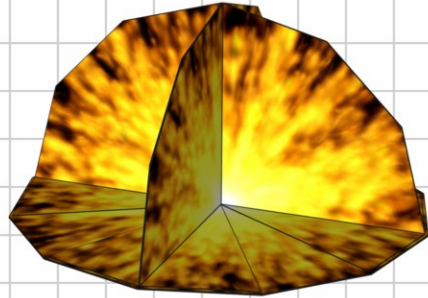
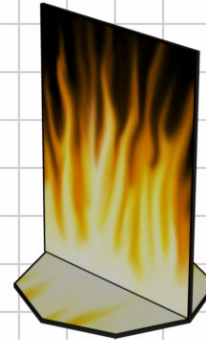


MARKER AND TOKEN TYPES

2X2-INCH 3D BLAST MARKER



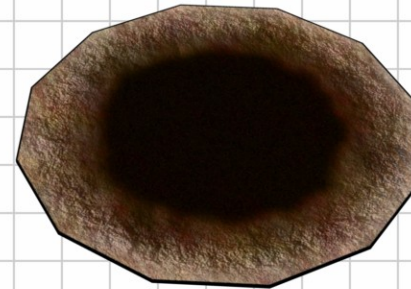
STANDING FLAME TOKENS



STANDING CONTACT TOKENS

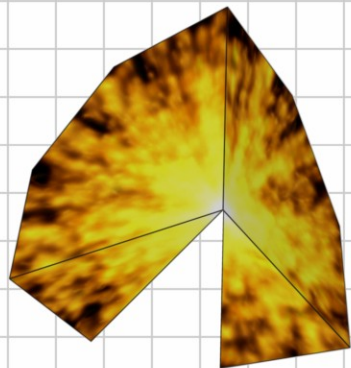


2X2-INCH SCUTTLE HOLE MARKERS



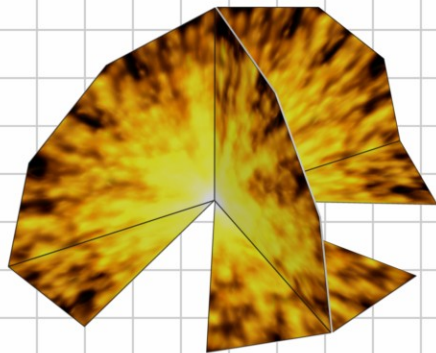
GAMING AIDS

ASSEMBLY INSTRUCTIONS



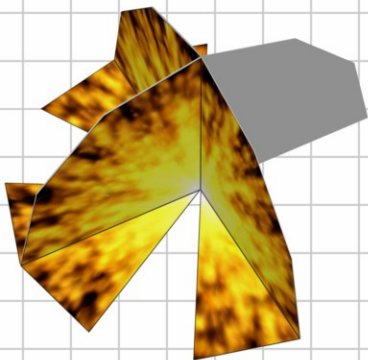
3D BLAST MARKERS

1. The 3D blast marker consists of 4 vertical panel pieces and a base plate. Fold each vertical panel up as shown to the left: once vertically, and once horizontally.



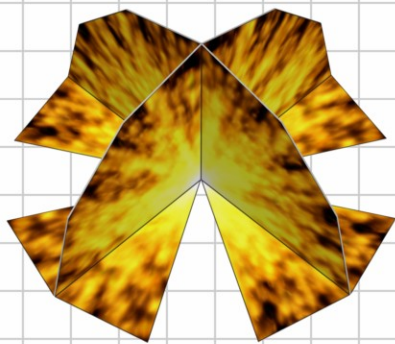
2. Glue one panel to another as shown to the left.

ASSEMBLY INSTRUCTIONS



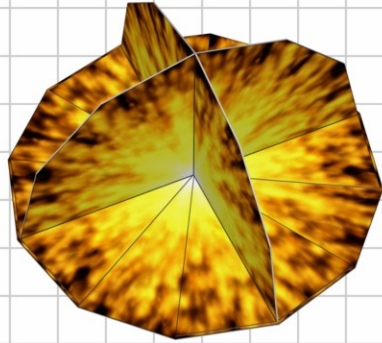
3D BLAST MARKERS, CONTINUED

3. Glue a third panel to one of the existing panels, as shown to the left.



4. Glue the last panel into place as shown to the left.

ASSEMBLY INSTRUCTIONS



3D BLAST MARKERS, CONTINUED

5. Cut out the base plate, leaving a margin around the actual base plate itself. Glue the rough-cut base plate to a piece of scrap card to double its thickness, then trim out the excess whitespace.

Next, apply glue to the underside of the bottom flaps on the vertical panel assembly, then glue it to the top of the base plate as shown to the left.

The scuttler hole marker is done in the same fashion as the base plate: rough-cut, double it up, then trim off the excess whitespace.



STANDING TOKENS

The standing tokens fold up into a simple inverted-T shape, as shown to the left. As pictured, these tokens can be collapsed flat for easy transport, but if you want a more solid base, then glue the bottom of the assembled token to some scrap card, and carefully trim away the excess whitespace.

3D Blast Markers

The blast markers are intended to be located at the targeted point. From there, the marker makes a ranged attack against anything that it has line of sight to, up to the maximum blast radius.

Flame Tokens

Use those to mark areas that are ablaze, or place them next to figures that are on fire.

Contact Tokens

Use these tokens to represent enemy models that marines cannot see directly. Once visible, replace the marker with one or more bug models.

Scuttler Holes

Use these to mark spawn and exit points for Scuttlers.

The XM644 Achilles Battlesuit

The XM644 Achilles marine battlesuit has a jump pack, a rifle-caliber personal defense weapon, advanced sensors, advanced medical systems, a networked tactical information system, and two solid state grenade pods. This standard fit should be the most common configuration. TADS pods are for officers.

Goliath Zygotes

Zygotes are fast and weak, but very, very annoying. They like to congregate in swarms, and cannot harm a battlesuited marine, but they will enthusiastically pounce upon and futilely attempt to envenomate a marine. In game terms, live Zygotes in base contact should cause affected Marines to lose actions or miss turns.

Goliath Scuttlers

Scuttlers are somewhat slow, of moderate toughness, and do not use their pincers to attack. Rather, the pincers are for carrying eggs and immobilized prey. Scuttlers will attempt to spray an entangling web over the nearest marine and then drag its entangled prey back to the nest to be rendered into food. Marines that are dragged to a scuttler hole become casualties. Marines should have a small chance to break free, but the web is very, very strong. The recommended range for the entangling spray attack is about 12 inches.

When a marine is hit by the Scuttler's entangling spray, no damage is done, but the marine is immobilized and pinned in place. The Scuttler must then close into base contact as soon as possible, and must spend its subsequent turns dragging its victim to the nearest hole marker at half the normal movement speed. Once a Scuttler reaches the nearest hole marker with its prey, remove it from the table. On the next turn, a new Scuttler may be spawned from another hole marker.

Goliath Reapers

Reapers are very tough, fast, and very aggressive warriors capable of severely injuring or killing marines outright, and will always attempt to attack the nearest marine. They are not as common as Zygotes or Scuttlers. If a Reaper finds itself adjacent to a Zygote at any point during movement, there should be a random chance of the Reaper stopping to eat the Zygote. The Reaper should then lose its next action or turn as it slurps up the Zygote with a lightning-fast frog-like tongue, and then noisily crunches the shrieking Zygote in its steel-hard beak.

Tactical Complications

1. The Scuttler hole markers should only be deployed in clear terrain tiles (that is, tiles that have no manmade structures on them).
2. Marines should be allowed to collapse Scuttler holes with missiles. Collapsed holes are removed from the table.
3. The bug player should be allowed to deploy at least one new Scuttler hole per turn.
4. Flame tokens are dispensed by the flamer, up to a maximum range of 12 inches. One flame token is placed at the target point, and additional tokens are placed either around the first token, or in a line moving away from the first token, perpendicular to the model's firing axis. The number of tokens available should be the same as the flamer's ammunition capacity.
5. Flame tokens should block line of sight for both sides.
6. Flame tokens should inflict an automatic hit on any model that crosses them, unless the model is a jumping marine.
7. Flame tokens should last for one turn, ideally the one immediately after the turn in which they are placed.