Mobile Infantry

Turn Sequence

Activate Units

Place all Models in Alert state.
Models React individualy, not as units.

Unit Activation

If the unit has an Officer model, it may perform two Actions. Otherwise it must use one Action to promote a new leader, replacing one Rifle Squad with a Command Team.

If a model is more than 6" from the Officer, it must perform a Move action bringing it within 6" before it can take any other actions. The unit may perform other actions; these 'out of coherency' models simply do not participate in them.

Alert Reaction: Fire at Will

If an enemy model completes an action within 10" of an MI model on Alert, that model and any other valid model may conduct a Shooting action as if a unit. (They form a an attack die pool).

For every 1 rolled assign a -1 die Out of Ammo counter to participating models with the Reloading! trait, distributed as evenly as possible.

Alert Reaction: Beat Feet

If an enemy model completes an action within 10" of an MI model on Alert, that model may conduct a Move action so long as it ends its movement at least 2" further away from the enemy model. Remove the model's Alert status - it may not make any other Reactions this turn.

Action: Search

Infantry inside of or within 1" of a structure may search it. Effects vary by scenario. See GM.

Action: Move

Move the Officer first. All other models must end their movement within 6"of the officer

Models may enter buildings or man walls if they are in base contact with the structure and spend 2" of movement.

Action: Ready

This action must be taken prior to firing some weapons. Ready state persists until the unit performs an Action or Reaction.

Action: Shooting

Determine Range, Line of Sight, and Cover from all firing Unit models to target model.

Models may fire 1 type of weapon per Shooting action.

All weapons add attack dice to a pool. AoE weapons add dice to the pool for every model within their area of effect.

Beginning with the closest model to the shooting unit, allocate 1 attack die to each model if possible. No model can be allocated a second die until every model has been allocated 1 die.

Results above the model's Kill rating cause 2 points of damage.

Results above the model's Target rating trigger Save rolls. If the Save roll result is above the Save rating, no damage is inflicted. Otherwise, the attack die causes 1 point of damage.

Models that are reduced to 0 HP are removed.

Models that make a successful Save or that suffer damage but are not killed move 2" directly away from the source of the damage. The attacker declares the source if it is ambiguous.

Cover

Models partially obscured by terrain or structures from ALL attacking models receive +1 to their armor save.

Models touching hard cover (buildings, tunnels) receive +2 to their armor save.

Mobile Infantry Mission Briefing

Klendathu was supposed to be a milk run, an easy beachhead for mankind to push back the encroaching menance that is the Arachnid Empire. 'Light and sporadic' plasma fire reduced the initial wave of dropships beyond the most pessimistic projections, forcing your pilots to land night side out of the orbital support umbrella. And then the ground started shaking, and the chittering started…

You can't tell if you got lucky that most of the company and some of the armor made it through the night, because the plasma has the ionosphere glowing and crackling. Nothing short of a tight beam is going to get through according to the comms specialist.

Nothing until the general retreat order that is, blasting across all spectrums. Your nearest evac point is a settlement marked lost in the initial invasion last year, and as you draw near you start picking up a garbled message:

"two seven . . . casualties and require soonest . . . withdrawn. LZ is clear . . . actual, we have . . . respond. Repeat. This is . . ."

Mission objectives

Fallback and evac: Protect as many people as possible until Fleet can send dropships to the outpost. Fleet intelligence says the underlying bedrock is the only place the bugs can't tunnel up. 1 VP per 5 humans at game end.
Answer the distress call: There's friendlies hiding in the outpost or adjacent village. Rescue them if able, but don't throw away your men's lives. Rifle teams may search a building for 1 action. Variable VP for survivors in the outpost at game end.
Radio Fleet for air support: The transmitter in the outpost can cut through all the interference to reach orbit. Get on the beam and get some ordnance dropping. They'll have to come in low and slow, so keep the skies clear of bugs.

Fleet Support
'Thunderbolt' Tac Bomber

Thunderbolts conduct strike runs at the end of the MI turn. Designate an entry and exit point on the edge of the table. The bomber travels in a stright line between those points and may attack any model it passes directly over with one munition type.

Arachnid Hoppers may make an Interception Reaction if an aircraft's line of travel passes within 10" of them.

	Move	Target	Save	Kill	HP	Traits
Thunderbolt	-	9+	5+	10+	2	Airstrike, Fire Director

Payload	Damage	Traits
Napalm (x2)	D6+2	AoE(2x3"), Flame, Persistent
HEAT Missile (x2)	2D10+3	Piercing(3)

'Viking' Dropship

	Move	Target	Save	Kill	HP	Traits
Viking	12"	7+	4+	10+	8	Aircraft, Transport, Fire Dir.

Weapon	Damage	Range	Traits
Hvy Machine Gun (x2)	6D6+1	30"	Arc(L/R), Piercing(1), React
Autocannons	4D6+2	30"	Arc(F), Piercing(2), React

Bugs	Move	Target	Save	Kill	HP
Warrior	6"	5+	4+	8+	1
Hopper	6"/12"	6+	5+	8+	1
Tanker	5"	7+	3+	12+	6
Plasma	4"	5+	5+	9+	6
Tunnel Entrance	-	8+	-	12+	5

Mobile Infantry

	Move	Target	Save	Kill	HP	Traits & Equipment
Rifle Squad	4"	4+	4+	7+	4	Rifles, Grenades
Command Team	4"	4+	4+	7+	2	Officer, Rifles, Grenade
Missile Team	4"	4+	4+	7+	2	Launcher, Rifles
Machine Gun	4"	4+	4+	7+	1	Heavy Machine Gun
Field Medics	4"	4+	4+	7+	2	Medic, Rifles

Weapon	Damage	Range	Traits
Assault Rifle	xD6	20"	React
Grenades	xD6+2	6"	Slow
Missile Launcher	-	60"	Slow
- HE Warhead	D6+2	-	AoE(3")
- AP Warhead	D10+2	-	Piercing(2)
Heavy Machine Gun	6D6+1	30"	Arc(F), Piercing(1), React, Ready

AoE(X): Roll damage against all units within x" of target unit.
Arc(F): This weapon may only fire at targets in front 180° of the model.
Medic: This unit may use an action to replenish 1 HP of another unit in base contact, limit 1HP per unit per turn.
Officer(Lt): This unit may issue orders to MI units within 6".
Officer(Cpt): This unit may issue orders to MI units within 9". Captains may promote a Rifle Squad to a Command Team as an action.
Piercing(X): Reduce the save roll of target by X.
React: This weapon can be fired as a Reaction.
Ready: If this unit moves, it's Damage is reduced to 2D6+1 until it takes a Ready action.
Reloading!: A roll of 1 during a Reaction reduces the number of dice this unit can fire on subsequent Reactions until the next MI turn.
Slow: This weapon can fire a maximum of once per round.

Mobile Armor

	Move	Target	Save	Kill	HP	Traits
Light Mech	6"	6+	3+	9+	3	Autocannons, Rocket Pods, Fire Director, Large, Comms
Heavy Mech	5"	7+	3+	10+	3	Laser Cannon, Hvy. Rockets, Fire Director, Large, Comms,

Weapon	Damage	Range	Traits
Autocannons	4D6+2	30"	Arc(F), Piercing(2), React
Rocket Pods	2D10	30"	Arc(F), Piercing(1), Slow
Laser Cannon	-	∞	Arc(F)
- Focused	D10+3	-	Piercing(3)
- Sweeping	6D10	-	
Hvy Rockets	D6+3	30"	AoE(2x3"), Piercing(1), Slow

Ammo(X): This weapon may be fired a maximum of X times per game.
AoE(X): Roll damage against all units within X" of target unit.
Arc(F): This weapon may only fire at targets in front 180° of the model.
Comms Gear: If this unit is an officer, it is considered in command range of all other units with Comms Gear in its formation.
Fire Director: This unit may fire two weapons in a Shooting action.
Large: This unit does not benefit from cover, and does not Flinch when hit.
Officer(Lt): This unit may issue orders to MI units within 6".
Piercing (X): Reduce the save roll of target by X.
React: This weapon can be fired as a Reaction.
Slow: This weapon can fire a maximum of once per round.

Arachnid Empire

Turn Sequence

Activate Reinforcement Units

Activate all other units

Place all units in Alert state

Unit Activation

Nominate a lead model. (Tankers and Plasma bugs activate as individual units)

Any models of the same species within 6" form a Swarm, even if originally members of different units. Any models of the same species within 1" of a member of the swarm may also join the Swarm, forming a 'chain' back to the leader.

All models within the unit may perform two Actions. All models must perform the same actions in the same sequence.

Action: Melee

Attacking models must be within 1" of an enemy model

Assign attack dice to valid enemy models

Results above the model's Kill rating cause 2 points of damage.

Results above the model's Target rating trigger Save rolls. If the Save roll result is above the Save rating, no damage is inflicted. Otherwise, the attack die causes 1 point of damage.

Models that are reduced to 0 HP are removed.

Models that suffer damage but are not killed move 2" directly away from the source of the damage. (Only once per action, attacker chooses damage source if multiple)

Alert Reaction: Alarm Screech

If an enemy model completes an action within 10" of an arachnid model on Alert, that model may immediately perform a Move action with itself as the unit leader along with any models of the same species within 6". It may not form a Swarm, chaining activation.

Models ending their movement within 1" of enemy models may conduct a Melee attack.

Remove each Model's Alert status marker.

Action: Move

Move the leader first. All other models must end their movement within 6" of the leader, or within 1" of a Swarm model.

Models ending their movement within 1" of an enemy model may make a free Melee action.

Action: Ready

This action must be taken prior to firing some weapons. Ready state persists until the unit performs an Action or Reaction.

Action: Shooting (Area of Effect)

Determine Range, Line of Sight, and Cover from all firing Unit models to target model.

Any model within the AoE range of the target point adds an attack die to the pool.

Beginning with the closest model to the center of the attack, allocate 1 attack die to each model if possible. No model can be allocated a second die until every model has been allocated 1 die.

Terran infantry may then reassign one die to a different model within 3" of the original on a 4+ roll.

Results above the model's Kill rating cause 2 points of damage.

Results above the model's Target rating trigger Save rolls. If the Save roll result is above the Save rating, no damage is inflicted. Otherwise, the attack die causes 1 point of damage.

Models that are reduced to 0 HP are removed.

Models that make a successful Save or that suffer damage but are not killed move 2" directly away from the source of the damage.

Cover

Models partially obscured by terrain or structures from ALL attacking models receive +1 to their armor save.

Models touching hard cover (buildings, tunnels) receive +2 to their armor save.

Arachnid Empire Mission Briefing

Mission objectives

Destroy the invaders: 1 VP per 10 dead humans, 1 VP per dead robot.
Capture their leaders: Kill a CO stand with a Warrior or Hopper, place the stand in base contact the model that killed it. The CO stand moves with the arachnid model. If they end a movement action adjacent to a Tunnel Entrance, score 4 VP the first time, and 2 VP any additional times.
Do not squander Plasma support: -1 VP for each destroyed Plasma bug.

Reinforcements

	Turn 0	1	2	3	4	5	6	7	8+
Warriors	-	All reserves and all casualties							
Hoppers	-	10	-	10	-	10	-	10	10
Tanker	-	1	-	-	1	-	-	1	1
Plasma	1	-	1	-	1	-	1	-	1

 Reinforcements may enter either along any table edge using a Move action. One reinforcement group may enter via Tunneling Marker each turn, consisting of either up to 30 Warriors or up to 15 Warriors and 1 Tanker. Reinforcements are model limited; if all models are in use, no additional model is placed in a reserve force.

Arachnid Forces

	Move	Target	Save	Kill	HP	Traits
Warrior	6"	5+	4+	8+	1	Tunnel
Hopper	8"	6+	5+	8+	1	Tunnel, Fly(12"),
Tanker	5"	7+	3+	12+	6	Large, Tunnel, Volatile
Plasma	4"	5+	5+	9+	6	Large, Volatile

Weapon	Damage	Range	Traits
Warrior	2D6+1	CQ	React
	D10	CQ	Piercing(1), React
Hopper	D10	CQ	Kamikaze, Piercing(1), React
Tanker	2D10+1	CQ	React
- Acid Stream	D10	6"	AoE(3"), Flame, Piercing(2), Slow
Plasma Bug	2D10	CQ	React
Plasma Artillery	-	60"	Ready, Slow, Persistent
- Focused	D10+2	-	AoE(2"), Piercing(3), Scatter(D5)
- Airburst	D10	-	AoE(3"), Piercing(1), Scatter(D10)

AoE(X): Roll damage against all units within x" of target unit.
Flame: This weapon ignores the Save bonus for Cover.
Fly(X): One move action per turn may ignore terrain and move X inches.
Kamikaze: A roll of 1 counts as a 10, but the attacker is killed as well.
Large: This unit does not benefit from cover, and does not Flinch when hit.
Persistent: This attack leaves an obscuring smoke marker on impact.
Piercing(X): Reduce the save roll of target by X.
React: This weapon can be fired as a Reaction.
Scatter(Dx): This attack scatters D X inches.
Slow: This weapon can fire a maximum of once per round.
Volatile: When killed, make a melee attack targeting itself with AoE(3")

Arachnid Empire Hidden Asset

Hidden Tunnel Entrances

Tunneling units may move towards either of them as if they were normal tunnel entrances. Units exiting a hidden tunnel reveal it, or if the MI searches one of the structures. They have the same statistics as regular tunnels.

There are two hidden tunnel entrances in the following locations: SEE GM

Arachnid Empire Hidden Asset

Burrower Bug

One reinforcement group without a Tanker may be assigned a Burrower. This allows the group to move 9" towards Tunnel Entrances or 6" in any direction. Other Tunnel actions are as normal. The Burrower counts as 5 Warriors for Tunnel exit limits.

	Move	Target	Save	Kill	HP	Traits
Burrower	4"	5+	3+	12+	6	Large, Tunnel Specialist

Weapon	Damage	Range	Traits
Burrower	3D10	CQ	Piercing(2)

Arachnid Tunnels

 Units with the Tunnel trait may deploy via Tunneling Marker. Each marker denotes a whole group of units which may collectively make the following move actions:

 - Move 6" direcctly towards or away from a Tunnel Entrance.

 - Move 4" in any direction.

 - Place a Tunnel Entrance directly on top of the Tunneling Marker. Any enemy infantry that have to be moved to place the Tunnel Entrance must roll a Save as if this were an AoE attack. Surviving models are placed adjacent to the Tunnel Entrance.

 - Exit a Tunnel Entrance, placing the model in base contact with the Entrance or on top of it. No more than 15 Warriors may exit a Tunnel Entrance per turn, and Tankers count as 10 Warriors.

 Tunnels provide +1 Armor Save to base-adjacent Warriors and Hoppers.

A Tunnel Entrance that is destroyed collapes. All models adjacent or in a Tunnel Marker adjacent to the collapsing entrance make a Save as if hit. Surviving models remain or are placed in an affected Tunnel Marker.

No more than 6 Tunnel Entrances may be on the table at one time. One Tunnel may be collapsed per Arachnid turn and becomes available the next.

Invasive Species	Move	Target	Save	Kill	HP	Threat Range
Human	4"	4+	4+	7+	1	20"
Small Robot	6"	6+	3+	9+	3	30"
Big Robot	5"	7+	3+	10+	3	∞
Outpost Wall	-	8+	-	12+	3	-
Civlian Building	-	7+	-	10+	4	-