers that are Drop troops may carry non drop troops, passengers must be carried internally and may not unload on the turn they drop. If a carrier Noses in all passengers must roll for Nose in.

Engineer

An engineer may remove any Rock, Tree or Bush that it begins its movement phase touching. If an engineer stops in a stream any friendlies with a base size = to or smaller than that of the Engineer may move over the engineer with out penalty.

Ether Assassin (Doubles Model cost)

An Ether Assassin may fire in the moving fire phase after having teleported.

Flyer (doubles cost)

Movement is bought in the same way as for ground movement. There is no Speed limit for Flyers. When a unit is flying it ignores terrain that it is flying higher than for movement. Place a D6 next to the unit leader to indicate altitude above table height all models in the unit fly at the same altitude and are treated as being at that Level for LOS/LOF. Treat each altitude level as 2" move for climbing 1" for descending. Avians move half speed when not flying. For each level of altitude add 1" when measuring for LOS/LOF. As a function of a miniature game a Flyer may not end its move over another model tree rock or bush. If playing on a map with counters it may.

Fogger

Fogging is announced during the Specials Activation Interphase and remains in effect until the following Specials Activation Phase. Fog has the effect of causing all ranged attacks incoming and out going within 3" of the fogger to be reduced to half dice. Exception the attacker is itself a fogger then full dice may be used. Fog may be fired through at half dice.

Frantic Fire

Model with Frantic Fire may use double attack dice when attacking in the Short or Point Blank range bands.

Gassing

A Gasser may not have moved during the current turn if it is to gas. Gassing occurs in the Specials interphase. And persists until the following Specials interphase. The Gasser may not subsequently make a normal attack on that turn. A Gas marker is placed at any spot that the gasser is gassing. The gas cloud effects all models on both sides except for Gassers the Gas cloud may be up to one inch in radius for each unmodified attack die that the gasser has at the range. . Multiple gas clouds may occupy the same area each inflicting a one die attack for each cloud on any model moving, Jumping or Teleporting in, in to, or out of the effected area. Victims save as normal. The attacks and saves occurring in the movement phase and having no effect on later normal attacks against the same targets

Movement in a Gas cloud is at half normal speed for non gassers no matter how many clouds effect the same area. Gas has no effect on any attacks conducted in through or out of it. (it is deliberate that troops in a Gas cloud that do not move are unaffected you may think of it as taking anti Chemical precautions)

Gas may always be fired over friendly troops.

Hard Chargers

Hard chargers may move double their normal rate if their move terminates in contact with a hostile model or contact with a member of their own unit that is in contact with a hostile model. Doubles attack dice if it moved in to contact that turn. This special MAY be used in conjunction with the heavy armor conditional special

HIGH ENERGY ROUND

Each Hit scored with a High Energy round and not saved causes the loss of two absorbable hits.

High Resolution Imaging

Makes Ranged attacks with full dice into out of and through Fog and smoke. May attack Cloaked models at any range.

Hover

Hover ignores all terrain restrictions but may not pass over or through rocks or trees. -1 to it's saving dice. Breaks speed limit.

Indirect Fire (all Attack Dice must be at 30" or higher)

May attack targets which are in Range but not LOS if that target is in the LOS of any non limited intelligence Friendly (The Spotter), that has not teleported on the current turn. May not use any other special ability effecting attack dice or range in a positive way when using indirect attack. An indirect model may be a gasser or a smoker. Indirect fire cannot be combined with any cost-reducing attribute.

Jump

A Model with jump, may instead of performing normal movement in its movement phase may jump. If forced to move by a morale failure they must max jump but may stop short by the minimum needed to avoid landing in a pool unless Amphibian or Aquarian. See Op Fire in rules any jumper, jumping may be Op fired.

Jump Distances

| Models Total Dice + Hits | 2-5 | 6-8 | 9- 12 | 13-16 | 16-19 | 20+ |
|-----------------------------|-----|-----|-------|-------|-------|-----|
| Jump Distance | 18" | 14" | 12" | 10" | 8" | 6" |

Jump Distance may be doubled by doubling the cost of the model. If a Macropus Chooses Jump as its chosen special then it doubles jump with out an increase in cost.

Master Mind

Instead of moving a Master Mind may be designated to "Control" any limited intelligence friendly models with 24" of it, causing them to behave as if of average intelligence for the remainder of the turn.

A Master Mind may have no cost reducing special attribute.

There may be no more than 1 Master Mind in any army

Motivator

Adds +1 to all friendly morale rolls by models that are within 6" and line of site of the motivator and +2 (total +2 not +3) to any friendly models (including itself) morale rolls that are touching the motivator. Multiple motivators do not multiply morale effects only one can give a bonus to a given model at a time.

Multi Targeting

Model may divide his attack dice between up to three different targets. All dice must be assigned before any are thrown.

Omni Field Generator

(Stationary models only, may not be on a base greater than 1" in diameter.)

At the beginning of a stationary fire phase in which the Generator would be eligible to fire. Instead of firing an Omni field may be generated. No **ranged attacks** at all may pass through an Omni field in coming or out going. The field affects the Generator itself and any models touching its base. A directional field may not be generated through an Omni field.

Pointer

During any Combat phase whether the pointer has moved itself or not. A pointer may point out a single hostile model that would not normally be visible for other friendlies to make ranged attacks against at full strength. The pointer may not attack in a phase that it is pointing. Pointers can point to hostiles protected by.

Cloak

Doppelganger

Fog

Smoke

The target must be within 12" of the pointer. Any attacking the pointed at target must be able to trace a valid LOS to the pointer and LOF to the target. Unless attacking indirectly

Ranger

Ignores all terrain restrictions to movement except pools and is +1 to all its dice.

Repulser

Activates in the Specials activation phase remains in effect until the following specials activation phase. No model may move, drop or teleport, closer than 6" to a Repulser. If a model begins a friendly movement phase closer than 6" to a Repulser it must not move closer to the Repulser and end its move at least 6" away from it. Or a distance = to its fastest speed on that turn. Any Model closer than 6" to a Repulser is -1 on its attack dice. Other Repulsers are affected by Repulsers.

Road Runner

Moves up to three times its normal speed while on road. Breaks speed limit when on road.

Self (or Remote) Destructing

When eligible to attack (other than shredding) may instead of attacking self destruct. Every model (regardless of side), Tree and Bush within 3" of the self destructing model is attacked with one die and hit on a 6 or better. Normal line of fire rules apply for terrain effects but not effects of models. The self-destructor is removed as soon as these attacks have been resolved. Self destruction attacks are saved as normal by the targets. When self destructing no LOS LOF enhancements apply eg. Bore gun, Side winder etc. Multiple self destructors may destruct at the same time.

Shielding

All Hostile attacks through the model are at half dice Hostile attacks at the shielding model are normal. Friendlies may make ranged attacks through it at full dice if they are touching it. To be shielding a Model must have at least 2 absorbable hits.

Shredder (Doubles Cost)

A shredder makes any attacks against hostiles it is in contact with before the hostile can react. The hostile may only make its return attack if it survives the shredders attack. Shredders may have no ranged attack dice and always attack in the stationary phase. A Shredder may not have more than 6 combined Dice and Absorbable Hits.

The only cost reducing attribute that a shredder may have is Mindless.

Side Winder

May instead of attacking normally attack the closest hostile target within half its range with half dice ignoring line of site line of fire and any target obscuring specials other than fields. Ignores cover provided by trees etc. as the sidewinder will come from straight up or behind.

Skirmisher

Skirmishers must always "Run Away" when contacted by hostiles (if they have not yet Run Away in the current turn). But make a full strength attack against the model, which contacted them before doing so. Skirmishers do not test morale for running away. They may not attack again during the current turn. An immobile skirmisher is destroyed after making its pre Runaway attack if contacted and the target Contactor survives.

Smoke

A Smoker may not have moved during the current turn if it is to Smoke. Smoking occurs in the Specials interphase. And persists until the following Specials interphase. Smoke may always be fired over friendly troops. Each smoke capable model, may lay a line of smoke 2" wide at a range of up to 20". It must be able to "see" the entire location that the smoke line is initially placed upon. Or that location must be seen by the spotter if fired indirectly. After the line is placed as desired a single D6 is rolled on a score of 1 or 2 the line is shifted left 1" on a score of 5 or 6 the line is shifted 1" to the right on 3 or 4 the line does not shift. All ranged combat through a line of smoke is at half dice.

Storm Trooper

May attack at up to short range (10") in the stationary phase after having moved or Jumped (not Mega Jumped) but not teleported or dropped.

Support Weapon

Support weapons may always fire over or through friendly models, A support weapon is in command control up to 12" from its leader.

Tank

May not be attacked except by support weapons or other tanks at a range greater than 10". A Tank must be the only member of its unit or an Individual Character. A Tank must be on a base 1.5" or larger.

Tech Warrior

Tech Warriors are unaffected by Gas or when attacking through any fields, smoke and fog up to a range of 10".

Teleportation

The Teleported model is moved to any point on the table at least 6" from any other model (Hostile or Friendly) not being Teleported at the same time. All models Teleported by the same player in the same turn must begin and end within 3" of each other. A model which is Teleported may not have moved prior to being Teleported in the same turn and may not move subsequently in the same turn neither may it have attacked or attack subsequently on the same turn.

Non Amphibian or Aquarians may not teleport in to pool except arboreal on to trees within.

Non Amphibian or Aquarians teleporting in to a stream make an unmodified saving roll if 4 or worse they lose an absorbable hit.

Terrier

A terrier may not be on a base larger than 1". When a Terrier is in contact with a hostile model that hostile model has it's saving dice reduced by half rounded down whether the terrier is attacking or not.

Note: if ranged attacks are being made against hostile models that the terrier is in contact with. Any dice divided to friendly models in contact with the target must be divided to the terrier first.

Turbo Charged

Turbo Charging adds 6" normal movement to a model regardless of its number of hits and dice. (does not increase Jump range)

Volley Fire (cuts cost of mobile models in half)

Models with Volley Fire may not make ranged attacks on a turn they move.

May Not be Mono Maniacal

X-Ray Vision

“Sees” Through anything at up to 20” sees nothing beyond 20” May fire through Smoke Gas and Fog with no penalty. May spot through any terrain type.

The best way to think of this is that it sees everything within 20” except cloaked and acts on that knowledge relative to any attributes it has that have visual cues. But its line of fire is still obstructed by solid objects.

ORGANIZATION

All Models must be members of a unit or be an independent character; each army may have up to one unit for every 150 points rounded up. EG a 200 point army could have up to 2 units a 600 point army could have up to 4 units. An army is not required to use its full, allowed number of units.

Maximum Models

This is the maximum number of models may be in a single unit of this type.

Command Radius (Unit leaders)

This is the number of inches that any model in the unit may be away from the "Unit Leader" with out suffering negative effects of being out of Command Control. The Unit leader can be any model in the unit if the unit leader is destroyed. Any remaining model in the unit is designated the new unit leader.

UNIT TYPES**Horde**

| Maximum Models | Command Radius |
|----------------|----------------|
| 24 | 6" |

Squad

| Maximum Models | Command Radius |
|----------------|----------------|
| 12 | 6" |

One model in every six of the original Squad may add "Support Weapon" special to their stats with no increase in cost.

Team

| Maximum Models | Command Radius |
|----------------|----------------|
| 6 | 6" |

One Model in each team may have one additional chosen special without any addition in cost.

Recon Team

| Maximum Models | Command Radius |
|----------------|----------------|
| 6 | 12" |

Grid

| Maximum Models | Command Radius |
|----------------|----------------|
| 12 | 12" |

A Grid may only have Stationary models as unit members. Every army may have 1 Grid in addition to its allowed number of units and may of course use Grid as a unit choice or choices.

Independent Characters

An army may in addition to its units of models, have Independent Characters. It may have half as many Independent Characters as the number of units that it is eligible to have rounded up. Independent characters are always single models that do not belong to units.