

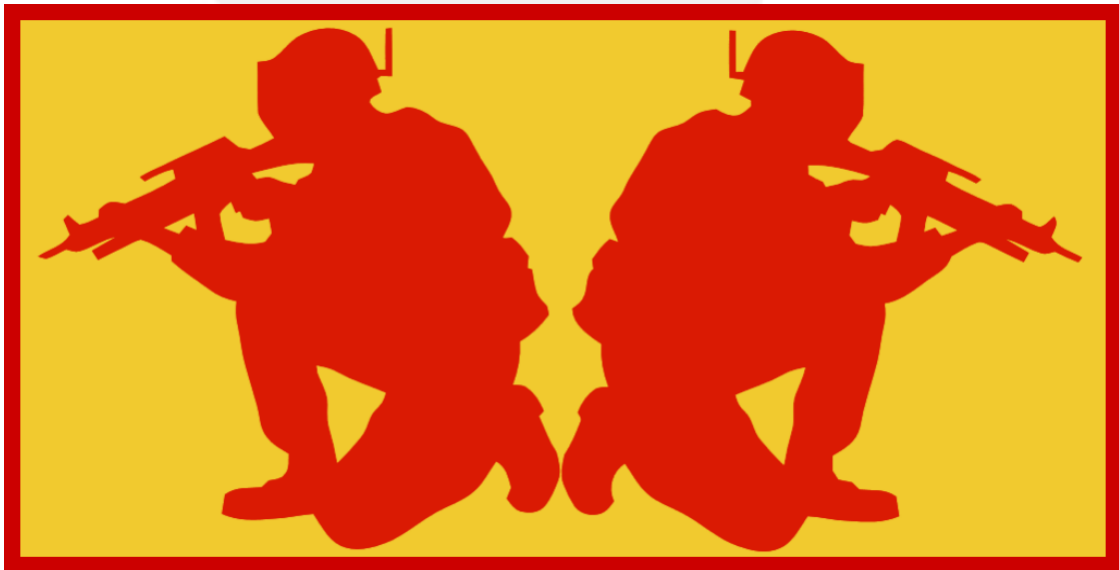
-----DUCK-----

# FUNDAMENTAL DUCK

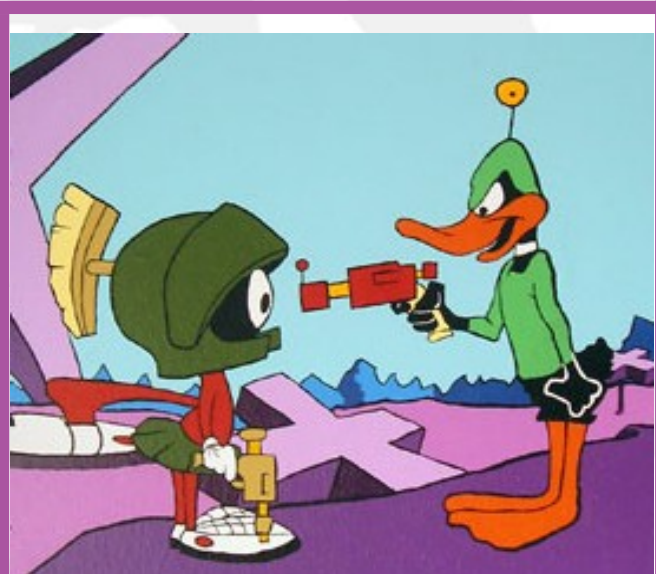
CORE RULES FOR COMBAT WITHIN CONFINES

SCI FI TABLETOP GAMING WITH 54mm FIGURES

## COMBAT RULES



BOOKLET 3 OF 8



*WHEN A DUCK SAYS DUCK THEN YOU DUCK!*  
*OBVIOUSLY TIME-WARNER'S AND NOT MINE*

### SUMMARY

The game is based around a small team of explorers/attackers/defenders/ who must move around in a restricted environment such as a spaceship or a labyrinth of tunnels and fight numerous enemies whilst aiming to complete a mission.

Play is on a square grid and can use any scale figures but 1/35-54mm 'Army Men' scale is recommended to allow easy modelling and conversion.

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### 1. COMBAT : SHOOTING

Shooting combat is based on the principle that a shot might be immediately effective and kill the target or it might just drive the target to cover or away from the shooter and possible wound it.

#### **Establishing Line-of-Sight**

Line-of-sight, and therefore the possibility of shooting at a target, is established by setting a sighting stick from the head of the sighter to the head of the target figure. Otherwise the glimpse of a limb or tentacle is not considered enough to get a good aim on.

A sighting stick can be made from a thin tube and a piece of wire - thus it can be telescopic with the rod sliding inside the tube.

#### **Blocks to Line-of-Sight**

An obstacle or figure blocking a square side gives 90 degrees arc of cover on that side. If the obstacle is only half-wide then the limit of the arc is moved over to the centre of that side.

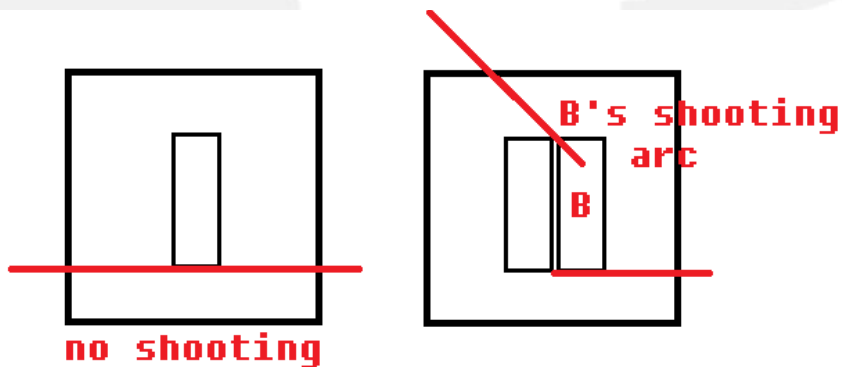
----- --DUCK-----

If two figures occupy a square then the centre of one figure's base is a valid target.

**Arc of Fire**

Figures can shoot in the forward 180 degrees from their square's rear edge.

If a man is in same square the 135 on his side beyond 45 degrees of straight ahead on his own side is not available to shoot in to the other.



- DIFFICULT GAME -      A) SHOOTING ARC IS FORWARD 90 DEGREES  
                              B) SHOOTING ARC IS A) FOR HEMG AND FLAME ONLY

Heavy Automatic Rifles and Pistols can be shot through a square occupied by 1 man or a grenade shot or thrown through. No other shooting through is allowed unless they DUCK!

LOW furniture cannot be shot over but a grenade can be thrown or shot over them. Figures on top of furniture can be shot at from all sides.

FLAME blocks line of sight if 2 or 3 markers are in the square but 1 marker can be seen and shot through.

## 2. Threat Shooting

Intelligent Threat which is armed will shoot at the Team. You should make a Reaction Table to control their actions as per Booklet 2 'Threat Activation'.

An example is given below:

CONTINGENT ETHOLOGICAL RESPONSE MATRIX FOR COMPETITORS			
BASIC MOVE 1xD6 PHILTH -1 ARDZILIANS +1 CERATOPIANS -1 UNTIL NME ID'D THEN +1 CYBOTS AVE DICE			
	TEAM ON TILE	NO TEAM ON TILE or NO SIGHTING	MODIFIERS TO THROW
1	SHOOT IF TARGET ELSE HIDE	SET AMBUSH	<i>WOUNDED +2</i>
2	SHOOT IF TARGET ELSE FIND LOS	SET AMBUSH	
3	GREN/SHOOT IF ELSE HIDE	SET AMBUSH	<i>FACING AWAY+1</i>
4	GREN/SHOOT IF ELSE FIND LOS	MISSION PRIORITY	<i>OBJECTIVE ON TILE -3</i>
5	MISSION PRIORITY	MISSION PRIORITY	<i>OBJECTIVE IDENTIFIED -1</i>
6	MISSION PRIORITY	MISSION PRIORITY	
>6	FLEE	RETIRE	
MISSION PRIORITY	MOVE OR ACT TO BEST FURTHER MISSION		
HIDING/AMBUSH	MARK WITH EYE : NOW COUNT AS 'WAITING'		
WAITING	LOS OR WITHIN 2 Sqs TRIGGERS ATTACK (SCENTED/HEARD)		
ATTACK PRIORITY	When faced with a choice, 1. HEAVY WEAPONS 2. WILL AID OBJECTIVE 3. YOU 4. OTHER		
OTHERWISE PLAYER B OPERATES ALL NON-TEAM ELEMENTS			

### 3. -DUCK!

**This is the tactic - or panic measure - from which the game gets its name. In a confined space the team often find themselves in complex cross-fire and to DUCK! can be necessary to survive.**

Without expending an Action Chit, figures can go down to the deck to allow a shot over them and through the square they occupy. Flamers and Shotgun cannot shoot-through!

Once DUCK!ed it costs an Action Chit to stand again. DUCK!ed figures cannot do anything except crawl 1 square, reload weapons, shoot at enemy entering their square, throw a grenade - 3 squares max. If they Fumble it goes only 2.

Make some prone or crouched figures to represent DUCK!ed men. Or use a marker with a duck on it. Or a small plastic duck.

## 4.WEAPONS

### WEAPONS of THE -DUCK! UNIVERSE

The main considerations are that weapons should be cheap and easily maintainable and that they must not risk devastating the gubbins inside the spaceship or penetrating the hull.

<b>WEAPON</b>	
<b>PISTOL</b> [advancements needed]	Also called a Hand Blaster. Heavy calibre low charge.
<b>HEAVY AUTOMATIC RIFLE</b>	Heavy calibre low charge long weapon. 'Heavy Blaster'. Also shoots grenades but not simultaneously.
<b>HIGH EXPLOSIVE MACHINE GUN</b>	Very powerful shells but low charge, low penetration. A heavy load for a well-built Team member.
<b><u>FLAMER</u></b>	Heavy flame projector. Full load for a strong teamer. Shoots napalm-like gel which burns persistently.
<b>DOPE GUN [ 2 ]</b> (Directional overpressure generator)	Shoots a high pressure disruptive shock wave. Great for messing-up the insides of creatures with exoskeletons or armour.
<b>GRENADE</b>	Same item is thrown or shot from a projector on HAR. Blast plus frags. Also Toxic gas grenades and Incendiary Grenades.
<b><u>FLECHETTE CANNON</u></b> <b>[ 4 ]</b> <b>(SHOTGUN)</b> LOADER ADJACENT?	Shoots a charge of diamond-tipped carbon darts with a low power charge. Total coverage of an area at short range. Slow to load alone.
<b>AXE AND CUTLASS</b>	Bladed weapons of super-alloys.
<b>DIRECTIONAL MINE</b>	Emplaced and detonated at will or automatically or by time.
<b>FIRE BOMB</b>	Used to burn out a hive/nest. Effect as per 6 grenades on same spot.
<b>HOT AIR GUN [ 2 ]</b>	Invented to avoid any problem with penetrations. Shoots a narrow jet of super-heated air. Very effective on dry targets. Less-so on wet.

The weapons in the game. The chart below summarises the weapons' effects.

<b>WEAPON CHARACTERISTICS TABLE</b>												
<b>WEAPON</b>	<b>RANGE</b>	<b>EFFECT</b>	<b>AMMO ETC.</b>									
<b>PISTOL</b> [advancements needed]	5	INSTANT KILL IN GRAPPLING ON 5,6 BEYOND KNOCKS Threat BACK DICE PIPS SQUARES HALVED ROUND DOWN	6 SHOT MAGAZINE									
<b>HEAVY AUTOMATIC RIFLE</b>	LOS	INSTANT KILL AT RANGE 1 or 2 ON 5,6 BEYOND KNOCKS Threat BACK DICE PIPS SQUARES or SHOOTS A GRENADE	6 SHOT MAGAZINE 6 BOXES GRENADE									
<b>HIGH EXPLOSIVE MACHINE GUN</b>	LOS	THROW 3 D6 - SCORE 11 TO IMMEDIATELY KILL ELSE KNOCKS Threat BACK or SPRAY UP TO 3 ADJACENT SQUARES AND HIT Threats HITTING 3 SQUARES 14+ KILLS HITTING 2 SQUARES 13+ KILLS	12 SHOT BELT/BOX									
<b>FLAMER</b>	5	EACH SHOT CAN BE UP TO 3 SQUIRTS. 3 SQUIRTS KILLS TARGET * 2 SQUIRTS KILLS ON 3+ * 1 SQUIRT KILLS ON 5+ or MAKE FLAME BARRIER IN A SQUARE WHICH IS REDUCED BY 1 SQUIRT AT END OF EACH TURN. UP TO THREE SQUARES SHARING SIDES CAN MAKE THE FLAME BARRIER.	12 SQUIRTS IN TANK  * TARGET SQUARE ALWAYS BURNS  ON SUBSEQUENT ADMIN PHASES D6 OF 5,6 IN EACH SQUARE MEANS FLAME STILL BURNS.									
<b>DOPE GUN [ 2 ]</b> (Directional overpressure generator)	6	Dice > than range in squares to target for Kill. FAIL - Knocked Back 6minus range.	MUST DICE 4+ TO BE RECHARGED AS ACTION									
<b>GRENADE</b>	PROJECTOR 10  THROWN 5  INCENDIARY	THE SHOOTER DESIGNATES A TARGET SQUARE. DICE TO HIT THEN DICE FOR SCATTER. D6+6/+0 ACROSS FURNITURE/MEN -2 TO SCATTER FOR EACH. SEE SCATTER TEMPLATES 3FLAME MARKERS IN TARGET SQUARE	WOUND/KILL <table border="1"> <tr> <td>4/6</td> <td>4/6</td> <td>4/6</td> </tr> <tr> <td>4/6</td> <td>2/4</td> <td>4/6</td> </tr> <tr> <td>4/6</td> <td>4/6</td> <td>4/6</td> </tr> </table>	4/6	4/6	4/6	4/6	2/4	4/6	4/6	4/6	4/6
4/6	4/6	4/6										
4/6	2/4	4/6										
4/6	4/6	4/6										
<b>FLECHETTE CANNON [ 4 ]</b> (SHOTGUN) LOADER ADJACENT?	4	HITS <u>ALL</u> IN FORWARD 90 DEGREES WITH 1D6. INSTANT Threat KILL AT RANGE 1 / 2 ON 3+ ELSE WOUND : SAME FOR HUMAN UP TO 4. LONGER KILL 5+, W 3+ CAUSE NO BLOOD SPLASH.	MUST BE RELOADED EVERY SHOT AS AN ACTION UNLESS A LOADER ON WAIT TO DO IT									
<b>AXE AND CUTLASS</b>	GRAPPLE	GAIN 1 GRAPPLE DICE IF SHIFTED TO THIS WEAPON BEFORE CONTACT	AXE CAN MAKE HOLE IN DOORS ON 20 POINTS									
<b>DIRECTIONAL MINE</b>		FUNCTIONS AS SHOTGUN BLAST OR FLAME ATTACK TRIGGERED WHEN FIGURE ENTERS BLAST ZONE.	1 ACTION TO ARM AND PLACE IN SQUARE CENTRE.									
<b>FIRE BOMB</b>	ALWAYS 9 SQUARES OF FLAME	CARRIED BY 1 MAN. WEIGHT 1. SET IN PLACE TO SET IN PLACE, IGNITES BY RC AS AN ACTION OR IN 6 TURNS - COUNTDOWN WITH A DICE.  IF SET INTO THE Source ENTRANCE NO EFFECT OUTSIDE ENTRANCE SQUARE.	9 SQUARES OF FLAME AS 3 FLAMER BURSTS. SPREADS AROUND/AWAY FROM OBSTACLES. SUSTAINED BURN AS FLAMER.									
<b>HOT AIR GUN [ 2 ]</b> ( 'PAINT STRIPPER' )	LIGHT - 1 HEAVY -2	AS FLAME BUT NO LASTING EFFECT CAUSES ONLY PB	USED MAINLY BY DF-I.B.									



## NOTES ON WEAPONS

### **FLAME ATTACKS AND FLAME BARRIERS**

The Flamer cannot both make a direct attack on a Threat and make a barrier in the same square as a single action. A Threat finding itself in a flaming square retreats out of it away from the Flamer as the first part of its action.

### **FLECHETTE CANNON DISPERSAL**

Use the template which is 90 degree arc 4 squares deep.

Orient the template as desired in the forward 180 degrees of the shooter's front base edge.

If the centre of a square is within then the occupant is hit.

If the square is overlapped then a 6 causes a hit on D6.

## 5.COMBAT : GRENADES

### **GRENADE EXPLOSION**

Set marker on explosion square. This is removed in Housekeeping at the end of the round. No figure may pass over this marker and a figure on it must move off if it can, away from the shooter.

**GRENADE SCATTER :** Set the template with the centre over the target square. Align the Line of Flight to the shooter. If the LofF forms an angle closer to one side of the target square than another turn the scatter grid to lie aligned with that side. If it is equal dice 50/50. This means a shooter striking the front square of his target at an acute angle will set the scatter chart against the side, whereas an oblique angle will see it set against the front.

### **SCATTER AND SHOOTING-THROUGH**

If a grenade throw or shot is through an occupied square (occupied by only 1 figure) then MINUS 3 is applied to the scatter throw. If a grenade has to be shot over an obstacle (only possible over a Half-height obstacle) then minus 3 is applied to the scatter throw also.

**SCATTER AND OBSTACLES :** if a grenade should scatter to a square but is blocked by an obstacle of full height then it will scatter back to the target square. If the obstacle is LOW it can land on top of the obstacle.

### **AMMO USED**

1 unit used for each each MINIMUM thrown for that shot. No ammo is used if a MAXIMUM is thrown. Grenade depletion is not variable.

### **DIRECTIONAL MINES**

These affect an area the same as a shotgun blast and with same effect.

They are ignited by the first movement into the blast zone.

### **INCENDIARY GRENADES**

These create a 3-marker flame barrier in the square they land. Otherwise as normal grenades.

### **FIRE AND EXPLOSION**

No figure which activates can end its turn in a square with a flame or explosion marker. No figure which started in a non-flame or explosion square can move through a flame or explosion square.

### **OTHER ACTIONS**

These include - opening and rummaging a locker. Operating a door lock. Entering or leaving a truck or Special Location such as a Tech Lab Isolation Unit, a Hibernation Unit, Workspace, setting up a Drone Gun.

A scenario may include many actions to be carried out by the TEAM. Each should be well defined as to what a n Action Chit expenditure can achieve.

### **EVENT CARDS**

These detail some information which affects the TEAM. It could be instruction, new orders, something happening. RED Event Cards are turned over as soon as the TEAM enter the module. GREEN Event Cards are turned over only when the modul eis secured from any alien presence.

### **FUMBLE TESTS**

If a player does anything other than SHOOT or MOVE then he needs to make a successful Fumble Test or he does not complete the task.

A score LESS THAN the Fumble Factor is a success. WOUNDS give -1. A failed Fumble Test can mean he was distracted, sweat clouded his vision, stress caused him to make an error etc

## 6. GRAPPLING WITH THREATS

**You must make a response profile for your Primary Threat. Mine deals with Harpies.**

### **GRAPPLING WITH HARPIES**

Harpies have a purpose of 1)Protecting the Source 2)Obtaining animal matter to feed the Source and other Threats.

Their mode of attack is to approach rapidly and disable the opponent with butts, bites and blows from their talons before dragging the body back to the Source for dismemberment and composting down to an easily digestible pulp.

When faced with a choice, Threats go for

1. BACKS
2. HEAVY WEAPONS
3. YOU
4. OTHER

If a Harpy makes contact with a human it tries firstly to overpower and drag the human away. As a last resort it will kill. This behaviour is the only thing that saves humans from being slashed to pieces at once.

Threats attack by entering the human's square - overlap bases to show the attack.

Attacks are resolved after all Threats have moved.

Combat in the same square is a GRAPPLE.

Grappling is resolved with a dice roll.

The Character Cards indicate which dice the TEAM throw.

STRONG 4 WEAK 2 ELSE 3. Threats throw 4 dice.

If they attack from a rear angle the target gets 2 less dice in the first round.

The figure causing more hits - 6 on D6 - wins.

----- **-DUCK-** -----

If score is equal then fight on up to 2 times in 1 turn - otherwise resume fighting next turn whoever's it is. Threats losing by 1 or 2 are knocked back to an adjacent square - random. If against a wall then the next space clockwise. Losing by 3 6's then they are wounded.

Team and Threats suffer various fates if they lose:

- Lose by 1: Lose 1 Melee Dice. Fight on.
- Lose by 2: Men stunned and dragged -off by Threat next turn.  
Threat thrown off now in random direction.
- Lose by 3+; Man wounded and stunned..  
Threat killed by blades or blaster. Otherwise wounded.  
Thrown off.

Threats do not cooperate in dragging and move at normal -1 with a body. They do not pick up or put down a body, It just moves with them until they are KNOCKED BACK or WOUNDED or KILLED or they arrive on a Source entrance and dump it in as the end of that same move.

**SHOOTING/HACKING A Threat OFF A FRIEND**

An ADJACENT Verm can try to shoot/cut a Threat during grappling. It requires a successful Fumble Test. This is only possible for a handgun, HAR or cutlass or axe.

A failed Fumble Test means the grappling human must pass a Fumble Test or be WOUNDED by his helpful comrade.

**GRAPPLING SUMMARY**

Individuals in contact throw a number of GRAPPLING DICE seeking a 6 each 6 can be used to either **block** the enemy hit or make a **hit** after hit adjudication secretly assign then reveal (d6 under hand shows **hits**)

Fight twice in turn – CAN BACK/SHOVE AFTER EACH ROUND

Inflicting more hits allows winner to either BACK into adjacent square or SHOVE nme to background(backing is into any of 3 rear squares.  
DUCKS cannot force nme back

Contacted in rear NME FREE HACK then have turned to face

CUTLASS can be drawn at end of any action without further expenditure. However, it takes an action to take up a weapon again.

HACKING ATTACKER OFF ADJACENT COMRADE : NOT WITH HEAVY WEAPON  
PASS FUMBLE TEST ELSE VICTIM PASSES FUMBLE TEST OR TAKES A HIT

INDIVIDUAL	ATTACKS (DUCKS LOSE 2DICE)	DAMAGE
WEAK VERM	1x2	1 cutlass gives 2
AVE VERM	1x3	1 cutlass gives 2
STRONG VERM	1x1x4	1 cutlass gives 2
ENCUMBERED	MINUS 1 DICE	
ARMOURED	THROW INCOMING ATTACKS TWICE – USE LEAST LETHAL	
UNPROTECTED	THROW INCOMING ATTACKS TWICE – USE MOST LETHAL	
HARPY	1x4	
HARPY BULL	1x6	
	Tail If no HIT from 1st strikes with 3	
STEEL SCORPION	1x4	1
	Tail if hits then also strikes with 2	
		Poison cumulative 6 stings kill
PHILTH	1X2	
CYBOTS	1X4	
ARDZILIANS	1X3	
CERATOPIANS	ADVANCING 4 STATIC 2	

## 7. COMBAT : PROTECTION AND DAMAGE

### **PROTECTION**

Team are assumed to be equipped with a hotch-potch of protective equipment they individually choose to wear, They are 'PROTECTED'. UNPROTECTED figures are more vulnerable.

ARMOURED figures have comprehensive effective protective equipment. They are less vulnerable than 'Protected' Team.

In combat UNPROTECTED figures are attacked twice for each attack throw and the worst result for them applied.

In combat ARMOURED figures are attacked twice for each attack throw and the best result for them applied.

### **WOUNDED TEAM**

A wounded Team is marked with a red blood splash.

He has only 1 action.

He can move AvD -2 alone or AD-1 with another in same square who acts only to support him in the supporter's turn. He can detonate his grenades on his body if he does not fumble it- when he wants.

Team who have been successfully treated with the REGEN kit can function normally again but lose 1 grappling dice and cannot carry heavy weapons or extra materiel.

Team wounded twice are **incapacitated**. They must be carried - count as Heavy weight to carry. They leave all weaponry at the square they collapsed.

A REGEN kit will only bring a man back to WOUNDED status from incapacitated.

### **KNOCK-BACKS**

Many weapons sometimes have non-lethal effects. If a shooter does not achieve an instant kill he uses the dice score he made to 'Knock-Back' the target.

If a target is hit but not killed by HAR, Pistol or HEMG then the figure is moved directly away from the shooter as many squares as hit points/PIPS inflicted.

Knock-Backs are only stopped by walls or obstacles perpendicular to the line of retreat. The shooter can choose if various routes are possible.

Retreat will continue along bulkheads or obstacle sides at 90 degrees or LESS to the DIRECTION of fire . When stopping due to an obstacle the target then faces into it.

As they retreat, targets push any others they meet ahead of them if they are not allowed to pass (see OCCUPYING THE SAME SQAURE)

unless an obstacle stops it, the pushed figure also faces away. The figure must not move closer to the shooter.

Knock-backs stop when the target is out of sight of the shooter, remaining PIPs lost.

If figures are Knocked-Back through a hole they made in a door or bulkhead then stop them on the first square on the other side and no further hits are taken. They are not considered to be up against an obstacle.

When a Knock-Back cannot be extended because the target cannot get further away, then if the target still has 5 or more hit points to be accounted for then it is wounded.

The owner of the figure does the Knock-Back move.

#### **WOUNDED THREAT INDIVIDUALS**

If a Threat is wounded by a direct shot or explosion, or has 5 hit points on it and it cannot take a Knock-Back then it is wounded and marked with a Blood Splatter. Next Threat Activation Phase rolls its normal Movement , deduct 3 and move the excess. As long as the Threat moves then the Blood Splatter is removed. If two wounds are inflicted then the Threat is killed.

#### **CONSEQUENCES OF WOUNDING OR KILLING Threats**

The classic unforeseen consequence of damaging a Threat is the acid blood splash of Ridley Scott's 'Alien'. You can invent others for the delight of your Team in addition to this list. Such embellishments are not necessary for all Threats.

- Explodes on death
- Spawns something on death
- Flees on wounding
- Goes rabid on wounding
- Turns to mush / gel on death
- Gives an alarm signal - with implications

## **8. HOUSEKEEPING PHASE**

Various checks as to status of figures and random events are conducted.

### **EXPLOSION/ FIRE ALARM TRIGGERING**

For any inflammable or explosive cargo lot, increase any red 'warming' dice by 1 pip for each adjacent flame marker or grenade explosion marker.

### **FLAME REDUCTION**

In any square with flame markers remove one marker.

### **GRENADE EXPLOSION REDUCTION**

Remove all grenade explosion markers.

### **DOOR CHECK**

All doors with no human or Threat on an adjacent square are closed unless a human with a DOOR RC is in an adjacent tile in which case he decides if it closes or not.

If a BRIDGE/CONTROL ROOM override has been set then this phase is ignored.

If a human is at Ops Con with radio link then doors can be opened from there as an action by the one calling for opening/closing.

### **DRONE POWER DEPLETION**

whether firing or not, movin gor not, drones use power in their sensors.

### **REVEAL 'POST ACTION' (GREEN) EVENT CARDS**

If there are any on the tile with TEAM.

## **9. COMBAT IN THE CARGO BAY and OTHER SENSITIVE AREAS**

Combat in areas with equipment can result in its damage or destruction.

### **LOAD COUNT**

For every cargo load lost the TEAM lose bonus. Some may explode or go up in flames. An Inert load is damaged beyond recovery by a grenade blast adjacent to it or 2+ flame burn adjacent. - Mark with a skull and cross-bones or similar.



### **CARGO LOAD HEIGHT**

FULL HEIGHT loads are marked with a red edge on the top to indicate they cannot be clambered over.

### **HAZARDOUS CARGO LOADS**

If a grenade is ignited adjacent or a flame marker set out then in the Housekeeping phase set a red dice at 6 on the cargo load. Every subsequent turn there is grenade explosion or fire adjacent reduce that dice 1 per explosion and 1 per flame marker in Housekeeping. The turn it loses its last pip the load explodes covering 9 squares with grenade blast or flame depending on explosive/ flammable type. Extreme explosions may be 16 squares.

## **10. CYBER WEAPONS**

### **ROBO-GUNS**

These are HEMG mounted on a robot motor with a motion sensor. One character can carry a Drone Gun or its ammo pod. If a Threat moves during its activation then it is attacked by the Drone Gun in the first square it moves to.

Robo Guns are activated/deactivated by a successful action of an adjacent Verm.

They shoot ANY target in the forward 180 degrees and LOS or can be set for 360 degrees. 12 shots b4 reload.

They can be smashed by a successful shot as if a Threat.

### **DRONES**

These have an operator with an RC unit with range 5.

DRONE GUNS are self-propelled and RC'd by a dedicated operator.

ACTION DRONES have limbs and hands and can execute tasks as if the operator acts.

DRONES move at 6 if their handler does not move. otherwise AvD and cannot climb unless they are WALKERS. They can act twice , in any square they have moved in.

The Drone shoots as if sighting from its own square, not the handler's.

Drones have their own display console which shows:  
AMMO : they always have 2 x D6 shots of Flame/HEMG

POWER CELLS : Drones as Cargo : it is never certain how charged they are when found. Two d6 are rolled to see how many moves or actions there is power for. Reduce total 1 for each move or act until drained.

Drones as Heavy Weapon : 12 pips of power are used up 1 per turn of movement or per shot. When a 6 is thrown as part of the shot result.

LEG DAMAGE : The Threats usually attack the moving parts only - a successful Grappling attack damages a leg. When 3 legs are damaged the Drone is immobilised.(walkers..).

They can be smashed by a successful kill as if they were a Threat.

#### **Threat VERSUS DRONE / ROBO-GUN**

If a Drone/Robo-Gun has power then it will be attacked as a figure.

The Threat tries to grapple it and will cause 1 damage for every 6 thrown.

4 damage means the unit topples and is no longer functional.

To get a Threat off THE DRONE, the handler uses an action to execute a 'repel boarders' manoeuvre in place. If successful it throws the Threat into an adjacent square at random.

A SECTION ON ROBO-WEAPPNS / CYBOTS ETC IS TO FOLLOW