

FICTIONEERS: LEGACY

FANTASTIC SCI-FI WARRIORS

by Rich Brown



**Tactical Level Rules for Science Fiction Battles
Using Fictioneers or Other 25mm Sci-Fi Miniatures**

Although it was fun to do, many hours went into putting it all together: Please do not reproduce it in whole or part with the exception that the Quick Reference Sheet (QRS) can be copied/printed multiple times for the convenient use of your players.

Any questions or comments?... Check us out at rrbmins.com for news, scenarios, social media, contact form, etc.

Special Thanks

This project would not have moved forward at all without the help of so many people (play-testers, painters, creative writers, editors, etc.). I appreciate everyone's help and input very much. I want to extend a special thanks, though, to John McEwan. He is the person who started the entire genre of Sci-Fi tabletop gaming for us all with the granddaddy of all science fiction miniatures games: Starguard. It was the first game for which I bought my own miniatures back in the 1970s. That started me along the lifetime path of this very rewarding hobby.

And, thank you for supporting this Old School Miniatures Restoration effort!

Play Testers

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SUMMARY

Fictioneers: Legacy is a quick and easy set of tactical level science fiction infantry battle rules. One 25mm miniature represents one individual. The focus is on infantry soldiers, however, some vehicles and heavy equipment may also be present on the battlefields. This game plays fast with no bookkeeping needed. The one page quick reference sheet (QRS) should be all you need at the table. Well, that plus some 25mm Fictioneer miniatures, sci-fi looking terrain, 12-sided die, and a measuring tape (one at least 6' long x 1/2" wide blade is generally best). Having one die and measuring tape per player are helpful but not required. All references in the rules to rolling a die will refer to a 12-sided die.

The ruleset cannot cover every situation that might arise. A referee, or agreement by the players, may be needed to quickly make a judgment ruling and keep the game moving forward.

Often the same miniature pose is used for multiple purposes. For example an officer miniature can also be used for a weapon's crew member with only a rank stripe painted on the helmet differentiating them. Such color designations will be specified on the Troop List for the individual factions to avoid confusion among players. Colored dots are also added to the miniature figure bases to designate Troop Quality (Optional Rule explained in Scenario #4). If you do not follow the colors listed on these, you must review your color designations with your opponent before play begins.

Supplements

The **Star Armor Supplement** is now available. It contains the backgrounds and Troop Lists for all your favorite Stan Johansen Star Armor figures, plus others from Ahketon, The Little Soldier Company, Dave Bezio, and RRB Minis & More.

The **Starguard Supplement** is in the works. It contains the backgrounds and Troop Lists for all your favorite John McEwan Starguard figures. Updates will be posted on our webpage as it progresses.

Check them out at: <https://rrbminis.com/fictioneers-legacy/>



TROOP ORGANIZATION

This is a platoon level game where 10-50 figures (depending on their strength) are divided into squads (groups of soldiers typically between 2-10 figures which are assignable to a task). Figures may be put on squad movement stands to help speed play. Squad members gain certain benefits listed later as long as they remain within 6" of their leader (called having a leader attached). Exceptions are snipers and recon figures which always move independent of any other figure. Super strong items such as tanks are typically considered a complete squad for each model used.

ARMOR GRADES

Every figure/model is allocated an armor grade: None, Cloth, Carbon, Alloy, Powered, Heavy. All Heavy Weapons, Vehicles, Barriers, etc. are considered to have Alloy Armor equivalent rating unless otherwise specified by the scenario. Various aliens might have natural protection that is also expressed as an armor equivalent such as a super tough hide counting as Carbon Armor. Other items can exist such as Power Shields (personal force field generators) that give Powered Armor equivalent protection to their users. All these items will be defined by the scenario or Troop Lists.

- ❖ None - No, or only very light (i.e. leather), armor.
- ❖ Cloth - Padded armor made with special puncture resistant fabrics.
- ❖ Carbon - Carbon fiber or other specially hard materials made into plates to reinforce Cloth Armor.
- ❖ Alloy - Items made from an engineered admixture of metals, or metal combined with one or more other elements. It is the standard on Armored Flying Drones.
- ❖ Powered - Hardened metal armor that is so heavy that most users require powered assistance to remain nimble and quick. It is the standard on Armored Ground Drones & Force Field Wall Pylons.
- ❖ Heavy - This is thick hardened metal armor of the best quality. It can be only carried by vehicles or used on static installations.



VEHICLES

When listed as an option in a Troop List or scenario, infantry figures may be traded out in favor of vehicles, typically at the following rate: 5 infantry for one light vehicle (i.e. Grav-Sled or Jet Bike), 10 for one medium vehicle (i.e. Hover-Sled/Jeep) or static Franz Fusion Cannon, 20 for one heavy vehicle (i.e. tank or AFV). Vehicle stats are on page 12.

TERRAIN TYPES

Various terrain areas allocated by the scenario or player agreement:

- ❖ Clear - This is the standard grass, dirt, light brush areas for which the figure's base movement is listed. No modifiers for being in this type of area.
- ❖ Woods - An area with larger plant life. Movement is slowed and Cover (and/or hiding locations if allowed by the scenario) is provided. Typically, if direct fire is passing through more than 6" of Woods it is Hardcover. Otherwise it is Softcover.
- ❖ Hills - These are rises that are 6' or so high. Clear areas are expected to have minor rolling hills that do not affect the game and do not need to be represented on the game board. Areas are designated as hills if they slow movement of non-flying figures while going up levels and possibly block line of sight depending on their relative height and position to the target/firer.
- ❖ Roads - These can be of varying quality and may give a +1", +3", etc. to a figure that moves entirely along it for their full movement. Flying/hovering figures do not gain any bonus for roads. If not specified, use +2.
- ❖ Rivers - Can vary greatly. They may be easy/safe to cross, or may only be crossable at designated fordable locations. The stuff flowing in them might be lava or caustic acid that does damage to those crossing. Flying/hovering figures do not suffer any damage or movement penalty. The river may be deep enough to provide cover (and/or hiding locations if allowed by the scenario).
- ❖ Buildings - These typically provide Hardcover to those inside (and/or hiding locations if allowed by the scenario), and Softcover to those firing out of standard windows/doors. Figures firing out from slots in bunkers/fortifications get the Hardcover bonus. Entering/Exiting a building slows movement.
- ❖ Rocky/Rubble/Swamp - Whether from destroyed structures or naturally coarse land, these areas slow movement and provide Softcover (and/or hiding locations if allowed by the scenario).
- ❖ Walls/Crates/Barriers - Can vary greatly. They are often representing 3-4' tall items that slow movement and provide Softcover (and/or hiding locations if allowed by the scenario). They can be so large that they cannot be crossed and block the line of sight. Walls in particular may also be of a force field variety. They might allow movement through but not certain types of weapon fire, or the reverse might be true.
- ❖ Trenches - Being in a trench provides Softcover/Hardcover (and/or hiding locations if allowed by the scenario). Entering/Exiting a trench slows movement.



WEAPON TYPES

Weapon	Range	Area of Effect (AoE) Diameter
Sonic Pistol/Carbine/Rifle	0-15"	4"
Flamer Pistol/Carbine/Rifle	0-20"	2"
Laser or Projectile Pistol/Carbine/Rifle	0-25"	Ind
Assault Pistol/Carbine/Rifle	0-30"	Ind or 4"
Blast Pistol/Carbine/Rifle	0-25"	Ind
Thrown Hand Grenade (HG)	0-10"	2"
Grenade Launcher (GL)	4-50"	2"
Missile Launcher (ML) *	12-500"	4"
Light Laser Machine Gun (LLMG)	0-50"	Ind or 4"
Medium Laser Machine Gun (MLMG)	0-75"	Ind or 4"
Heavy Laser Machine Gun (HLMG)	0-150"	Ind or 4"
Mortar	12-200"	4"
Light Blast Cannon	0-1,000"	2"
Medium Blast Cannon	0-2,000"	4"
Heavy Blast Cannon	0-3,000"	6"
Heavy AA Cannon	0-4,000"	6"
Planetary Defense (PD) AA Cannon	48 (if indirect)-50,000"	12"
Light AA Missile	24-10,000"	6"
Heavy AA Missile	24-100,000"	12"

Notes:

- * -- Very Portable ML: Backpack missile rack or shoulder fired tube style.
- Ind -- An individual figure/item is affected.

OTHER EQUIPMENT

- ❖ Communications Gear (Com-Gear) - Allows private conversation between players and allows figures to be spotters to direct fire.
- ❖ Sensor - Able to detect all hidden enemies within 10". Use counts as firing for movement purposes, and as moving for firing. A figure can use one to establish line of sight and still fire a weapon (at a disadvantage).
- ❖ Jet Pack - Typically worn on the back allowing the user to move further and traverse obstacles with ease.
- ❖ Sniper Rifle - Any Laser or Projectile Rifle may be made into a Sniper Rifle. Limit 1 per platoon.
- ❖ Power Shield - A forcefield generator that gives Powered Armor equivalent protection, but cannot be fired through by the user.
- ❖ Battle Computer (BC) - These aid in targeting and give a bonus to hit. They have various effectiveness ratings as BC+1 to BC+4.
- ❖ Animal Mounts and Vehicles - These allow troops to move further, but they need to be controlled by one hand, limiting the type or number of weapons the operator can use.

ENVIRONMENTAL FACTORS

- ❖ Normal - This is the near standard Terra gravity, daylight, and temperature that the races in these game rules are used to, and all rules presented here are based on. No special modifiers are used for being in this type of environment. Scenarios might have high/low/no gravity, etc. specified and will explain the rules adjustments needed.
- ❖ Dark - Movement slowed and targeting is more difficult for everyone.
- ❖ Heat - Terran and Sitan Ape movement is decreased. Lizard, Sitan Humanoid/Giant is increased.
- ❖ Cold - Terran/Lizard movement is decreased, and Sitan Ape is increased.
- ❖ Smoke or Sand Storm - Provides Softcover (Hardcover vs lasers) to target when firing into, out of, or through. Any Mortar, HG, GL, or ML round may be specified as a Smoke Round. The affected area will be marked by 8 cotton balls, end to end, starting with 1 at the target location and the rest trailing off per the Missed Indirect Fire Drift Direction. Each following game turn, remove one cotton ball during the deploying player's morale phase starting from the original target end.

TURN SEQUENCE

The game consists of turns: Every player or team of players completes a series of phases in sequence. A scenario may specify who has initiative and goes first. If not, simply roll dice with the high score going first (and second, third, etc. if there are more than two players/teams). Repeat the same player/team turn order throughout the game. (For those wanting more in-depth activation rules, see Scenario 10. These are kept simple with new players in mind.) Each player's/team's turn is made up of five phases:

- ❖ Overwatch - A figure waiting for a prime opportunity to fire.
- ❖ Movement & Weapons Fire – Figures may move full speed or fire at full effectiveness. They may also move & fire, or fire & move, at reduced effectiveness. They may not move, fire, & move more. Complete the move/fire actions for one figure before proceeding to another figure.
- ❖ Melee Combat – Figures in base-to-base contact, may attack in melee fashion by striking at an opponent with bare hands, knife, sword, axe, or improvised club (pistol or gun stock, etc.).
- ❖ Morale - Not every soldier will move forward under fire. Morale tests must be passed at certain points in order to continue.
- ❖ End of Turn Promotions - If needed to replace officer losses.

OVERWATCH

Any figures selected to perform Overwatch in this phase cannot move or fire this turn, but may fire at any target within range during any part of their enemy's next turn. (Or if fighting against multiple enemies... during any part of any one of their enemies' next turn.) Figures standing overwatch should be marked with a chit or similar so they are not forgotten. The owning player of the Overwatch figure simply interrupts the opponent whose turn it is at the point of interest.

MOVEMENT

<u>Figure Type</u>	<u>Move</u>	<u>Figure Type</u>	<u>Move</u>
Xyban, Eeek Walking, Robot	4"	Eeek Flying, Figure w/Jet Pack	10"
Terran, Sitan Humanoid	6"	Animal, Light/Med. Vehicle	12"
Sitan Ape/Giant, Hvy. Vehicle	8"	Light Flying Vehicle	14"

Movement Modifiers & Notes

- ❖ Moving & Firing in the Same Turn - Humanoids, Sitan Apes move 1/2; Eeeks Flying, Figures w/Jet Pack, Sitan Giants, Vehicles, or on Animal Mounts are -2"; Xyban, Eeeks Walking, and Robots are -1".
- ❖ Rough Going (Woods/Rock/Rubble/Swamp) - distance counts as double (i.e. for every inch traversed, count it as two inches) except for Tracked vs Woods or Hover vs Rock/Swamp.
- ❖ Moving Uphill - For each level that a non-flying figure goes up, -2" from their allowable movement.
- ❖ Dark - Movement is -2".
- ❖ Cold - Terran movement is -1", Lizard is -2", Sitan Ape is +2".
- ❖ Heat - Terran movement is -1", Ape is -2", Sitan Humanoid/Giant or Sirex is +2", Lizard is +3".
- ❖ Crossing Wall/Crate/Barricade - If it represents an item less than 3' tall, -1" to cross; 3-6', -2". Walls of a force field variety cannot be crossed at all while the energy pylons are all functional.
- ❖ Mounting/Unmounting, Entering/Exiting, etc. - Minus 50% base move value. Used with buildings, trenches, vehicles, etc.
- ❖ Roads - The standard quality road gives a +2" to most figures that travel along it for their entire move, +4" to wheeled/tracked vehicles. No bonus to flying/hovering figures.
- ❖ Rivers - The standard river is safe to move in/across at -1" per turn. No penalty to flying/hovering figures.
- ❖ The Robots listed are roughly human-sized. For larger robots, treat as Light/Medium/Heavy Vehicles as deemed appropriate compared to the items shown on the "Common Vehicles & Heavy Equipment" list.
- ❖ Moving Artillery Pieces - Artillery refers to all large weapons cast as separate models from their crew. For infantry packed Artillery not on a floating base, 8 crew are needed to move a Heavy Cannon, 2 for other pieces. These are designed to be moved as modules. A short staffed piece could be moved in multiple trips (i.e. a Heavy Cannon could be moved by 1 crew making 8 trips). It takes 1 full turn to set up or pack up. For pieces mounted on a floating base (a Floater), only one crew is needed to move and it does not take the 1 turn to set up or pack up. A Floater cannot support a Heavy Cannon. Movement is -2" while infantry are transporting any artillery or moving a piece on a Floater.

WEAPONS FIRE

Line of Sight: An unobstructed direct line. Terrain pieces can obstruct line of sight. For example, more than 6" of woods does but less does not. Use a tape measure stretched straight between the firing and target models to verify.

Indirect Fire: Some weapons launch their projectile at a high arc rather than at a near horizontal 'direct' line to the target. These are the Thrown Hand Grenade (HG), Grenade Launcher (GL), Missile Launcher (ML), Mortar, and AA Missiles. With these, the explosive round will land 'somewhere' even if the target is missed and may still hit some other item(s). To fire one of these weapons, the firer must have a line of sight to the target, or be in communication with a spotter that has line of sight. The figure firing (or their spotter) may select any enemy, or targeting spot, within range of their weapon. These weapons may also be set to burst overhead using a ground proximity detection on individual rounds. This will circumvent some cover bonuses (i.e. standing behind a wall) but is also less deadly because the target is in the Area of Effect (AoE) rather than being the target point. The firer must specify this setting before rolling for the attack.

Direct Fire: Weapons other than those listed above fire directly at their target. The firer must have a line of sight to the target. Except for officers, squads with leaders attached, recon squads, shooters aided by a spotter, snipers, and those performing Overwatch; all firing must select the nearest known enemy within range of the weapon. Only weapons with Pistol/Carbine/Rifle next to their name are subject to the modifier for distance listed below.

Fire Procedure: To fire, roll one die and apply the Hit Table's Die Roll Modifiers. If the modified die roll is **7 or less**, a hit has been achieved. For indirect fire weapons, if a shot misses its target, take the modified die roll and subtract 7 to determine the number of inches the target was missed by, then see the Missed Indirect Fire Drift Direction Chart to determine the direction it drifted. Measure the distance and direction indicated from the initial target location. That is the spot the indirect weapon's round actually lands and anything in the Area of Effect is hit (using the AoE modifier, no exact hits are allowed for drifting rounds).



Hit Table:

Weapons Fire (Hit on a Target Score of 7 or Less, Modified by below)

Target is in Dark/Target is in Hardcover (inc. Smoke vs Lasers)	-4
Indirect firing via Spotter/Firing via Sensor/Pistol over 12"	-3
Moving & Firing in same turn/Target is in Softcover	-2
Pistol >4" but ≤12"/Carbine >8"/Non-Sniper Rifle >12"/an Eeek	-1
Using Sniper Rifle/Has BC+1/Leader attached (i.e. within 6")	+1
Firer is a Squad or Platoon Leader/Has a BC+2	+2
Firer is indirect subsequent to-from same position*/Has a BC+3	+3

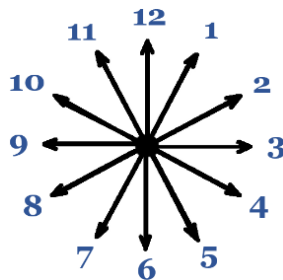
Note: * Pertains only to weapons fixed to robot, vehicle, or ground mounts (such as mortars), not standard backpack or hand held weapons.

Weapons Fire Modifier Notes:

- ❖ Hardcover is: Firing at targets through 6" or more of woods, most buildings, direct fire or ground burst shots against targets in trenches, air burst shots against roof type cover (including catwalks, etc.), behind Xyban Hover-Sled shield, or any shots against force field wall pylons.
- ❖ Softcover is: Firing at targets through less than 6" woods, targets in a river, in a building against missile attacks, in a Rocky/Rubble/ Swamp area, directly behind a Wall/Crate/Barrier, on a Jet-Bike/Grav-Sled, in a trench vs indirect fire of overhead burst shots, or that is firing out of window/door of a building. Note that figures firing out from small slots in bunkers/fortifications still get the Hardcover bonus.
- ❖ Robots, Vehicles, and Sitan Giants roll separately for each weapon present and different modifiers may apply.
- ❖ Hills, tall walls, and other large terrain may possibly block line of sight depending on their relative height and position to the target/firer. Compare the direct line of sight of the models being used.

Mounted Special Note: For mounted targets (such as those riding on a Combat Flyer, Sitan Sirex, or Riding Lizard): Any hit from an Area of Effect weapon affects both the rider and mount. Any hit from an Individual shot (other than a Sniper Rifle) has a 50/50 chance to affect the rider vs the mount (An odd die roll hits the mount). The shooting player may choose which is hit by a sniper rifle. Sirex Skin and the Riding Lizard's armor are both treated as PA.

Missed Indirect Fire Drift Direction Chart



DAMAGE

If a hit is scored, the firing player then rolls 1 die and checks the Damage Table to determine the result. If the listed number or less is rolled, in most cases the target figure/item is destroyed. Lay the figure on its side or similarly mark it. It is now only a movement obstacle as Rough Going, or something to hide behind as Softcover. Vehicles, walls, and buildings are usually destroyed only after taking several damaging hits. Each damaging hit is tallied until the object's Damage Rating (DR) is reached; then it is destroyed. If greater than 1, the DR for each object is listed on the Troop List, scenario, or Common Vehicle List. Occupants of a destroyed vehicle/building immediately take damage as if in the Area of Effect of a Mortar.

Damage Table (-2 from the listed number if the target is in the Area of Effect (AoE), -3 if in AoE and Soft cover, -4 if in AoE and Hard Cover):

Weapon	Target/Armor Types:					
	None	Cloth	Carbon	Alloy	Powered	Heavy
Projectile Pistol/Rifle	10	8	6	4	2	-
Sonic Pistol/Rifle	12	11	6	4	-	-
Flame Pistol/Rifle	12	12	8	3	2	-
Laser Pistol/Rifle	10	8	8	6	6	4
Assault Pistol/Rifle	11	9	7	6	5	3
Blast Pistol/Rifle	11	10	9	7	6	4
Grenade (thrown or GL)	10	8	6	4	3	3
Missile (from ML)	12	10	10	8	6	8
LLMG	11	9	8	6	4	2
MLMG	12	9	9	6	5	3
HLMG	12	10	9	7	5	4
Mortar	12	10	8	6	4	6
Lt. Blast Cannon	12	12	10	8	8	6
Med. Blast Cannon	12	12	12	10	10	8
Hvy. Blast Cannon	12	12	12	12	10	10
Hvy. AA Cannon	12	12	10	8	8	8
PD AA Cannon	12	12	12	12	10	8
Lt. AA Missile	12	12	12	10	10	10
Hvy. AA Missile	12	12	12	12	11	10



MELEE COMBAT

This may only occur if figures and/or vehicles (ramming other vehicles or overrunning infantry) are adjacent with bases touching. Melee is fighting hand-to-hand. If the player whose turn it is chooses to attack, all involved roll 1 die, and add/subtract the following Die Roll Modifiers for each item that applies. The player with the highest total score kills the enemy figure, or applies one point of damage to a vehicle/figure with a DR greater than 1. Ties and non-kill encounters continue the Melee Combat next turn unless one side moves away on their turn to do so. Multiple figures may add their modifiers together for a joint attack if they wish to do so in order to have a greater chance to win. If they do so, they do not also get to roll 1 die roll per figure; only roll 1 die for the combined attack.

Melee Modifiers (Highest Total Modified Roll Kills the Enemy)

Heavy or Medium Vehicle Overrunning Infantry/Giant Sirex	+10
Eek/Ape/Giant/Sirex/Sitan Riding Lizard/Power Axe	+5
Platoon Leader/Power Sword/Lance (any type)	+4
Power Dagger/Power Shield/Light Vehicle Overrunning Infantry	+3
Squad Leader/Pistol/Mundane Sword/Mundane Axe/Other Mounted	+2
Carbine/Mundane Dagger/Mundane Shield	+1
Shaken/Pinned/ Opponent is 2 or 3 armor classes higher	-2
Opponent is 4 or 5 armor classes higher	-4

Notes:

- ❖ Melee combat is limited to one weapon per hand or hands as appropriate. (I.e. a pistol and sword, or only one axe, for two hands).
- ❖ “Mundane” refers to a common item that is not powered. “Power” includes anything labeled Force, Sola, Power, or similar in its name.

Ex.] An Eek Squad Leader with a Lance GL would get a +11 total (+ 5 for being an Eek, +4 for having a lance, +2 for being a squad leader).



MORALE

When a squad has received greater than 50% casualties (and on each turn with a casualty thereafter), or the squad leader dies, that squad must roll a die for its morale reaction. The roll is made at the end of the turn during the Morale phase and the following target score modifiers are added to, or subtracted from the Base Number of 5. If the modified Base Number or less is rolled, the morale check is passed. Morale checks may also be required by other scenario driven events.

Morale Check Modifiers (Pass if Equal to or Less than a Modified # Base of 5)

If in Hardcover/Squad or Platoon Leader attached	+3
If in Softcover/Within 6" of (non-attached) Platoon Leader	+1
If Shaken/Pinned/Squad Leader was killed this turn	-2

Any squads failing to make the required roll by one or two on the die are Shaken; if by more than two, are Pinned. A Shaken squad cannot move (except to cover if within 3"). A Pinned squad cannot move or fire until it recovers. A Shaken squad recovers automatically at the end of next turn's Morale phase unless it takes and fails another morale check. A Pinned squad recovers when it makes a successful morale check roll on a subsequent turn.

END OF TURN PROMOTIONS

Replacing dead Platoon Leader or Squad Leader, if needed, is the last action of a player turn. A dead Platoon Leader will be automatically replaced by the nearest Squad Leader. If none is available, they will be replaced by the highest eliteness figure in the Platoon (choose the nearest to the dead Platoon Leader to break ties). A dead or promoted Squad Leader will be automatically replaced by the highest rank/eliteness figure in the squad (choose the nearest to the dead/ promoted Squad Leader to break ties). All promotions occur on the following turn.

WINNING THE GAME

If playing a scenario, the victory conditions will be specified there. Otherwise, players can agree upon objective markers to capture or just simply the elimination of the opponent. In either of the above, actual clock time or number of player turns can be set as a limit. If an open ended game is desired instead, at some point one player will concede that they do not have enough forces left to win.



COMMON VEHICLES & HEAVY EQUIPMENT

Examples: Light Vehicles (Drones), Medium Vehicles (Jeeps & Skimmers), Heavy Vehicles (Tanks & AFVs)

<u>Common Item:</u>	<u>Treat Weapon As:</u>	<u>DR</u>
Tank, Standard Cannon Turret	Heavy Blast Cannon	10
Tank, Heavy Artillery Gun	Planetary Defense AA Cannon	10
Tank Hvy Miss. Battery	Hvy. AA Missile	10
AFV w/Plasma Cannon	Heavy Blast Cannon	10
AFV w/Dual Heavy Gatling Guns	HLMG x2 rolls *	10
AFV Hvy Miss. Battery	Hvy. AA Missile	10
Skimmer/Static Franz Fusion Cannon	Heavy Blast Cannon x3 rolls *	5
Skimmer Hvy Miss. Battery	Hvy. AA Missile	5
Tripod Mount w/Heavy Gatling Gun	HLMG	3
Jeep w/Tri-Barrel Gun	MLMG	2
Jeep w/Med. Blast Cannon	Med. Blast Cannon	2
Jeep w/Heavy Missile Battery	Hvy. AA Missile	2
Drone w/Chain Gun	LLMG	2
Drone w/Cannon	Lt. Blast Cannon	2
Drone w/Infantry Type Gun	Blast Rifle	2
Drone w/AA Missile Battery	Light AA Missile	2
Air Drone w/Chain Guns	LLMG x2 attacks	1
Air Drone w/Tri-Barrel Gun	MLMG x2 attacks	1

Notes:

- ❖ “DR” -- Damage Rating (see Damage rules).
- ❖ “*” -- For penetration vs the same target if a hit is scored.
- ❖ Typically, Air Drones are equipped with Carbon Armor; Ground Drones, Jeeps, and Skimmers with Powered Armor; and larger items with Heavy Armor.



PROXY MODELS

Although we wrote this rules-set specifically for the Fictioneer miniatures because we want to see them return to active gaming after years of disuse, we understand people may already have 20-25mm sci-fi figures, terrain, and vehicle models that they wish to use. You are welcome to do that. We only ask that you make sure your pieces are clearly defined/described to all the other players in the game, and that there is complete understanding and consent for all the items used. The goal should always be the fun and enjoyment of all the players regardless of who wins or loses.



TROOP LISTS & QUICK REFERENCE SHEET

The following pages contain the individual Troop Lists per faction. Though you are welcome to read them all, you really only need to read the one pertaining to the particular faction that you will be controlling in the game. It would also be wise to read the one for the opponent you expect to be facing to help you better prepare.

Also included in the rules is a Quick Reference Sheet (QRS) which contains the most important information and tables for playing the game. Once players are familiar with the rules and miniatures, the game should be able to be played with just this QRS at the game table.

The one item that we could not easily fit onto the QRS is the TERRAIN TYPES write-up. Until you are familiar enough with them to not need to look up the details, we recommend that you also keep that page in the rules readily available for reference.

The Planetary Legion (Troop List)



Introduction

Throughout the vastness of deep space numerous perils threaten the safety of Terra and her colonies. Holding the line against malicious pirate raiders and hostile alien species is the Planetary Legion. Whether among the stars, on airless moons, or across strange worlds the Legion will travel to wherever the fight is. Composed of the most skilled and courageous men and women from all over the Terran Defense Consortium; each one braves constant danger to ensure the safety of Terrans everywhere.



Uniforms and Equipment

Legionnaires of all branches are issued a Laser Pistol as a standard side arm. Starship and most Heavy Weapons Crews (except Infantry Heavy Weapons squads) wear no armor or helmets. Other Legionnaires wear Cloth Armor Space/Landing Suits or Powered Armor (all with helmets and Power Daggers). The Recon squad (on jet bikes, i.e. light hovering vehicles) and Infantry Special Forces squad are issued Com-Gear and Sensors. Special Forces Legionnaires are also issued Jet Packs. Regular Infantry and Infantry Special Forces are issued Hand Grenades. Legionnaires can use a wide array of weapons but are most frequently issued Flame Lances (treat as a Flamer Carbine), Missile Launchers, Blast Rifles, Mortars, Heavy AA Cannons, Light Cannons, and Heavy Cannons.

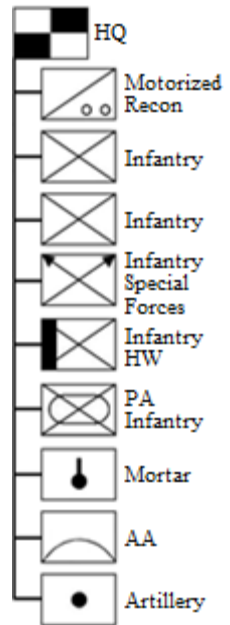
Uniform and Equipment Colors

All uniforms are blue with white accents. Belts, boots, and gloves are brown. Helmets are bronze. Officers' helmets contain colored rank stripes: Corporal white, Sergeant yellow, Lieutenant blue, and Captain red. Weapons are navy blue. Their power weapons and the Jet Bikes' thrusters gleam with an aqua glow when energized; dark gray when not. Jet Bikes are bronze with aluminum components.

Organization

The Planetary Legion is made up of many 100 Legionnaire groups called Centuries. In practice they are most often deployed as Half-Century Platoons. A full Century is made up as shown. Each squad is armed/outfitted as listed. When deploying as a Half-Centuries, the Captain and Lieutenant each serve as a Platoon leader for each half (Platoon A/B). One half of the Motorized Recon squad will be attached to half of the HQ for each Platoon and 1 Infantry squad is assigned to each platoon. The PA Infantry, AA, and Art squads are assigned to Platoon A. Infantry Special Forces, Infantry Heavy Weapons, and the Mortar squads are assigned to Platoon B.

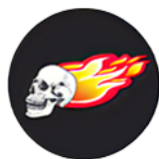
- ❖ HQ - Captain & Lieutenant, 4 Legionnaires (any type) for guard/support/reinforcement, 2 Legionnaire Crew, 2 Legionnaires Weapon Crew w/Artillery Round, 2 Heavy Weapons (typically Medium Dual Barrel Blast Cannons)
- ❖ Motorized Recon - 10 Legionnaires on Combat Flyer (Jet Bike) w/built in front firing Blast Rifle
- ❖ Infantry - Sergeant & Corporal, 4 Legionnaires w/Flame Lance, 4 Legionnaires w/Missile Launcher
- ❖ Infantry Special Forces – Sergeant & Corporal, 8 Legionnaires (any type) all w/Jet Pack
- ❖ Infantry Heavy Weapons - Sergeant & Corporal, 4 Legionnaire Crew (any type), 4 Legionnaires Weapon Crew w/Artillery Round, 4 Light Blast Cannons
- ❖ Powered Armor Infantry - PA Sergeant & Corporal w/Blast Rifle, 8 PA Legionnaires w/Misc. Weapons (Blast Rifle, Flame Lance, Assault Rifle, GL)
- ❖ Mortar - Sergeant & Corporal, 4 Legionnaire Crew (any type), 4 Legionnaires Weapon Crew w/Artillery Round, 4 Mortars
- ❖ Anti-Aircraft - Sergeant & Corporal, 4 Legionnaires (any type) for guard/support, 2 Legionnaires Crew (any type), 2 Legionnaires Weapon Crew w/Artillery Round, 2 Heavy AA Cannons
- ❖ Artillery - Sergeant & Corporal, 4 Legionnaires (any type) for guard/support, 2 Legionnaires Crew (any type), 2 Legionnaires Weapon Crew w/Artillery Round, 1 Heavy Blast Cannon



Special Rules

- ❖ All Legionnaires have a Laser Pistol.
- ❖ All Cloth Armored Legionnaires have a Power Dagger.
- ❖ All Powered Armor Legionnaires have a BC+1.
- ❖ Officers, Recon, indirect fire weapons crew, Special Forces, and Powered Armor Legionnaires have Com-Gear.
- ❖ All Recon and Special Forces squads have Sensors.
- ❖ Regular Infantry and Infantry Special Forces squads have Hand Grenades.
- ❖ 20 non-infantry squad Legionnaires can be swapped per Tank or AFV.

Death Raiders (Troop List)



Introduction

Some may call them malicious pirate raiders but they call themselves resource reallocation specialists. They are primarily Terrans but they do sometimes recruit aliens and will use whatever alien tech they can get.

Not really terrible people... they live by a code: Steal to make a living; kill only if necessary. They operate in loose varying groups traveling in assorted stolen ships. Like the old pirates of Terra sailing the seas, the Death Raiders hunt the merchant routes between planets where it is difficult to have adequate armed escorts.

They do come together in force and cooperate when a larger armada is needed. Each ship has a captain, 1st & 2nd officer, and crew. Other command organizations do exist, such as a hierarchy of ships captains, but it is informal.

The uniforms and gear are very similar to the Legionnaires. Maybe they are the remnants of the long-lost 1st Legion. Both the Terran Defense Consortium and the Death Raiders would deny this or any sort of connection for a multitude of reasons. They have no planet home but do maintain many various hidden bases and storehouses; places to lay low and make repairs, etc.



Uniforms and Equipment

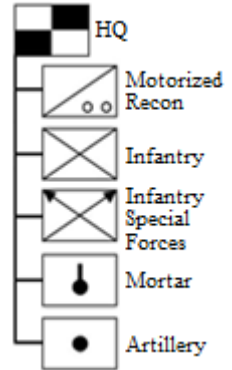
All Death Raiders wear Cloth Armor Space/Landing Suits with helmets. Some troops use Com-Gear and Sensors. Recon squads utilize Combat Flyers (flying sled-like vehicles). Death Raiders can be found with a wide array of “procured” weapons but typically use Power Swords, Laser Pistols, Power Axe Laser Rifles, Laser Rifles, Missile Launchers, Mortars, and Heavy Cannons.

Uniform and Equipment Colors

All uniforms are yellow with white belts. Holsters are brown. Boots and gloves are charcoal gray/black. Helmets are white with a red crest and orange visors. Officers' helmets contain colored rank stripes: Captain black, Commander or Lieutenant Commander blue. Buckles, weapons, and Combat Fliers are gunmetal. Power weapons and Combat Fliers' Propulsion Coils all shimmer blue as they coerce raw energy.

Organization

The Death Raider equivalent to a platoon is the Strike Force which is made up of one ship's crew of 50 fighters. Larger engagements often occur and see multiple ships coming together to cooperate (or a Strike Force has found a larger ship just laying around and has grown to fill it). A Death Raider Strike Force is commonly made up of HQ, Motorized Recon, Infantry, Special Forces, Mortar, and Artillery squads. Each squad is armed/outfitted as listed.



- ❖ HQ - Captain, 7 Death Raiders (any type) for crew/guard/support/reinforcement, 1 on Combat Flyer (Grav-Sled) w/built in front firing Blast Rifle, 1 Heavy Blast Cannon or 2 Medium Blast Cannons
- ❖ Motorized Recon - 5 Raiders on Combat Flyer (Grav-Sled) w/built in front firing Blast Rifle
- ❖ Infantry - Commander, 4 Raider w/Power Axe Laser Rifle, 4 Raiders w/Laser Rifle
- ❖ Infantry Special Forces - Lieutenant Commander, 2 Raiders w/Power Axe Laser Rifle, 6 Raiders w/Grenade Launcher & Power Dagger
- ❖ Mortar - Lieutenant, 4 Raiders Weapon Crew (any type), 4 Raiders Weapon Crew w/Artillery Round, 4 Mortars (4 Raiders Weapon Crew and 2 Mortars can be swapped for a Recon Grav-Sled)
- ❖ Artillery - Lieutenant, 6 Raiders Weapon Crew (any type), 2 Raiders Weapon Crew w/Artillery Round, 1 Heavy Blast Cannon

Special Rules

- ❖ All troops have a Power Sword & Blast Pistol.
- ❖ Officers, Recon, and Artillery crew have Com-Gear.
- ❖ All Recon troops have Sensors.
- ❖ All Power Axe Laser Rifles have a BC+2. Power Axe Laser Rifles are a combo Power Axe and Laser Rifle.
- ❖ 20 non-infantry Death Raiders can be swapped per Tank or AFV.

Sitan Apes (Troop List)



Introduction

These are one of the three intelligent alien races from the planet Sita. They look similar to a Terran yeti but as opposed to those, these are technologically advanced and well organized. They honor their savage roots however, by making their modern powered weapons resemble their ancient melee ones. Being larger than human, these Sitan Ape brutes require two hits to kill.

They are primarily peaceful mountain cave dwellers but do come down to the Sitan deserts and valleys to fight with their neighbors. They also hire themselves out as mercenaries to other races. They have no space craft of their own, but are particularly fond of opportunities to travel off-world with other races.



Uniforms and Equipment

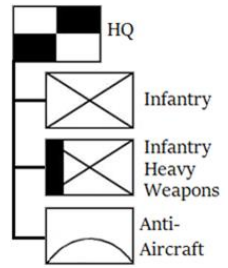
All Apes in a troop wear Cloth Armor that in conjunction with their extra thick fur covered hides give them the equivalent of Carbon Armor. Sitan Apes usually have a Force Sword, Crossbow Blast Rifle, Sling Axe GL (treat as a Force Axe and as a GL), MLMG, Light AA Missile Battery, or Medium Cannon.

Uniform/Body and Equipment Colors

Sitan Apes are born with black fur, then lighten as they age... dark gray as adolescents (Warriors), and light gray as adults (Squad Leaders), to white as elders (the Troop Master). Uniforms are turquoise. All their weapons glisten orange while energized and are dull white while not. Heavy weapons are black with silver accents.

Organization

A typical Sitan Ape platoon is the Attack Troop which is made up of 20 apes, with the oldest silverback being the Troop Master (Platoon Leader equivalent). On occasion, multiple troops temporarily join together for an important mission where a larger force is needed. A Sitan Ape Attack Troop is made up of HQ, Infantry, Infantry Heavy Weapons, and Anti-Aircraft squads. Each squad is armed/outfitted as listed.



- ❖ HQ - Troop Master w/Force Sword, 4 Sitan Apes (any type) for guard/support/reinforcement
- ❖ Infantry - Squad Leader w/Force Sword, 2 Apes with Crossbow Blast Rifle, 2 Apes w/Sling Axe GL
- ❖ Infantry Heavy Weapons - Squad Leader w/Force Sword, 2 Apes Weapon Crew (any type), 2 Apes w/Sling Axe GL, 2 HWs (typically MLMGs)
- ❖ Anti-Aircraft - Squad Leader w/Force Sword, 2 Apes Weapon Crew (any type), 2 Apes Weapon Crew w/Crossbow Blast Rifle, 2 Light AA Missile Batteries

Special Rules

- ❖ Much larger/tougher than Terrans: Sitan Apes require three hits to kill.
- ❖ All have Force Swords.
- ❖ All officers, Recon, and Artillery crew have Com-Gear.
- ❖ All officers and Recon have Sensors.
- ❖ In much the same way that early Terran people use an Atlatl to allow them to throw spears farther, Sitan Apes utilize a long handle along with their great strength to throw grenades as far others who use Grenade Launchers can. Each grenade forms a focused energy field in the shape of an axe head when loaded. This works exactly as a Force Axe in Melee Combat.
- ❖ 2 Sitan Apes Infantry can be swapped per Armored Ground Drone.



Sitan Giants (Troop List)



Introduction

These are one of the three intelligent alien races from the planet Sita and the most alien looking to Terran eyes.

It was believed for a long time that only males have been seen; however, it is more likely that males and females are indistinguishable to other races.

Their ancestors are from an unknown planet but they have lived on the planet Sita for thousands of years. They look like giant 4-armed orcs. They are primitive by Terra standards, living with a mix of medieval era hand weapons and basic cartridge gunpowder technologies.

They dwell in clans in the desert areas of Sita and often ride the giant eight-legged Sirex that also live there. The Sirex are not exactly tame domesticated beasts; they always require one hand used by the rider to control them. Both the Giants and the Sirex can go for extremely long periods of time without taking in any food or water allowing them to thrive in the inhospitable Sitan desert environment.

They are ferocious and savage warriors unafraid of wounds or death. Being super hardy and tough giants, they require four hits to kill.



Uniforms and Equipment

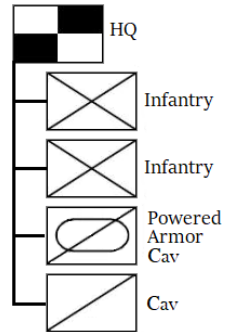
They usually only wear a kilt like covering on the lower torso, leather harnesses, and boots; none of which is sufficient to count as armor, however, their thick tough hide counts as Carbon Armor. A few are valued enough by their clan that they are gifted a heavy metal plate suit counting as Powered Armor. No uniform or group marking is known. The Giants are frequently found with Mundane Swords, Daggers, & Lances, Hand Grenades, and gunpowder Pistols & Assault Rifles.

Body and Equipment Colors

They come in a wide range of colors and individuals often paint their bodies. Whether it is to provide camouflage or as some type of ceremonial act is unknown. Their boots, belts and holsters are usually brown leather. Their weapons are gunmetal and bronze.

Organization

The Sitan Giant platoon equivalent, the Clan Assault Group, is very small numerically but their toughness and multiple attacks per turn more than make up for it. They train so thoroughly as a unit that they do not need any squad leaders. Their ferocity precludes them from needing to take any morale checks. The 10 warrior team is made up of HQ, 2 Infantry, 1 Cavalry, and 1 Powered Armor (PA) Cavalry squads. Each squad is armed/outfitted as listed.



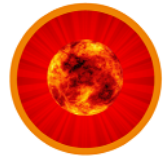
- ❖ HQ - Giant Clan Chieftain with Mundane Sword & Dagger, Hand Grenades, Projectile Pistol & Assault Rifle, 1 Giants (any type) for guard/support/ reinforcement
- ❖ Infantry - 2 Giants w/Mundane Sword & Dagger, Hand Grenades, Projectile Pistol & Assault Rifle
- ❖ Cavalry - 2 Giants w/Mundane Sword, Dagger, & Lance, Hand Grenades, Projectile Pistol & Assault Rifle
- ❖ PA Cavalry - 2 PA Giants w/Mundane Sword & Dagger, Hand Grenades, Projectile Pistol & Assault Rifle

Special Rules

- ❖ Their huge tough bodies soak up more damage than a standard humanoid or even a Sitan Ape: Sitan Giants require four hits to kill.
- ❖ Being raised/trained with 4 arms, they can each perform 2 attacks per turn without penalty, then -1 for each additional attack after that. I.e. there is a -1 to hit on a 3rd attack, -2 on a 4th in the same turn, etc. until all the weapons represented on the model had the opportunity to attack at a range, line of sight, etc. allowed.
- ❖ Sirex riders can only use 3 of their 4 hands for weapons (1 hand must be used to control the mount at all times). Rifles require 2 hands to use.



Sitan Humanoids (Troop List)



Introduction

These are one of the three intelligent alien races from the planet Sita. Of the three, they are the most human-like. They are primarily valley forest dwellers but often cross over into the mountains and deserts of Sita in order to fight with their neighbors.

These Humanoids are primitive by Terra standards, living with a mix of medieval era hand weapons and basic cartridge gunpowder technologies. The latter was likely given to them by a more advanced alien race. They have been known to use a wide range of captured vehicles & equipment effectively but these are available in limited numbers.

They tend to try to get as many of their own warriors as possible to gang up on one target at a time. This strategy has been equated to Terran wasps swarming a threat when the hive is disturbed. When this was explained to the Sitan Humanoids, they liked the analogy and adopted the name Swarm for their platoon level groupings. They are tougher than Terrans requiring two hits to kill, even though they are roughly the same size.



Uniforms and Equipment

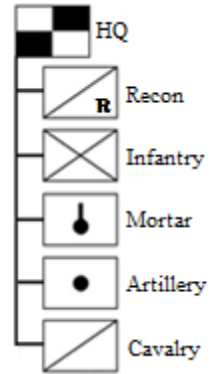
They wear minimal covers on the torsos and boots, none of which is sufficient to count as armor. No uniform or group marking system is known and helmets and armor do not seem to ever be used. They are typically armed with mundane or projectile (gunpowder) weapons only: Swords & Axes, Pistols, Assault Rifles, Lances, Mortars, and Heavy Cannons. All Reeves carry a Power Shield.

Body and Equipment Colors

They come in a wide range of skin colors with gray, orange, and red being the most common. Their hair is always black except for the elders' which turns white with age. The High-Reeve and all other Reeves are always an elder. Their boots, belts and holsters are usually brown or black leather. Their cloth items are dyed very bright, borderline garish, colors. Their weapons are gunmetal and bronze.

Organization

The Sitan Humanoid equivalent to a platoon is the Swarm which is made up of the warriors of one tribe; typically 30 fighters. A Sitan Swarm is made up of HQ, Recon, Infantry, Mortar, Artillery, and Cavalry squads. Each squad is armed/outfitted as listed.



- ❖ HQ - High-Reeve w/Mundane Sword & Projectile Pistol, 6 Warriors (any type) for guard/support/reinforcement
- ❖ Recon - 2 Warriors w/Mundane Sword & Projectile Pistol on Riding Reptiles
- ❖ Infantry - Reeve w/Mundane Sword & Projectile Pistol, 2 Warriors w/Mundane Axe Projectile Rifle Combo, 2 w/Assault Rifle
- ❖ Mortar - Reeve w/Mundane Sword & Projectile Pistol, 2 Weapon Crew (any type), 2 Weapon Crew w/Artillery Round, 2 Mortars
- ❖ Artillery - Reeve w/Mundane Sword & Projectile Pistol, 6 Weapon Crew (any type), 2 Weapon Crew w/Artillery Round, 1 Heavy Blast Cannon
- ❖ Cavalry - 2 Warriors w/Mundane Lance & Projectile Pistol on Sirex

Special Rules

- ❖ Much tougher than Terrans: Sitan Humanoids require two hits to kill.
- ❖ Sitan Humanoids do not possess electronic equipment. They do have such a highly developed system of hand signals, and mirror flashes that they are all considered to have Com-Gear while in line-of-sight.
- ❖ 5 Sitan Humanoids can be swapped for one Armored Ground Drone.
- ❖ 10 Sitan Humanoids can be swapped for one Hover Jeep maximum.
- ❖ 20 Sitan Humanoids can be swapped for one Tank maximum.



Sentinels of Xyban (Troop List)



Introduction

They come from the planet Xyba but no one knows much about the planet or even what Xybans look like. Attempted expeditions to the planet have all been chased away or destroyed. Their armored suits seem to be fitted with explosives that detonate when the occupant is killed/disabled to protect their secrets.

Their commanders and troopers have been classified as Controllers and Drones by Terrans based on their observed behavior, and the commonly held belief that each is just a robotic suit piloted by a tiny alien insect.

The first known encounter between Xybans and Terrans was by an agricultural settlement on the terraformed planet of Deere. What their armor looked like was only documented by a brief vid cap recording crystal that was found in some wreckage left in a ravine behind the settlement. All Xyban casualties and equipment had been removed by the departing raiders. Every member of the colony had been killed or captured in the raid. Most of the settlement was destroyed.

The next known encounter with the Xybans took place on the planet Sita. It was fortunate for the Sitans that just after the Xybans landed and attacked, an electrically dampening solar flare erupted and the attackers were completely disrupted. The planetary forces, being prepared for such common effects, were able to repel the invaders. Due to this stroke of luck, the Xybans were forced to abandon some of their equipment. Based on this, the Terran Intelligence Services were able to construct much of the current knowledge of the Xyban military.



Uniforms and Equipment

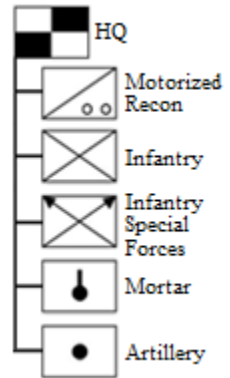
They are always seen in Carbon Armor Space/Landing suits. They frequently have Sola Sword, Hand Penetrator (Pistol), Penetrator Assault Rifle, GL, one-shot backpack ML, Mortar, Light Blast Cannon, and/or Combat Flier.

Uniform and Equipment Colors

Armor and helmets are two tone red with rank markings on the upper arm (black for Controller, yellow for Sub-Controller, white for Drone). Boots are dark gray. Visor is gold. Weapons are bright silver. Hover-Sleds are charcoal gray with silver and white accents. Their Sola Swords and other weapons' power coils blaze with sparkling green energy while they are powered up.

Organization

The most commonly seen organization of Xyban troops is called the Quick Strike Assemblage. It is made up of 50 Controllers & Drones. A Xyban Quick Strike Assemblage is made up of HQ, Motorized Recon, Infantry Special Forces, Mortar, and Artillery squads. Each squad is armed/outfitted as listed.



- ❖ HQ - Controller * on Combat Flyer w/built in front firing dual Laser Rifles, 8 Drones (any type) for guard/support/reinforcement
- ❖ Motorized Recon - 3 Drones * on Combat Flyer w/built in front firing dual Laser Rifle
- ❖ Infantry - Sub-Controller w/Sola Sword, 8 Drones w/Penetrator Assault Rifle, 2 Drones w/Sonic Rifle *
- ❖ Infantry Special Forces - Sub-Controller w/Sola Sword, 6 Drones w/Hand Penetrator & Jet Pack, 2 Drones w/Sonic Rifle *
- ❖ Mortar - Sub-Controller w/Sola Sword, 2 Drones (any type) for guard/support, 4 Drones Crew (any type), 2 Drones w/Artillery Round, 2 Mortars
- ❖ Artillery - Sub-Controller w/Sola Sword, 2 Drones (any type) for guard/support, 4 Drones Crew (any type), 2 Drones w/Artillery Round, 2 Light Blast Cannons

Special Rules

- ❖ Figures marked with "*" above also have a two-shot backpack ML.
- ❖ The Combat Flyer's Lasers must fire at the same target but are rolled separately. The shield provides Hardcover vs shots from the front.
- ❖ Xyban space suits explode as if a grenade upon their death in order to keep their tech a secret from their enemies. Immediately roll for damage for anything in the Area of Effect. The Controller can override if present.
- ❖ All Xyban troops have a Sola Sword, Com-Gear, and a BC+1.
- ❖ 20 Xyban troops can be swapped per Tank or AFV.

Eeeks (Troop List)



Introduction

The Eeek come from the planet EKS-3. They look like giant flying insects. In fact they typically always use their wings to move by flying and only walk to reposition themselves or to move very short distances. Unlike some insect-like aliens, the Eeek are not hive minded but rather individuals who communicate with each other through a series of clicks and chirps.

The Eeek are a peaceful race turned warriors. Their planet was made uninhabitable when an alien freighter crashed into their tiny sun setting off a chain reaction causing it to expand. An investigation lead the Eeeks to the culprit who they call “click-click-chirp-click”... but said with much more disdain than normal. No translator has been able to match the name to any known species but many folks have a good guess: The dreaded telepathic hive minded insect-like aliens that are the scourge of the galaxy.

Since then, they have allied themselves with any faction fighting those bugs. Eeeks now live on several planets in the galaxy, working to reestablish their numbers and prevent over colonization in any one place.

The Eeek have a Queen dubbed “The Most High”. She is protected in a secure location known to only a select few Eeeks.

Tenacious, resourceful, and highly intelligent, they are a foe to be reckoned with on the battlefield. The other bug races fear them and refer to them as “The Death Locusts”.



Uniforms and Equipment

No uniforms as they do not wear any form of clothing or helmets. Their hard exoskeleton counts as Carbon Armor.

Eeeks are commonly seen using a Force Sword, Eeek-Cinerator (treat as a Force Axe), Lance GL (treat as a Lance and as a GL), Crossbow Assault Rifle, MLMG on Floater Base, or Mortar on Floater Base.

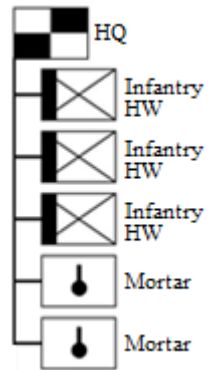
Crossbow Assault Rifle troops are also armed with a Shriek Rod which is a back-up Melee Combat weapon (treat as a Power Dagger). Rumor has it that it is very painful to die via Shriek Rod.

Body and Equipment Colors

Their bodies are green with a white mantle around the shoulder area. Their heads are yellow with a red eye which has a white pupil. All leaders have a black stripe painted along the centerline of their face and head. All weapons are purple metallic with a red glow from the energy wave field that they generate.

Organization

Eeek soldiers are deployed in what is termed a Blitz Plague which is made up of squad like Cells. It is made up of 50 Leaders and Soldiers. An Eeek Blitz Plague is made up of HQ, 3 Infantry Heavy Weapons, and 2 Mortar Cells. Each Cell is armed/outfitted as listed.



- ❖ HQ - Blitz Leader w/Wings Spread & Force Sword, 6 Soldier (any type) for guard/support/reinforcement, 1 Weapon Crew w/Force Sword, 1 MLMG on Floater Base
- ❖ Infantry Heavy Weapons - Cell Leader w/Force Sword, 2 Soldiers w/Eeek-Cinerator, 2 Soldiers w/Crossbow Assault Rifle, 2 Soldiers w/Lance GL, 1 Weapon Crew w/Force Sword, 1 MLMG on Floater Base
- ❖ Mortar - Cell Leader w/Force Sword, 4 Recon w/Wings Spread & Force Sword, 2 Soldiers (any type) for guards, 2 Soldiers w/Artillery Round, 2 Mortars on Floater Bases

Special Rules

- ❖ Eeek's click and chirp sounds carry clearly over vast distances and count as having Com-Gear within the standard battlefield area.
- ❖ Their wings allow them to move as if equipped with Jet Packs.
- ❖ The Blitz Leader has a black stripe along the center-line of its head.
- ❖ 5 Eeeks can be swapped per Armored Flying Drone.
- ❖ 20 Eeeks can be swapped for one Hover Tank maximum.

Navonia Consortium (Troop List)



Introduction

The Navonia Consortium is made up of misfit creatures left behind by an unknown alien race that was trying to create an "Interstellar Zoo". When the zoo project went bust, the unknown race vacated the planet and left the zoo to fall into disrepair. Also, a diabolical scientist of that race had been using the zoo as cover. He was secretly experimenting on the zoo critters with the intention to control them like robots.

Over time, the creatures formed a coalition as a necessity to survive on this strange, non-native planet. Eventually, a few of the more intelligent of the alien critters (using the scientist's tech to boost their numbers by making the less intelligent or hostile critters productive members of the group), were able to escape the planet on a ship called the Didelphis. The vast majority had to remain behind, but even now, they continue to make every attempt to stowaway on any ship landing on Navonia for supplies or exploration. Thus, the Consortium is a slowly but steadily expanding force in the galactic region.

Uniforms and Equipment

No uniforms as they do not wear any form of clothing or helmets. Their fur, hide, etc. counts as various armor types (see table below).

Those able to use weapons/equipment will be found with a random assortment of scavenged gear. Assault and Blast Rifles are common. For any weapons that cannot be identified (as coming from other listed factions), can be picked at random from the Weapon Types table.



Common Critters *	Melee Modifier	Armor Equivalent
Bearman	6	Cloth (fur)
Darksider	5	Cloth (fur)
Giant Spider (Larger than a person)	6	Alloy (exoskeleton)
Gripping Transdimensional Tentacles	8	Cloth (spongy skin)
Hungry Maw	10	Cloth (spongy skin)
Large Rat (small dog sized)	2	None (Small, -1 to hit)
Large Spider (good sized dog)	4	Carbon (exoskeleton)
Owlbear (slim body, old school style)	8	Carbon (feathers/fur)
Shambly Mound	5	Alloy (woody covering)
Swamp Devil	8	Alloy (tough scales)
Tentacle Armed Alien	4	None
Ugly Slug (house cat sized)	2	None (Small, -1 to hit)

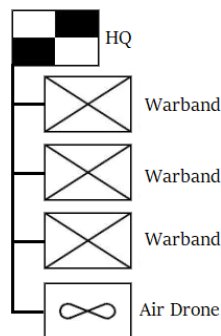
Note: * - An expanded list of critters is available at rrbminis.com

Body and Equipment Colors

There is no standard that could be listed.

Organization

A Navonia Consortium platoon equivalent is called a Drove. Each Drove is made up of 40 Critters plus 2 Air Drones. They are divided up into an HQ and 3 Warband squads of 10 Critters each plus an Air Drone squad with the 2 autonomous air drones. The HQ squad will have better weapons plus will have extra humanoid type Critters exchanged for some of the smaller animal-like critters. This is to provide better command and control of the more hostile/wild beasts commonly found in their units. Each squad is armed/outfitted as listed.



- ❖ HQ - Drove Leader is the most heroic or intimidating looking bipedal critter in the squad, 9 Critters (any type) for guard/support/reinforcement; weapons vary
- ❖ Warband - Squad Leader is the most heroic or intimidating looking bipedal Critter in the squad, 9 Soldier (any type) for guard/support/reinforcement; weapons vary
- ❖ Air Drone - 2 Drones each with two 2 Tri-Barrel Guns (MLMG x2 attacks vs. the same or different targets)

Special Rules

- ❖ All count as having Com-Gear though some are governed by control boxes. If all bipeds are removed from the battlefield, any remaining animal-like critters will need to pass a Morale Check every turn to function.
- ❖ 5 Critters can be swapped per additional Armored Flying Drone.
- ❖ 20 Critters can be swapped for one Hover Tank maximum.

PLANETARY BACKGROUNDS

Terra

Known by many names, Sol-3, Earth, Tellus, or Terra is the homeworld of the Terrans. Though they have stretched out across a huge sector of space, and Terra is just now one of many inhabited planets, Terrans all consider this their home.

It is known to have liquid water covering most of the surface, and an oxygen-rich atmosphere. It is protected from solar radiation by its magnetic field, and it is kept warm by an insulating atmosphere. Terrans have difficulty surviving on planets whose climates differ widely from this.

Terrans are divided up into many different types and styles of governments, even on any single planet. They all have agreed to work together at least for mutual defense against alien races by forming the Terran Defense Consortium. The TDC is responsible for organizing patrols of the common space lanes to keep order, and for raising/training/equipping the Planetary Legion.

Sita

This is the harsh and windy but colorful homeworld of the Sitans. It is a widely varied planet in a thinly populated solar system with only three other planets. Sita is about the same size as Terra and its gravity is about 0.87 times of it. A single day lasts 24.67 hours and a year lasts 211 days. The planet is made up of 7 continents, which make up 17% of the planet's landmass. There are 3 moons in orbit around the planet and Sita itself orbits an orange/red sun in an almost perfectly circular orbit.

The plant-like organisms on Sita are mostly bushes, with only a handful of flowers, but no fungi species. The bushes come in all sorts of colors and forms, both tiny and huge. The bedrock of this planet is primarily a very hard angular bloodstone (a specific type of open micro-crystalline quartz that has hematite inclusions that give it red spots). The land is also generally rich in copper ore (Chalcocite) that when oxidized (rusted) from exposure to the planet's atmosphere produces a bluish-green, and in spots of fresh erosion, the unoxidized copper is seen.

Sita's sun has unusual properties in that at periods of high solar flare, it creates a temporary dampening field that shuts down electrical circuits unless they are very well shielded.

Xyba

This is the homeworld of the Xyban and their military, the Sentinels of Xyban. The planet Xyba is a primarily carbon planet in a fairly large solar system with nineteen other planets. Xyba is about 2.0 times bigger than Terra with a gravity of about 2.79 times greater. A single day lasts 34.82 hours and a year lasts 143 days. The planet is made up of 15 continents, which make up 61% of the planet's landmass. Two moons orbit the planet and Xyba itself orbits an orange sun in a slightly elliptic orbit.

The violent nature of this planet is so devastating it might one day mean the end of the moons and planets around it. Not only is Terran life impossible on this planet or on any others around it, it could very well soon end any chance of any life in its entire solar system. This may explain the Xyban attempts to take over other sections of space.



EKS-3

The planet EKS-3 (as it's called by Terrans) was an Terra-like planet and home to the Eeeks. It is in a huge solar system filled with twenty-six other planets. A single day lasts 20.81 hours and a year lasts 118 days. The planet is made up of 6 continents, which make up 25% of the planet's landmass. The plants on this planet are almost exclusively types of grass. They can reach incredible heights due to the strength of some species, while others would be barely noticeable on the floor if not for their spectacular colors. Shrubs, bushes and flowers are also fairly prominent, but fungi and trees are nearly non-existent.

Three moons orbit the planet and EKS-3 itself orbits an orange sun in a narrow, elliptic orbit. Their planet was made uninhabitable to them when an alien freighter crashed into their tiny sun setting off a chain reaction causing it to expand. The sector of space controlled by the Eeeks is now jealously guarded.

Necessity is the mother of invention and that's exactly why the higher species on this planet have highly advanced technology. Their planet has been under constant threat of natural disaster, but also from alien invaders from space as well. This has resulted in strong weapons, nature controlling technology, and planetary defense mechanisms. While the natural disasters have led to a lot of grief and the eventual evacuation of the planet, it's fortunate they evolved their technology at such a rapid pace or else they wouldn't have been able to defend themselves against alien threats.

Navonia

Almost no one bothers to travel to Navonia since it is far out of the way of anything that is worthwhile and it has little to offer as resources. It is about 3.1 times bigger than Terra and its gravity is about 1.08 times that of Terra. A single day lasts 49.54 hours and a year lasts 311 days. The planet is made up of 13 continents, which make up 46% of the planet's landmass. There are 5 moons that orbit the planet, and Navonia itself is the sole orbiter of a white sun in an elliptic orbit.

The plant-like organisms on this planet are almost entirely made up of bushes and shrubs, in all shapes and sizes, some can grow to incredible heights. They're supported by grasses and fungi on the bottom layers, but there are almost no flower species and trees do not exist on this planet.

Intelligent life is believed to be non-existent on this planet, but you will not find a planet with a more varied, beautiful and astonishing life of insects and amphibians. Travelers on extremely long deep space missions will often stop here to replenish food stores.



FICTIONEERS - A MINI HISTORY

These are True 25mm sci-fi figures that were sculpted by Stan Johansen in the '70s. Stan said that he started sculpting these minis based on his imagination and inspiration from many different books. These have been long out of production and have only been available in small numbers on eBay and the like until now.



Stan quit working on expanding the line in '76. It is unknown exactly when he quit selling them; however, in 2021 the IP rights and original masters were sold to me. The masters were in exceptionally good condition for their age though I did need to make a couple minor repairs. I also expanded the line a little with a few additional poses. I worked with a mold maker to get these back into production. Then I started RRB Minis & More as a vehicle to re-release these and other out of production minis. More info and the online shop can be found at rrbminis.com.

What are True 25s

What are True 25s and how do they differ from regular old 25mm figures: With True 25s, a 6' tall individual is represented by a mini that is 25mm from the bottom of the foot to top of the head. This is as opposed to a fairly standard tradition of 25mm figures which should measure 25mm from foot to the level of the eyes (making them about 28mm tall excluding hats and hair). The regular 25mm system also does not pay much attention to whether a person is 5', 5'5", or 6' tall, instead they make all the figures about the same height unless they are obviously smaller/larger races. This has always led to scale confusion which still plagues new gamers even today.

The True 25mm size mathematically makes them 1/72 scale; however, metal figures have a much stockier build than plastic minis so keep that in mind if you intend to mix them. Plastic 1/72 scale human minis tend to be overly skinny and do not typically mix very well with 1/72 scale metal humans.

At this scale, only very tall humans would reach 25mm tall and the rest would be shorter. True 25s will be about 2-3mm bigger than standard 20mm minis and the same amount smaller than standard 25mm minis. They are commonly mixed in with either of those scales to represent taller or shorter beings.

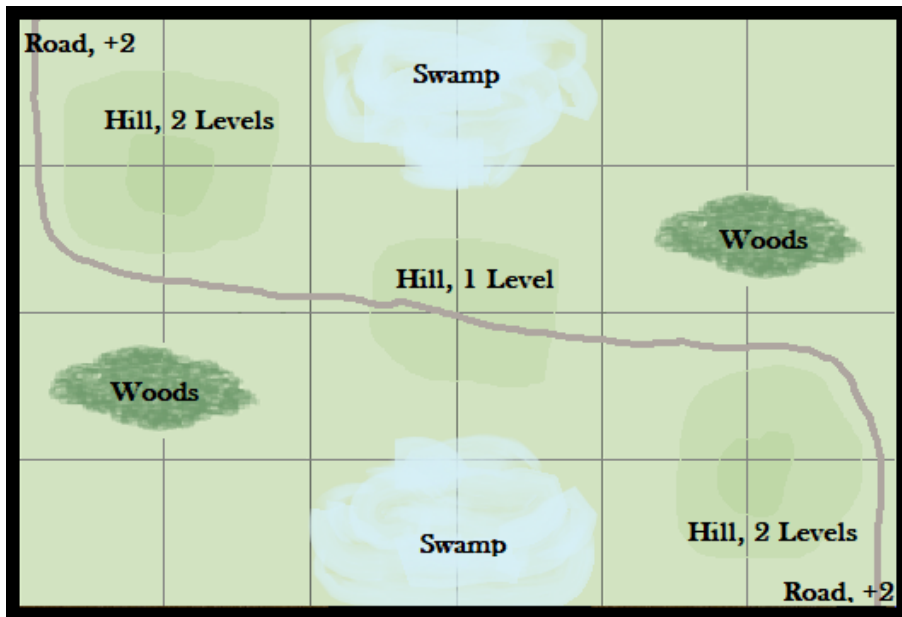
These are a perfect size miniature to mount on 3/4" diameter metal washers (or 20mm plastic bases) and to use for games with 1"/25mm squares or hexes.



Scenario 1: Match Play

This scenario is intended to introduce the concept of equal head to head games. Instead of employing an artificial point cost system which likely would be inaccurate, you will use the exact same force facing each other across a mirror image battlefield. The map provided is an example; any mirror image layout will work. This scenario is a true test of your ability as a commander and is great as a group tournament or as an introductory game for beginners.

Setup



For 2 players/teams.

Any number and type of units or armies may be used as long as it is exactly the same for both sides. Proxy models should be used (i.e. both sides can fight as if they are the Planetary Legion even if the figures for one side or both are something else). It is best to start with the side that has the fewest models available and make the other side match that faction.

Agreement of the players is needed before play begins.

Battlefield Map (12” Grid)

Items listed on the map are standard/typical terrain as listed in the rules.

High die roll will deploy all troops first followed by the other side. Deployment will be a full move maximum from the table edge with no fire option allowed. This counts as turns 1 and 2. Normal move/fire options begin on turn 3. Hidden Troops are allowed to deploy in the swamp, only if all players are familiar with the rules introduced in Scenario 2.

Special Conditions

None. Experienced players may add Environmental Factors and/or optional rules as they wish.

Note: For added replay value, try the scenario with troops of differing race factions. These will not be exactly even but should still be competitive depending on the terrain chosen. To use larger/stronger than terrain-sized troops, you need to determine the equivalent number of the larger aliens to deploy. Take 50 (the full terrain platoon count) divided by the larger alien's full platoon count shown in the Troop List. I.e. the Sitan Apes have 30 in a full platoon so $(50/30=1.7)$ for every Sitan Ape, use 1.7 (round to the nearest) terrain-sized troops. For example, 10 Sitan Apes should be able to face 17 Xyban and have a relatively fair fight.

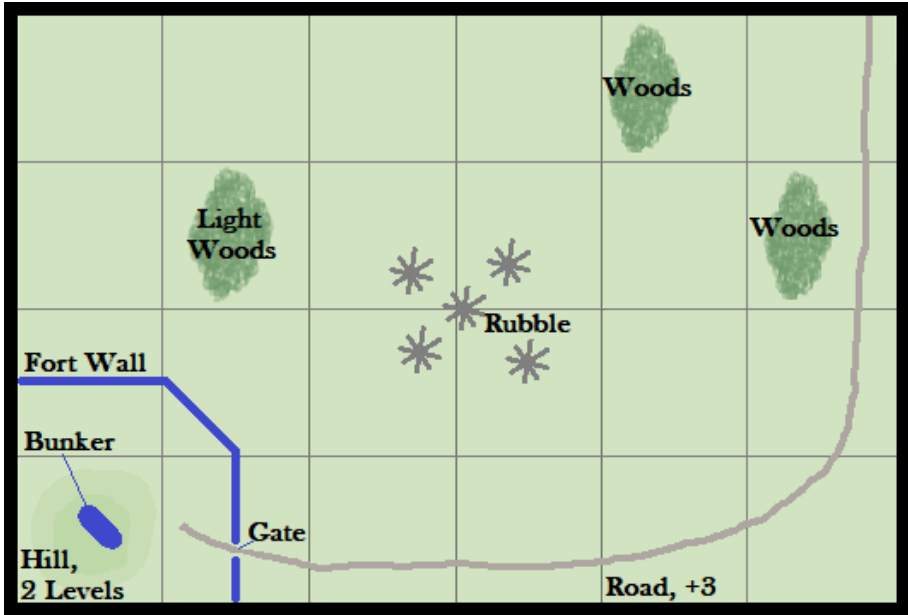
Objectives

The terrain features (minus the road) are each an objective point that needs to be controlled. A player controls it if they have at least one alive miniature in/on the terrain piece without any living enemy also in/on it. Points for both sides accumulate each turn (tallied during the End of Turn Promotions phase). The winner is the player/team controlling the most points at the end of the game. The battle continues until one side concedes that they can no longer win. For game group or tournament use, the organizer may also wish to place a time and/or turn limit to define the end of the game.

Scenario 2: Attack on Pridevale Hold

This scenario is intended to introduce Hidden Troops and uneven sides. Plan on either attacking the fortified bunker at 3/2 odds or taking on its defense. The Defenders have the benefit of cover which also provides hiding places. They set up their hidden troops in secret by marking up a paper map before play begins. The attacker enters diagonally across the table from the fort and decides which route to take and how cautiously to proceed.

Setup



For 2 players/teams.

A full platoon is recommended for the Attacker and 2/3 of one for the Defender (squads of their choice).

Smaller forces may be used if the ratio is maintained (useful for new players) but game balance may break down somewhat.

Battlefield Map (12” Grid)

Most items listed on the map are typical terrain as listed in the rules.

The Light Woods may be seen all the way through and only ever counts as Light Cover. The Fort Walls are 3-6’ tall. The Gate is so tall that it cannot be crossed by non-flyers. The Bunker has Heavy Armor and can withstand 15 damaging hits. It is large enough for 8 human sized figures but cannot house any heavy weapons inside.

The Defender will deploy all troops first (including noting any hidden figure’s location). Hidden Troops are allowed in the Light/regular Woods, Rubble, directly behind the Fort Wall, or in the Bunker. Other than at these locations, figures must be placed on the table top. Following the Defender’s deployment, the Attacker deploys by moving in from either table edge in the top right corner grid square. They are allowed to have normal move/fire options as part of that deployment.

Special Conditions

All Hidden Troops are considered on Overwatch and they are not placed on the table until they fire or move, are detected by a sensor, or come into line of sight & visual detection range of an enemy. Visual detection range for Hidden Troops is much less than how far a figure can see in a given terrain type. It is within 2” in Woods, 3” in Light Woods or Rubble, and unlimited in Clear terrain. Experienced players may add Environmental Factors and/or optional rules as they wish.

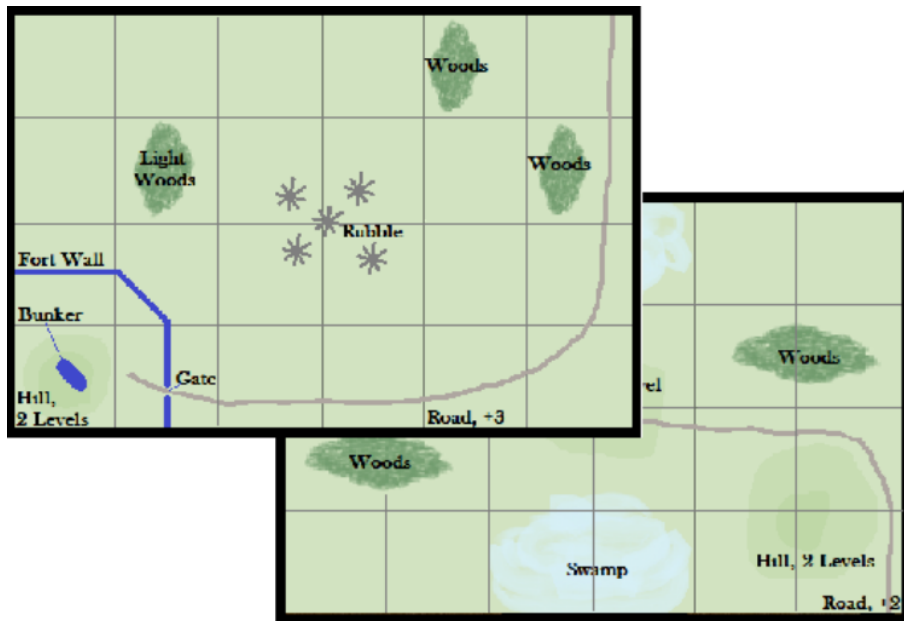
Objectives

This is a no points, elimination battle. The battle continues until one side concedes that they can no longer win. Players or the organizer may also wish to place a time and/or turn limit to define the end of the game. In that case, the remaining figure count should be used to determine the winner.

Scenario 3: The Zaobos Campaign

This scenario is intended to introduce the concept of Troop Quality and gaining experience. Over the course of a 4 battle campaign, troops that survive battles gain one level of experience. Also, one figure per side per battle that did something particularly heroic, or one chosen at random, will gain two levels. Note: Any figure that dies must start the following battle as a new Green replacement troop. This allows you to watch your minis grow/change by performing heroic deeds in combat... or by simply surviving.

Setup & Battlefield Map



For 2 players/teams.

Scenarios 1 and 2 will be replayed using the maps & forces called for. For more experienced F:L gamers, a series of any scenarios can be used (modifying the following Special Conditions as needed).

Special Conditions

The basic format for this campaign is that Scenario 1 will be played as the first battle. Omit references to using the exact same forces; instead each side uses a full platoon of their choosing. All surviving figures from this (and all following battles) will gain a level (and one figure per side gains two) of experience (i.e. improves on the Troop Quality Table) before the next battle begins, and the winning side also gains 10 Victory Points (VP).

The 2nd and 3rd battles are Scenario 2 alternating who is the Attacker & Defender. The loser from the 1st battle (i.e. Scenario 1) starts as the Attacker in the 2nd Battle.

The 4th battle is replaying Scenario 1 again. Feel free to change up the terrain by the agreement of the players. Then the side behind in victory points places one additional woods or 1 level hill in any place of their choosing. They will also have the choice of moving first or second.

In all battles, the figure's Troop Quality will have additional modifiers associated with it in the game for Weapons Fire, Melee, and Morale tables (see Troop Quality Table). Also for Elite officers - Attached troops may make an additional free 1" move during the Promotions Phase (represents effectively ordering troops and keeping them well organized).

Troop Quality Table -- To track the Troop Quality as they progress, add dot of paint on the back edge of the figure's base or similar:

- ❖ **Green (- 1)** - For the first time on a battlefield, all are Green troops. Add a **green** dot of paint to the base.
- ❖ **Regular (+/- 0)** - Survivors of one battle are now Regular troops. Add a **yellow** dot covering the green one.
- ❖ **Veteran (+ 1)** - Survivors of a second battle are now Veterans. Add a **red** dot covering the yellow one.
- ❖ **Crack (+ 2)** - Survivors of a third battle are now Crack troops. Add a **white** dot covering the red one.
- ❖ **Elite (+ 3)** - Survivors of a fourth battle are now Elite troops. Add a **blue** dot covering the white one.

Objectives

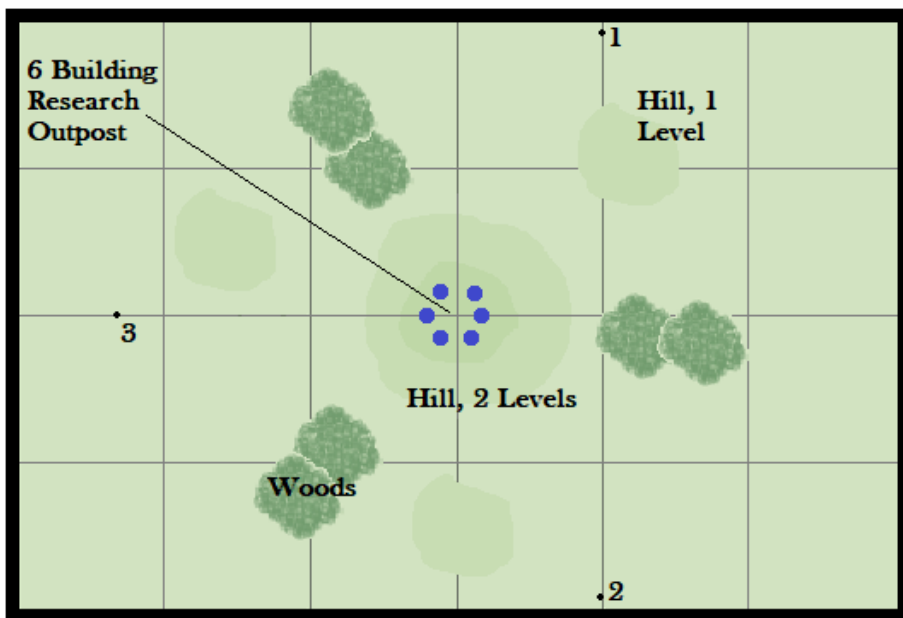
Besides the VP listed above, each side receives VP for each of certain survivors of the 4th battle.

- ❖ Terran Sized troops: Elite +3, Crack +2, Vet. +1.
- ❖ Sitan Apes: Elite +5, Crack +3, Vet. +2.
- ❖ Sitan Giants: Elite +10, Crack +7, Vet. +3.

Scenario 4: Science Grab

This scenario is intended to introduce the concept of a battle with 3 or more sides. The core rules and scenarios to this point have dealt with multiplayer games by having the players team up into 2 sides. Here, all players will be looking out for their own interests. An enemy scientist has been working on advanced secret research. A planned raid to storm their research outpost to capture it for your faction has been met with a surprise: Other factions are also onsite to grab this vital information for themselves! It's a foot race and more.

Setup



For 3-6 players with full platoons for each force. Smaller forces may be used if all sides are even.

Battlefield Map (12” Grid)

Items listed are typical terrain as in the rules. Setup is for 3 players; each player having an entry/exit point that is equidistant from the center and also equally spaced between both adjacent players. Adjust entry/exit points and terrain features for more players and/or altered terrain as long as it is uniform between players and that the 6 buildings remain at the center of all the arriving forces.

To deploy, players roll dice; highest score (all ties are rerolled to further order them) having 1st choice of entry/exit point, followed by the next highest, etc. Then rerolling the order for each player to deploy all of their troops within 1 full move maximum of the entry/exit point with no fire option allowed. Once complete for all players, the normal move/fire options begin with the player turns continuing in a random sequence. All players roll a die with the highest going, then those that have not had a turn yet roll again with the highest going. Continue until the last player has a turn, then start another round with all rolling.

Special Conditions

Troops must search the outpost to find the Scientist and/or as much Research as possible. A Sensor Search will detect the Scientist from outside a building but not Research items. Entering and Visually Searching may find either. Visually Searching counts as using a sensor for move/fire restrictions. For Sensor Search: Roll of 1=Scientist. Visual Search: 1=Scientist, 2-6=Research. Other rolls are Nothing. Only 1 Scientist can be found; later rolls of 1 are Nothing. Only 1 roll per building per turn.

A found Scientist is considered captured and must be guarded with at least 1 figure. Movement is -2” for infantry guarding the Scientist. Research is small and light so can be freely moved. If there is no referee for the scenario, the figure(s) carrying Research must be marked.

Objectives

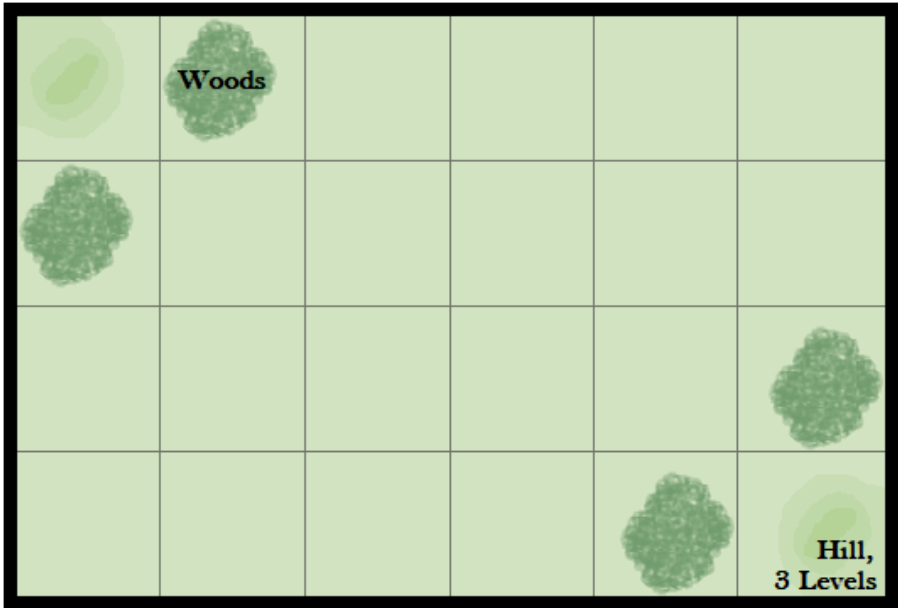
Victory Points are given for exiting your own exit point: with the Scientist alive (5 Points) and each item of Research (1).

The battle continues until one side exits with the Scientist and calls for bombardment of the outpost; the Scientist is killed, or all sides quit the field. For convention or game group use, the organizer may also wish to place a time and/or turn limit to define the end of the game.

Scenario 5: King of the Hill

This scenario is intended to introduce the concepts of creating additional cover on a Battlefield and routing (fleeing) troops. The core rules explain the process for laying down smoke, but sometimes a more permanent (or weather resistant) option is needed. The rules also cover Shaken/Pinned morale status but routing is a worse case.

Setup



For 2 players/teams. Any number figures can be used but under 20 terran sized or the equivalent number of larger aliens work best (refer to Scenario 1 for equivalent number of larger aliens).

Each side should also have 4 Mortars or Missile/Rocket Launchers.

Battlefield Map (12" Grid)

Items listed on the map are standard/typical terrain as listed in the rules. Play is diagonal to create a longer area to cross. If an 8-12' table is available, that would be even better.

A privacy screen should be used to keep players from seeing the opponent's setup. Both sides may set up as they wish anywhere within their Hill square, and may also start one observer in either of the adjacent Woods hidden (refer to Scenario 2). Mortars begin the game deployed unless players specify they are packed and ready to move. High die roll will begin turn 1 with all normal options available.

Special Conditions

For this scenario, extreme wind makes smoke useless and all flying/hovering creatures and vehicles are grounded.

Craters are impressions in the planet surface caused by powerful explosions or meteorite impacts. They are areas of Rough Going for movement, and Hard/Soft Cover as a Trench to those in them. Missiles, Mortars, and Rockets set to impact on the ground make them. The newly formed Crater is 1" in diameter regardless of the weapon making them so they are usable by a Sitan Ape or smaller being/creature.

A Pinned (or already Routing) figure that is hit but survives, immediately Routs. A Rout is a full move +2 inches toward the nearest table edge, exit point, or directly away from all known enemy troops (whichever seems to give the figure the best chance to survive. Routing figures that do not exit the battlefield, must attempt to recover as if Pinned during their Morale phase. Those that fail, must make another Rout move. Routed figures exiting the battlefield cannot return. If the optional rule for Eliteness Promotions (refer to Scenario 3) is being used, all Routed figures lose a level of experience before the next battle begins.

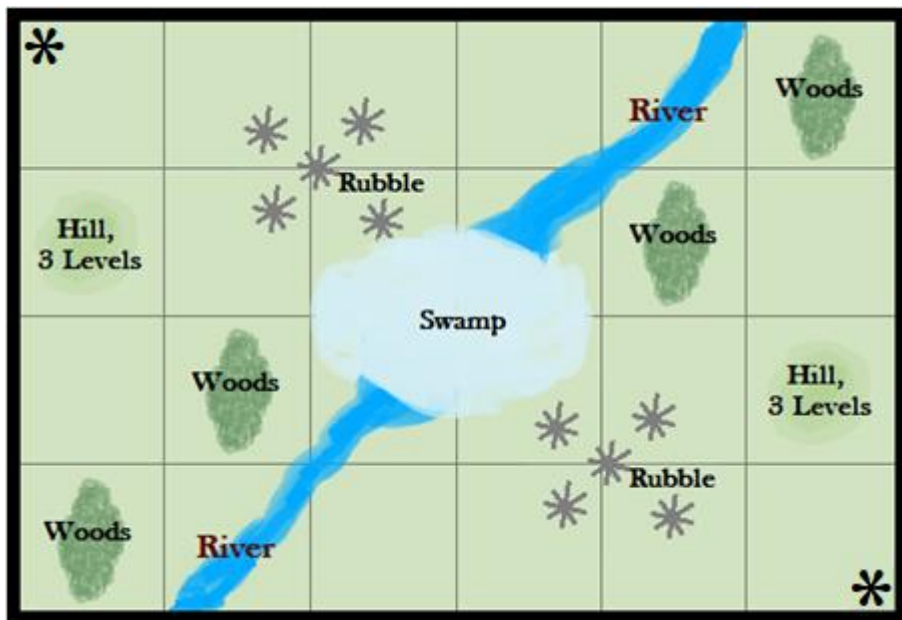
Objectives

Battle continues until one side is pushed off their hill. For game group or tournament use, the organizer may also wish to place a time and/or turn limit to define the end of the game.

Scenario 6: Interstellar Safari

This scenario introduces the concept of Non-Player Characters (NPCs) in the form of ambushing Interstellar Critters. It can be played with whatever critters you have. A wide selection of critters with various terrain habitats is more interesting.

Setup



Map is shown for 2 sides but can be adjusted for more (see Scenario 4). Units used should be limited to a squad or two of infantry (no more than 20 terrain sized figures per side) without vehicles or jetpacks.

Battlefield Map (12" Grid)

Items listed on the map are typical terrain as listed in the rules. High die roll deploys all troops by making a full move max. from a table corner with an "*" (no fire option allowed). Then the other side does the same at the other "*". This counts as turns 1 and 2. Normal move/fire options begin on turn 3.

Special Conditions

Certain terrain has hidden NPC critters that are hostile and will attack if found. They are considered to be on overwatch and attack at the opportune moment (for them). A table for the figures in Interstellar Critters Set #1 is provided below as an example. Make your own table based on the Critters that you have available. Tables for all RRB Minis and McEwan Miniatures critters can be found at rrbminis.com.

If the players have a critter figure available for a given habitat, roll for ambush the 1st time per side when moving:

- ❖ Near Rubble/Water/Built-up Area (within 3” of the edge)
- ❖ Near Woods or Hill that is >2 levels tall (within 12” of the edge)
- ❖ In or on Rubble/Water/Built-up Area/Woods/Hill that is >2 levels tall

When onboard starships, areas such as the cargo bay and refuse recycling area may be designated as a Built-up area for this purpose. The same goes for a single bridge, portal, monument, or other interesting terrain feature on a battlefield.

Players must agree on area designations before the start of the game. An ambush occurs on a score of 12 if “Near” to the terrain edge; or on a score of 10-12 if “In” it. If an ambush occurs, roll again consulting the Critters by Type column.

To use a Sensor, remain outside the area but within sensor range and roll to detect ambush critters as normal. If found, it does not attack because it has not been triggered by your presence.

An ambush attack is resolved immediately using melee (do not wait for the melee phase) unless it is armed with a ranged weapon. If the creature wins in melee, it is left on the terrain to note that it is in the area, but will be considered back in hiding at the end of the turn and cannot be attacked by ranged fire. A creature so revealed (or by sensor reading) will ambush any figure entering the terrain area on a +2 to the die roll.

If the same creature type is encountered in another ambush, it can be moved to the new attack location and the board marked with a counter if additional duplicate figures are not available. If multiple figures are within range of an ambush, roll one die to see if there is an attack. The closest figure to the creature is attacked. Note: Craters are considered Rubble; however, newly created (this game) craters are not used for ambush creatures.

Critter Found	Critters by Type	Melee Modifier	Armor Equivalent
1-5	Ugly Slug	2	None (Small, -1 to hit)
6-9	Gripping Tentacles	8	Cloth (spongy skin)
10-12	Hungry Maw	10	Cloth (spongy skin)

Note: Typical Location for the above Critters is In Woods/Rubble, or Near Water.

Objectives

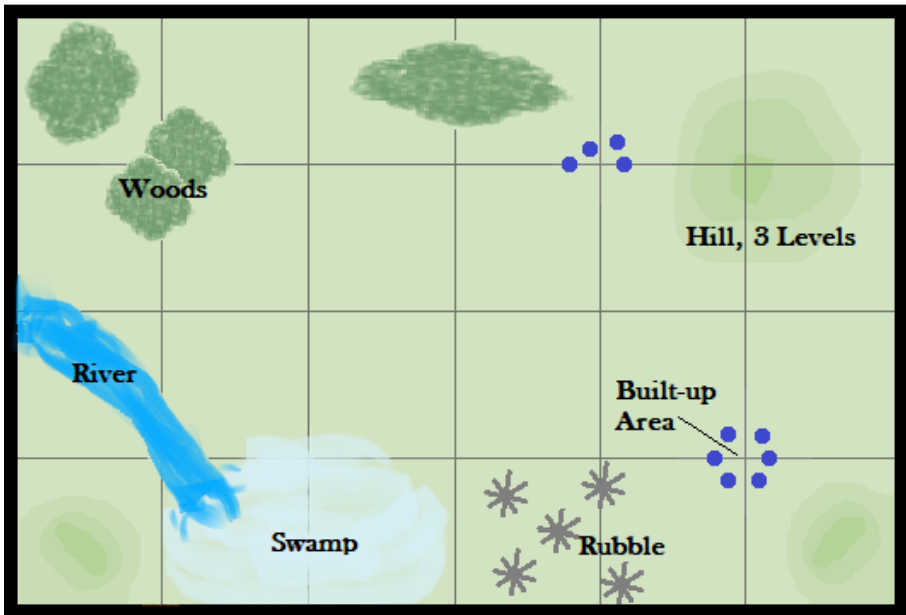
The safari continues until all terrain features have been searched by all sides or no longer have sufficient forces to continue. Each side receives points equal to any slain critters’ melee modifier. Game organizers may also place a time/turn limit to end the game.

Scenario 7: Drop Troopers

This scenario is intended to introduce the concept of Drop Troops as a method of fast randomized troop deployment for the attackers. The defenders may utilize hidden units so players should already be familiar with Scenario 2.

Drop Troopers vary greatly among various factions. Some are high altitude drops with capsules that burn up while coming through the atmosphere. Others are little better than shoving troopers out the door of a fast moving shuttle with just the hope that their Jet Packs will stabilize them and allow for a semi-controlled landing. The common thing among them is that they come in fast and a bit disorganized. The method listed here is sufficient for any of them.

Setup



For 2 sides as shown. A multiplayer scenario could easily be developed by expanding upon this.

Approximate odds of 5 Drop Troopers per 3 Hidden Defenders will be a fairly matched game.

Battlefield Map (12" Grid)

Items labeled on the map are typical terrain as listed in the rules.

By agreement (or high die roll), one player/side is the defender and deploys all troops anywhere on the battlefield. Hidden units are allowed for them as outlined in Scenario 2. The River, Swamp, and Built-up Area are additional hiding locations.

On the first turn, the attackers are placed at random by underhand throwing one die per squad from behind the board edge. Use the random indirect fire direction chart to determine the table edge location to throw from, and throw along the line in the opposite direction. Any dice that land within 12" of a battlefield edge are eliminated (to encourage a fair throw). Squads whose dice show an even number can move/fire as normal on the next turn; an odd number indicates a rough landing and they can only move $\frac{1}{2}$ max with no fire option next turn. The die's resting location marks the Platoon/Squad Leader's landing spot. All other squad members and HWs land adjacent to that figure (touching it or as near as possible). This potentially gives the defender a target rich environment at the beginning of the game.

Special Conditions

Experienced players may also add any Environmental Factors and/or optional rules as they wish. Hidden NPC critters (see Scenario 6) would be especially appropriate. If used, and in appropriate terrain, any hidden figure must roll for ambush attack before they themselves can attack/move.

Objectives

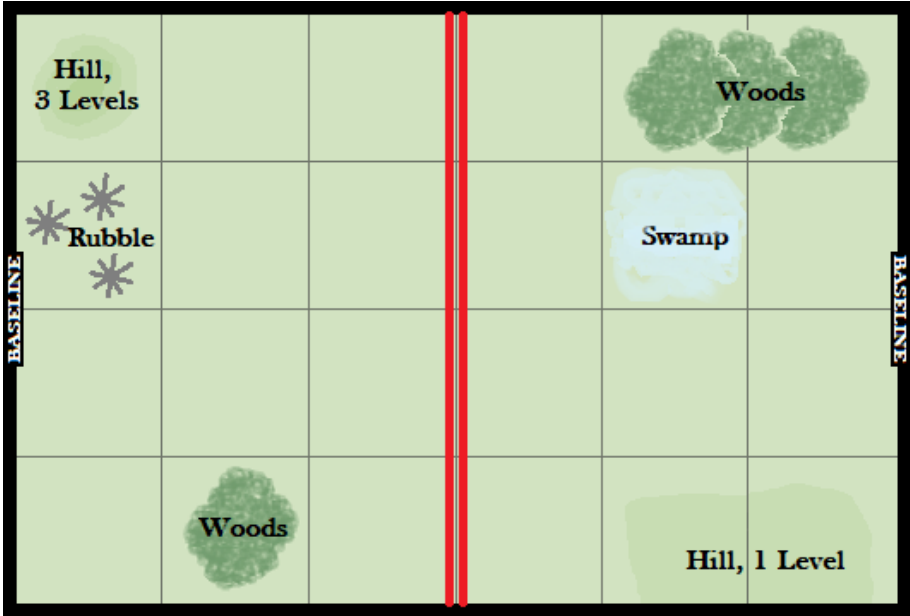
The attack continues until one side capitulates:

- ❖ Major Victory Defenders – All drop troopers are eliminated or surrender with less than half running away (exiting the battlefield edge).
- ❖ Major Victory Attackers – All defending troops are eliminated or surrender with less than half running away (exiting the battlefield edge).
- ❖ Minor Victory Defenders – More than half of the drop troopers run away (exit the battlefield edge).
- ❖ Minor Victory Attackers – More than half of the defending troops run away (exit the battlefield edge).

Scenario 8: The Battle for the Isthmus of Mataisle

This scenario introduces the concept of dividing one table into 2 segments (or playing on two tables instead if available). The distance across the line is very large (2,964 game inches in this case). This allows Heavy Blast Cannons to have targets at extreme long range ($2,964 + 36 = 3,000$ max range).

Setup



For 2 sides w/full platoon ea. Each side must have 2 Heavy Blast Cannons. Factions not including them on their Troop List may trade 2 Medium Cannons, 4 Light Cannons, 4 Mortars, 1 Infantry Squad, or any weapon w/greater than 3,000" range in order to get them.

Battlefield Map (12" Grid)

Each side will place 5 terrain pieces in secret. Each hill level or other terrain feature (up to 12") long counts as one piece for this purpose. See map as examples of 5 pieces set up per side.

Each side will divide their force into potentially 3 groups and note the location(s).

Group 1 are hidden defensive troops which are placed in suitable terrain on that side's half of the battlefield but not within 12" of their baseline. See Scenario 2 for details regarding hidden troops.

Group 2 are the rest of the defensive troops for each side which must include, at least, the 2 Heavy Blast Cannons. They enter measuring from the baseline on Turns 1 & 2 (high roller going first).

Group 3 are the attacking troops which will be dropped into the opposing side's half of the battlefield using a modified Scenario 6: Drop Trooper method on Turns 3 & 4. Throw is made from each side's own baseline. Dice that do not cross the battlefield center dividing line, or fall off the table, do not survive the drop, but dice that land within 12" of any table edge are fine. (If playing on two tables instead of a divided table, follow the Scenario 6 procedure instead of the above.) Squads with dice that show an odd number may only move half maximum, or may not move but fire with the -2 Moving & Firing penalty. Squads with dice that show an even number up may act normally.

Special Conditions

None, but experienced players may add any Environmental Factors and/or optional rules as they wish.

Objectives

Battle continues until one side loses both of its Heavy Blast Cannons. (Game organizers may also place a time/turn limit to end the game sooner which may require modification to the victory conditions). If the side with at least one Heavy Blast Cannon left:

- ❖ Still has 2 Heavy Blast Cannons, and at least one half of their starting total force by model count - Major Victory – The platoon holds the isthmus for a short time until relief forces arrive and then ordered to return home as heroes for some well-deserved R&R.
- ❖ Only meets one of the two above conditions - Minor Victory – The platoon is ordered to hold the isthmus while under continued harassment by the enemy for months, only just to then be reassigned to an insignificant sector of space for an unglamorous grunt-work assignment.
- ❖ Meets neither of the above conditions – Draw – Both sides withdraw from the isthmus leaving it for some real heroes to fight over at some later date... prepare for an inrush of raw green recruits to rebuild your platoon.

Scenario 9: WIP

(Solo Game Play, expanding Scenario 6 basics for Non-Player Characters (NPCs))

This scenario...

Setup

Battlefield Map (12" Grid)

Special Conditions

Objectives

Scenario 10: WIP

(Advanced Activation, Recommended for Multi-Player Game Play)

This scenario...

Setup

Battlefield Map (12" Grid)

Special Conditions

Game Sequence, Rounds - The game proceeds in rounds where each player takes one turn. Each player rolls a die at the start of every Round to determine the turn order. If using Troop Quality from Scenario 3, add the Troop Quality Modifier for the Platoon Leader (if present), and the player who scores the highest goes first, next highest goes second, etc., for however many players are in the game (re-roll ties, or follow the Optional Rule for Simultaneous Turns below). If using this rule for games with only two players, each player divides their force into two commands, and rolls separately for each to establish the turn order. (In this case, only apply the Platoon Leader's Troop Quality Modifier to the command he/she is attached to.) When the last player/command has their turn, start the next round in the same fashion. It is helpful to have a separate set of dice for this roll that can be left near each player/command as a reminder of the player turn order.

Game Sequence, Turns - Turns are taken by activating one Squad only following the normal rules. After the Squad completes its action(s), the turn passes to the next player/ command. There is no rule to preclude the same Squad from acting round after round.

Optional Rule for Simultaneous Turns - In the event that ties are rolled for turn order, if the players/commands are not directly interacting with each other, they can each just simply take their turns simultaneously. If they are interacting, there is some near simultaneous tie breakers to determine the exact order to perform specific actions. (Note: The following will break the normal rule that you must both move & fire for one figure before performing the actions of another one. Additional markers may need to be used to track if very many figures are involved, and the Token Color listed are suggested.)

Token Color: Notes

Yellow: Figures that are going to move only, move $\frac{1}{2}$.

Blue: Figures that are going to fire & move, fire (reduced per normal).

Green: Figures that are going to move & fire, move (reduced per normal).

Red: Figures that are going to fire only, fire.

Yellow: Figures that are going to move only, move the second $\frac{1}{2}$.

Green: Figures that are going to move & fire, fire (reduced per normal).

Blue: Figures that are going to fire & move, move (reduced per normal).

Objectives

Scenario 11: Boarding the Didelphis

This scenario is intended to introduce starship boarding actions. It is specifically written based on accounts of the first encounter between the Planetary Legion and a group of miscellaneous critters known as the Navonia Consortium. The Didelphis is a small derelict ship; now adrift with no weapons, or external sensors. As far as the Planetary Legion is concerned, this will be an easy boarding action to secure the long lost ship prior to salvage operations beginning.

Setup

For 2 players. Units used should be a Planetary Legion Infantry Special Forces Squad and a Navonia Consortium Warband, or similar.

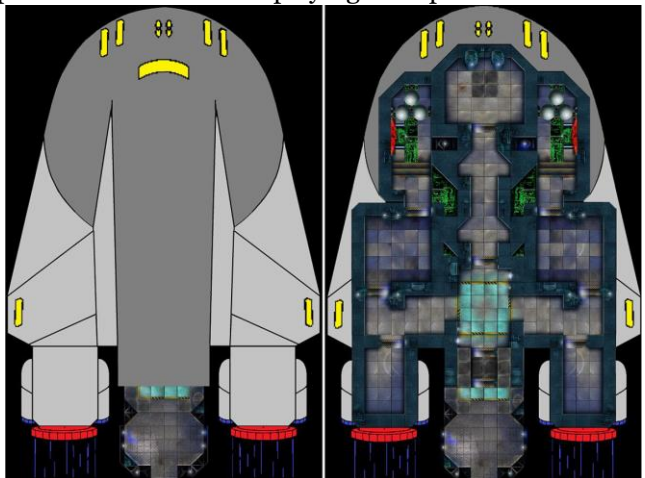
Battlefield Map (1" Grid)

Only the gridded parts of the map (resembling floor tiles) can be traversed, shot/seen through, etc. Due to the poor state of the ship, all these spaces are considered as Rubble. Door locations are indicated by parallel strips of caution tape on the floors. The full sized print and play paper ship deck map is at: rrbminis.com/fictioneers-legacy. Thanks to Loresmyth who allowed us to use their map tile set to build the ship floor plan and offer it to you for free for your personal use. It is available two ways: 1. Full - for those that want to print it as a 24"x36" poster. 2. Divided - for those that want to print it on 8.5x11 inch sheets of paper. A great looking ship deck is made by sticking the sheets to inexpensive adhesive floor tiles and then cutting them out.

The Navonia Consortium Warband starts Hidden if the players are familiar with those rules from Scenario #2. The ship is full of loose vents and service panels, as well as overturned crates that are not shown on the map... there are many good hiding places everywhere. Simply mark the location of each hidden figure on the map (keeping it secret from the other player).

Otherwise, figures are placed on the full-scale playing floor plan. No more than 4 may be placed (hidden and/or exposed) per room or room like area.

All doors begin the game closed. Paper door markers or similar are used to indicate doors that are closed. The Legionnaires move first having just landed a shuttle on the docking pad.



Special Conditions

The airlock can process 4 figures per 2 turns (i.e. new figures may enter every other turn). Alternatively, figures can attempt to enter through the hull via hidden/locked access ports. To do this, simply pick a gridded location on the map for each figure and roll a die. On a 1, the figure may enter and move normally. On a 2, the figure enters but must remain in that gridded spot taking no other action. On any other score, entry was not achieved. Any ports once successfully found/opened can admit one figure per turn after the first. Other ship's doors, being in poor state of repair, require work and luck to open. When opening these doors, treat that as Firing with a Target Score of 7 or less.

Objectives

This is a no points, elimination battle. The battle continues until one side concedes that they can no longer win. Players/organizers may also wish to place a time and/or turn limit to define the end of the game. In that case, the remaining figure count should be used to determine the winner.

Scenario 12: Encounter on XU-568

This scenario is intended to introduce the concept of voluntarily Running Away Fast to reach cover. It is specifically written for a known battle between the Sentinels of Xyban and the Death Raiders on a huge asteroid known as Rock XY-568 in the Coretha Asteroid Belt (but it can also be played anywhere using any factions). The battle originally happen back when control of the shipping lane was still disputed by these two factions.

Setup

For 2 players.

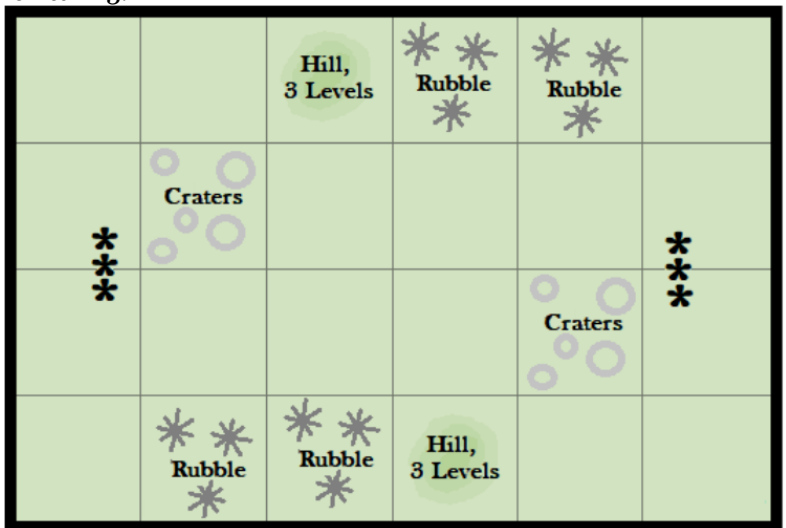
Units used should be limited to an HQ squad per side (or similar forces w/o heavy vehicles).

Battlefield Map (12" Grid)

Items listed on the map are typical terrain as listed in the rules. Craters are softcover and -2" to exit.

If players are familiar with the Hidden Units rules presented in Scenario #2, all troops begin hidden on their half of the battlefield. Hiding can be done behind a hill or the battle line barrier (show as "****" on the map), or in Rubble/Craters. Note the troop locations on a paper map, then high die goes first.

If players are not familiar with those rules, then the high die roll player deploys all troops by making a full move maximum from their battlefield back edge (no fire option allowed). Then the other side does the same at their back edge. This counts as turns 1 and 2. Normal move/fire options begin on turn 3.



Special Conditions

If fighting gets too hot, it is sometimes prudent to fall back to cover. This is often called Running Away Scared. Troops can add +2 to their movement as long as they reach cover, then being pinned there as per the regular rules. This is common for scouting troops that when ambushed can shoot, then get back to the cover quickly.

The Battle Lines Barriers are hard cover for those directly behind them. They are -1" to cross them.

Objectives

Rock XY-568 is situated in a strategic location to use as a base to oversee ship movements in this area. And whoever controls this vital shipping lane controls all trade in the sector.

- ❖ • 1 Victory Point: If either side kills over half of the enemy troops.
- ❖ • 2 Victory Points: If the enemy is driven from the area (i.e. they concede defeat).

Scenario 13: Battle of Giltawa Pass

This scenario is intended to introduce the concept of Rapid Fire and special Alien Flora effects. It is specifically written for a known battle between the Sitan Giants and the Sitan Humanoid on their homeworld of Sita (but it can be played anywhere using any factions). The battle originally happen prior to the Giants establishing their new breeding grounds on the Great Chaistune Flats.

Setup

For 2 players.

Units used should be limited to an HQ squad per side (or similar forces w/o heavy vehicles).

Battlefield Map (12" Grid)

Items listed on the map are typical terrain as listed in the rules.

High die roll deploys all troops by making a full move maximum from a table corner with an "*" (no fire option allowed). Then the other side does the same at the other "*". This counts as turns 1 and 2. Normal move/fire options begin on turn 3.

The battlefield map is a 4x6 grid with the following terrain features and deployment markers:

Rubble (3 stars)	Hill, 3 Levels	Rubble (3 stars)	Hill, 3 Levels	Rubble (3 stars)	*
Rubble (3 stars)					
					Rubble (3 stars)
*	Rubble (3 stars)	Hill, 3 Levels	Rubble (3 stars)	Hill, 3 Levels	Rubble (3 stars)

Special Conditions

Though available to anyone, troops outnumbered and desperately trying to hold their ground in particular may wish to perform Rapid Fire. A non-moving shooter with a direct fire weapon may fire twice at the same or different targets (-1 on the first shot and -2 on the second).

The planet Sita has a lot of peculiar alien flora. In this area, what the Sitan call a Dagger Tree is found. One tree is located on the center of each of the four hill tops shown. It is not known if the trees are sentient or not, but they do attack anyone/anything that comes into contact with them. They have a +5 Melee Modifier and a DR of 4. As part of the Sitan Giant breeding ritual, the participants each have to face a tree unarmed and inflict 1 damage to it in order to be considered worthy. If a Dagger Tree is killed, replace it with a stump marker.

Objectives

The Giltawa Pass is the ancestral home to the breeding grounds of the Sitan Giants. With their numbers dwindling faster than they can be replaced, to take the pass back would be a boon to the entire race. Luckily for the Sitan Humanoids assigned to patrol the Pass, it is not currently the Giant's breeding season; otherwise, they would likely encounter many more of them.

- ❖ • 1 Victory Point: For each Giant alive at the end of the battle put one hit on a Dagger Tree. No Giant will try to hit a tree already hit by anyone else.
- ❖ • 1 Victory Point: For each Dagger Tree cut down (killed).
- ❖ • 1 Victory Point: If either side kills over half of the enemy troops.
- ❖ • 3 Victory Points: If the enemy is driven from the area (i.e. they concede defeat).

Scenario 14: Battle at Corrotick Grove

This scenario is intended to introduce the concept of Changing Weather and special Alien Flora effects. It is specifically written for a known battle between the Sitan Apes and the Eeeks on the Eeek homeworld of EKS-3 (but it can be played anywhere using any factions). The battle happens at some point of time between an alien freighter crashing into the tiny EKS sun and the mass exodus of the Eeeks from their homeworld.

Setup

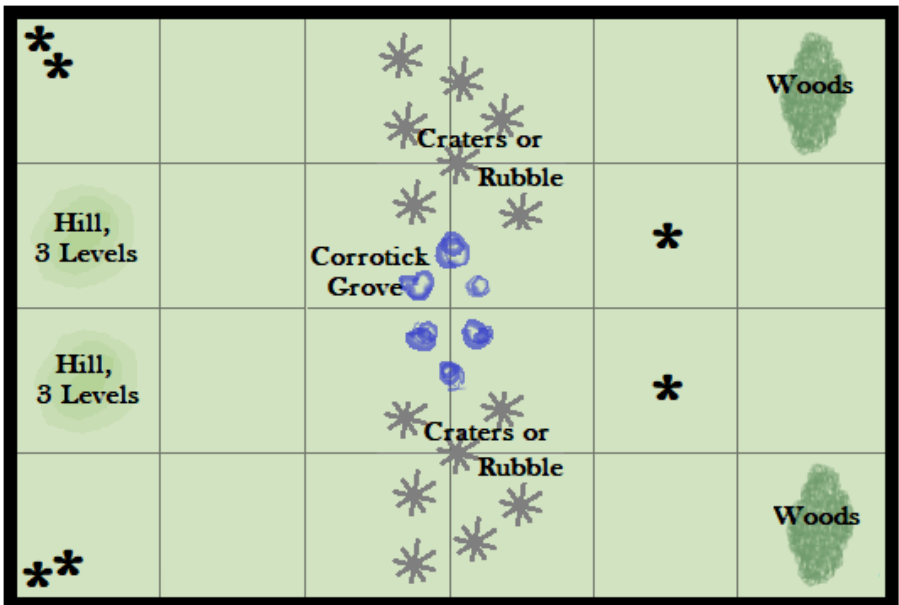
For 2 players.

Units used should be limited to an HQ squad per side (or similar forces w/o heavy vehicles).

Battlefield Map (12" Grid)

Items listed on the map are typical terrain as listed in the rules except for the Grove (see Special Conditions).

Due to the approaching Eeeks, the Ape squad deploys in either square marked with “*”. The Eeek squad then enters the battlefield from either corner marked with “***” (no fire option allowed). This counts as turns 1 and 2. Normal move/fire options begin on turn 3 going to the Apes.



Special Conditions

As the planet is dying, the weather changes rapidly and without warning. The game begins with Normal conditions on turn 1. A die is rolled after each player's turn consulting the following list: 1-6 Normal, 7-8 Dark, 9-10, Heat 11-12 Cold, 13 Fog (use Smoke modifiers), 14 Heavy Snow (everywhere is Rough Going and no one can fly), 15+Torrential Rain (use Woods modifiers and no one can fly). After each turn of the same condition, a cumulative +1 is applied to the next weather die roll. After a weather change, this goes back to +0.

Corrotick Grove has some peculiar alien flora. "Corrotick" is the best approximation that most races can make for the sound that the Eeeks make when approaching near the grove plants. The Eeeks will not voluntarily approach within 6" of any of the six grove flora plants (they know what the plants do). The Apes have heard this rumor and may wish to use this area to avoid close melee combat with the Eeeks. Any figure within 6" will have a -2 moral modifier. The plant emit a fear inducing pollen that is subtle at first for most races. Then any boost in adrenaline ramps the fear level into overdrive.

Objectives

The Sitan Apes are simply mercenaries. The Eeeks are on their dying home world.

- ❖ • 1 Victory Point: If the Apes are subject to at least one -1 moral check due to alien plants, they learn what the plants do. If they then spend one turn or more adjacent to a plant, they recover enough material to be very valuable.
- ❖ • 1 Victory Point: The Eeeks are trying to determine whose starship wrecked into their tiny sun. If they kill/capture the Ape Platoon Leader and have access to the body for one turn or more, they will gain information regarding who hired them.
- ❖ • 1 Victory Point: If either side kills over half of the enemy troops.
- ❖ • 2 Victory Points: EKS-3's sole spaceport is located in an ancient caldera only accessible through Corrotick Grove. If the Apes are driven from the area (i.e. they concede defeat), greater numbers of Eeeks can be sent off world to safety giving the points to the Eeeks. If the Eeeks are driven from the area they will need more time to regroup and attack again, and the Apes will get paid a bonus by their employer giving the points to the Apes.

Scenario 15: Capture the Flag -- WIP

(Optional Rule for Standards and Standard Bearers)

This scenario

Setup

Battlefield Map (12" Grid)

Special Conditions

In Melee, a Standard can be used as a Mundane Club for +1 if no better melee weapon is present.

During a Moral Check, a figure receives a +2 if within line-of-sight, or +4 if within 6" and line-of-sight, of its Platoon's Standard.

A Shaken figure can move to within 6" of its Platoon's Standard if it is in line-of-sight and the move is within 3" (as if moving to cover).

Objectives