

ALIEN WAR QUICK REFERENCE SHEETS

COMMUNICATIONS

Roll	Hive Mind	Linked Communication (Professional troops)	Linked Communication (Grade 2 troops) or Voice & Visual (Professional)	Voice & Visual Communication (Grade 2 troops)
1	All elements - two actions	All elements -two actions	All elements -two actions	All elements -two actions
2	All elements - two actions	All elements - two actions	All elements - two actions	Any element led by Rank 1+ - two actions
3	All elements - two actions	All elements - two actions	Any element led by Rank 1+ - two actions	Any element led by Rank 1+ - two actions
4	All elements - two actions	Any element led by Rank 1+ - two actions	Any element led by Rank 1+ - two actions	One element - two actions
5	All elements - two actions	Any element led by Rank 1+ - two actions	One element - two actions	One element led by the senior leader - two actions
6	"What the --- ?!?"	"What the --- ?!?"	"What the --- ?!?"	"What the --- ?!?"

"What the --- ?!?" Player must:

- A) Test to return own wounded models
- B) Comms drop one level
- C) Activate one element, one action
- D) Roll 1D6:
 - 1: Roll on the "That's Good" table for his own side.
 - 2: Roll on the "That's Bad" table for his own side
 - 3: Roll on the "That's Good" table for opposing side.
 - 4: Roll on the "That's Bad" table for opposing side.
 - 5: Roll on the "Theater of War" table.
 - 6: Roll on the 'Mission-specific' table, otherwise "Theater of War" table

MOVEMENT

Type	Creep	Walk	Run
Slow	2"	4"	4 + D6" (Maximum 8")
Standard	2"	4"	4 + D6"
Fast	3"	6"	6 + D6"

Rough terrain: ½ speed, no running.

Obstacles: Low walls, etc. – no penalty

Head-height walls, etc. – one action to cross

WEAPONS

Weapon	Range	Impact	dice per shot without moving	dice per shot while moving
Pistol	9"	1	1	1
Combat shotgun (slug)	18"	2	2 (1 at 9" or beyond)	1 (up to 9" max)
Combat shotgun (shot)	18"	1	3 (2 at 9" or beyond)	2 (up to 9" max)
Sub-machine gun	24"	1	2 (1 at 12" or beyond)	2 (up to 12" max)
Standard Assault Rifle	36"	1	2 (1 at 18" or beyond)	1 (up to 18" max)
Squad Support Weapon*	48"	1	6 set up on bipod; 4 if not	2 (up to 24" max)
Medium Support Weapon*	48"	1	7 set up on bipod; 5 if not	1 (up to 24" max)
Heavy Support Weapon*	72"	2	8 (only if set up on tripod, set-up takes 2 actions)	N/A
Hard Beam weapon	72"	3	2	1 (up to 24" max)
Grenade Launcher*	9-36"	1	2" or 3" Template	Template weapon
Flame Thrower	24"	2	Template weapon	May not fire while advancing

*Suppressive weapon: counts double dice rolled when deciding if a target is Pinned Down.

TARGET NUMBERS

Shooters are:	Easy Target	Basic Target	Concealment	Cover	Fortifications
Veteran	5	4	3	2	1
Experienced	4	3	2	1	1, then 1-3
Green	3	2	1	1, then 1-3	1, then 1-2

CHEATING DEATH

Subtract the Impact of the weapon against the Armor of the target to find correct Column. Roll 1D6 for each hit.

Roll	7	6	5	4	3	2	1	0	-1	-2 >
1	Retaliate	Retaliate	Retaliate	Retaliate	Retaliate	Retaliate	Retaliate	OK	OK	Wounded
2	OK	OK	OK	OK	OK	OK	OK	Wounded	Wounded	Out of Action
3	OK	OK	OK	OK	OK	OK	Wounded	Wounded	Out of Action	Out of Action
4	OK	OK	OK	OK	OK	Wounded	Wounded	Out of Action	Out of Action	Out of Action
5	OK	OK	OK	OK	Wounded	Wounded	Out of Action	Out of Action	Out of Action	Out of Action
6	1-3 OK 4-5 Wnd 6 OoA	1-3 OK 4-5 Wnd 6 OoA	1-2 OK 3-4 Wnd 5-6 OoA	1-3 Wnd 4-6 OoA	Out of Action	Out of Action	Out of Action	Out of Action	Out of Action	Out of Action

- Shift one column to the right for a hit with an aimed shot (marksmen and snipers only)
- Shift one column to the right for a hit on a green target.
- Shift one column to the right for an explosive shell or grenade inside an enclosed space (room, bunker etc).
- Shift one column to the left for an artillery or mortar shell if target is shielded from the blast by intervening cov
- Shift one column to the left for a veteran target.

CHEATING DEATH RESULTS

Retaliate	If the target model is not also Wounded or taken Out of Action, he immediately fires back at the enemy shooter! Count as if shooting while moving. The enemy will NOT shoot back if they get a Retaliate roll. A model can only Retaliate once each time it is targeted, regardless of how many dice give a Retaliate result.
OK	The target model is not hit.
Wounded	The target model is wounded, and is placed <i>face up</i> where he falls. Roll on the 'Wounds' table.
Out of Action	Roll on the 'Out of Action' table. On a '6' the model suffers a <i>Gory Death</i> . Otherwise the target model appears to be either dead or critically injured. He is placed <i>face down</i> where he falls.

WOUNDED

Roll	Wound Type	If Treated	If Untreated
1-3	Stunned: Can move to safety (4" per action). Cannot shoot or fight at all until returned to action.	Returns to action automatically at the end of their next turn. No other effects.	Returns to action automatically at next activation roll of '1' or "What the --- !?"
4-6	Hurt: Can crawl to safety (2" per action). Cannot shoot or fight at all until returned to action	Test vs. CV: Pass: Returns to action. -1 CV from now on. Fail: test again next turn. If a '1' is rolled for activation, returns to action automatically.	If a '1' is rolled for activation, returns to action automatically at -1 CV. If "What the --- !?" comes first, becomes Out of Action.

OUT OF ACTION

Roll	'Out of Action' type:	If Treated	If Untreated
1-3	Seriously Wounded. Cannot move unaided. Cannot shoot or fight at all.	Can be stabilized by a comrade testing against CV. Test can be repeated until successful.	Bleeds out and dies at first "What the --- !?"
4-5	Killed in Action.	Already dead.	Already dead.
6	Gory Death. Notably bloody death in combat.	Test vs. CV for all friends within 6" who have LoS to this model. Fail: choose to be Pinned Down (1 pin marker) or retreat one action immediately.	

MORALE

Figures are:	Trigger	Rallies	Effect
Hit the Dirt	Voluntary	Test vs. CV (free)	Cannot shoot or interrupt •Considered "heads down" •May crawl to cover
Pinned Down – one Pinned marker	1 check if shots equal to group # Within grenade or mortar blast	Test vs. CV (free)	Same as above
Pinned Down – two Pinned markers	2 checks if shots are double group # Within artillery blast	Test vs. CV (free) Rally to 1 pinned marker after first successful check	Same as above

CLOSE COMBAT

Count as Firefight at close quarters.

- Both sides count their models
- Models with assault rifles, combat shotguns and SMGs roll 2D6 per model.
- Models with SSWs/MSWs roll 4D6 per model first round, 2D6 in later rounds. Assistant uses AR (2D6).
- HSWs, flame throwers, mortar crew (etc) roll 1D6 per model.
- Roll for shooting, counting the attackers at 'Basic Target'. If defenders are in concealment/cover/ fortifications, use appropriate column.
- Models who have 'Hit the Dirt' or are Pinned Down count as -1 to CV.
- Two pin markers count as -2 to CV.
- Wounded (Stunned and Hurt) models cannot fight until recovered
- Seriously Wounded models cannot fight at all.

CLOSE COMBAT RESULTS

For each hit, roll again on the **Cheating Death** Chart, as if taking casualties from shooting. Ignore 'Retaliate' results. Hits from close combat are distributed evenly, so one model cannot take two or more wounds if there are others unwounded.

Compare each side's losses, 1 pt each for a wounded model (Stunned or Hurt), 2 pts for OoA -Seriously Wounded, 3 pts for Killed, 4 pts for Gory Death.

- If the defender inflicts **twice** as many points as he receives, the attack is beaten off. Surviving attackers test against CV. Pass: run 3D6" back towards friendly cover, receive one Pinned marker. All casualties left behind.
Fail: surrender.
- If the attacker inflicts **twice** as many points as he receives, the defender is beaten. Surviving defenders test against CV. Pass: run 3D6" back. towards friendly cover, receive one Pinned marker. All casualties left behind.
Fail: surrender. If no possible retreat, surrender (unless one side Hates the other, then fight will continue.)
- Troops who surrender are removed from play immediately.
- If **neither** side inflicts **twice** the losses it receives, close combat continues next turn.
- Close combat is mandatory and requires no Activation roll.
- Players may bring in extra models on their own turn, they may not fire into the melee
- At the end of each turn of CC, compare losses to see if either side has won. If not, continue fighting.
- Hate: fight continues until all models on one side are Wounded or OoA. Winners kill all remaining enemy OoA. Hurt or Stunned losers try to flee; if caught, count as one automatic hit per pursuer; must roll on the Cheating Death chart. Shift one column to the right for 'Stunned', two for 'Hurt'.

WINNING AND LOSING

If any **three** of the following conditions are true, the squad is defeated and must retire from the board:

- If the squad leader (Rank 2+) is OoA, or Wounded and not yet recovered, or Surrendered.
- If all the junior leaders (Rank 1) are OoA, or Wounded and not yet recovered, or Surrendered.
- If at least half of the original unit are OoA, or Wounded and not yet recovered, or have retreated off the board, or Surrendered.
- If all remaining models are Pinned Down.

If **two** of those conditions for defeat are true, test against CV for the senior leader still in action; if he passes the game continues, but if he fails, the remainder of the squad retreats from the board. If a third condition occurs, the squad is defeated automatically.