

ALIENS AND DEATH RAY GUNS

Roll 2d6 for each model to determine Form.

The character is:

2 or 12 = HOTT

3 thru 11 = Alien

Then roll 1d6 for each model to determine

Provenance. The character is:

1-2 = Inter-stellar

3-4 = Other-dimensional

5-6 = Trans-temporal

Alien Types (roll d96*)

Once Alien Type is known roll for three of the listed racial traits (roll 1d6 to determine pair, then roll 50/50). Unless otherwise indicated, all Aliens consume food points for Upkeep.

- 11 **Ammonia-based (Exotic):** (1-2) frozen (recurring character [KT10] or thick skin [F&F42]); (3-4) gasbag (all-terrain or flying); (5-6) slow metabolism (steadfast or strong constitution).
- 12 **Amoeboid (Species):** (1-2) limited shapeshifting (all-terrain or superior touch); (3-4) no vitals (difficult target or squishy [FF65]); (5-6) durable (steadfast or strong constitution).
- 13 **Amphibian (Species):** (1-2) swimming (amphibious or slippery [free disengage]); (3-4) water breathing (dashing or strong constitution); (5-6) hopping (quick [FF61] or superleap).

- 14 **Avian (Species):** (1-2) flight (flying or superleap); (3-4) keen sight (sharpshooter or sniper); (5-6) natural weapons (coup-de-grace or dashing).
- 15 **Boron-based (Exotic) [Energy cells or food, choose]:** (1-2) frozen (recurring character [KT10] or steadfast); (3-4) radiation resistant (energy adaptation [lasers] or energy adaptation [electricity]); (5-6) rocky (heavy armour or strong constitution).
- 16 **Canine (Species):** (1-2) acute hearing (danger sense or superior senses); (3-4) acute sense of smell (difficult target or opportunistic); (5-6) natural weapons (coup-de-grace or dashing).
- 21 **Caste (Species):** Roll (1d12) for one only:
(1-2) **Consort:** (1-2) live to serve (eager [FS18] or fanatic [FS18]); (3-4) always faithful (recurring character [KT10] or strong constitution); (5-6) ever alert (danger sense or superior senses).

(3-5) **Soldier:** (1-2) crush (evade and counter [[FF53]] or opportunistic ([[FF61]]); (3-4) kill (hand-to-hand specialist or savage); (5-6) destroy (coup-de-grace or dashing).

(6-11) **Worker:** (1-2) we can do it (electrician or mechanic); (3-4) keep 'em firing (gunsmith or medic); (5-6) over there (all-terrain or clinging).

(12) **Queen:** (1-2) bigger (big or huge); (3-4) stronger (hard to kill [[F&F34]] or tough); (5-6) slower (lumbering [[FF60]] or short move).

22 **Cephalopod (Species):** (1-2) camouflage (difficult target or stealth); (3-4) swimming (amphibious or slippery [[free disengage]]); (5-6) tentacles (clinging or coup-de-grace).

23 **Cetacean (Species):** (1-2) acute hearing (danger sense or superior senses); (3-4) echo-location (advanced targeting system or sniper); (5-6) swimming (amphibious or slippery [[free disengage]]).

- 24 **Chemosynthetic (Exotic) [Energy cells]:** (1-2) chemical feast (energy feeding or drain [FF53]); (3-4) poison resistant (strong constitution or tough); (5-b) boiling (absorption [heat] or energy projection [flames]).
- 25 **Chiropteran (Species):** (1-2) acute hearing (danger sense or superior senses); (3-4) echo-location (advanced targeting system or sniper); (5-b) flight (flying or superleap).
- 26 **Cnidarian (Species):** (1-2) no vitals (difficult target or squishy [FF65]); (3-4) tentacles (clinging or coup-de-grace); (5-b) water breathing (amphibious or strong constitution).
- 31 **Crustacean (Species):** (1-2) chitin (heavy armour or tough); (3-4) natural weapons (coup-de-grace or dashing); (5-b) swimming (amphibious or slippery [free disengage]).**
- 32 **Cyborg (Exotic) [Energy cells and food, both]:** (1-2) cybernetics (danger sense or superior senses); (3-4) other cybernetics

(superleap or super strength); (5-b) more cybernetics (heavy armour or NBC suit).

33 Dead (Exotic) [Energy cells or food, choose]:

(1-2) dead flesh (strong constitution or undead [FF68]); (3-4) fear attack (telepathic scream or terror); (5-b) immaterial (absorption [kinetic energy] or immaterial [F&F35]).

34 Defensive Adaptation (Species): (1-2) rapid

reaction (danger sense or difficult target); (3-4) shell (heavy armour or tough); (5-b) spines (evade and counter [FiFu53] or quills/thorns).

35 Elemental (Exotic): Roll (1d12) for one only:

(1-3) **Air:** (1-2) wind blows (difficult target or stealth); (3-4) hurricane (passing strike [FS21] or follow on [FS18]); (5-b) wind form (all terrain or long move).

(4-b) **Earth [Energy cells]:** (1-2) earthquakes (trample [FF68] or murderous

[[FS20]]); (3-4) strong (group fighter
[[FF56]] or super strength); (5-6) rocky
(heavy armour or strong constitution).
(7-9) **Fire** [[Energy cells]: (1-2) fire burns
(quick reactions [[FS22]] or riposte
[[FS22]]); (3-4) flame on (absorption
[[heat]] or brawler [[FS17]]); (5-6)
burninator (blast [[D&G31]] or energy
projection [[flames]]).
(10-12) **Water**: (1-2) rain falls (distract
[[G&D7]] or multiple foes [[FS20]]); (3-4)
free flowing (roll with the punch
[[FF63]] or slippery [[free disengage]]);
(5-6) deluge (ambusher or hand-to-hand
specialist).

3b **Energy** (Exotic) [[Energy cells]: (1-2)
energistic (energy feeding or drain [[FF53]]);
(3-4) immaterial (absorption [[kinetic energy]]
or immaterial [[F&F35]]); (5-6) power up
(energy projection [[electricity]] or energy
projection [[light]]).

- 41 **Exotic Attack (Exotic):** (1-2) electroshock (energy projection [electricity] or electric rifle [equivalent (7 pts)]); (3-4) fire breathing (blast [D&G31] or energy projection [flames]); (5-6) sonic boom (energy projection [sonic]) or grenade: sonic [equivalent (but 6 pts because of reusability)].
- 42 **Feline (Species):** (1-2) graceful (evade and counter [FF53] or roll with the punch [FF63]); (3-4) natural weapons (coup-de-grace or dashing); (5-6) rapid reaction (quick reactions [FS22] or riposte [FS22]).
- 43 **Fungal (Species):** (1-2) no vitals (difficult target or squishy [FF65]); (3-4) slow metabolism (steadfast or strong constitution); (5-6) resilient (recurring character [KT10] or thick skin [F&F42]).
- 44 **Giant (Species):** (1-2) enduring (steadfast or strong constitution); (3-4) large (big or huge); (5-6) resilient (recurring character [KT10] or thick skin [F&F42]).

- 45 **Herbivore (Species):** (1-2) enduring (steadfast or strong constitution); (3-4) herd mentality (gregarious [FF56] or spirited [KT11]); (5-6) rapid reaction (danger sense or difficult target).
- 46 **High Gravity (Species):** (1-2) very strong (brawler [FS17] or super strength); (3-4) very tough (thick skin [F&F42] or tough); (5-6) hi-G adapted (lumbering [FF60] or short move).
- 51 **Insectoid (Species):** (1-2) chitin (heavy armour or laser reflective armour); (3-4) many limbs (brawler [FS17] or multiple foes [FS20]); (5-6) faz (danger sense or superior senses).
- 52 **Liquid (Exotic):** (1-2) amorphous (all terrain or superior touch); (3-4) no vitals (difficult target or squishy [FF65]); (5-6) free flowing (roll with the punch [FF63] or slippery [free disengage]).***
- 53 **Low Gravity (Species):** light body (roll with the punch [FF63] or slippery [free

disengage]]; flexible (acrobat [FF47] or gymnastic flip [KT7]); nimble (quick [FF61] or quick reactions [FS22]).

- 54 **Metal-oxide Based** (Exotic) [Energy cells or food, choose]: (1-2) boiling (blast [D&G31] or energy projection [flames]); (3-4) shell (heavy armour or laser reflective armour); (5-6) radiation resistant (energy adaptation [heat] or energy adaptation [electricity]).
- 55 **Methane-based** (Exotic) [Energy cells or food, choose]: (1-2) frozen (recurring character [KT10] or steadfast); (3-4) fuel-eater (energy feeding or drain [FF53]); (5-6) gasbag (all-terrain or flying).
- 56 **Molluscan** (Species): (1-2) mindful (protector [KT10] or steadfast); (3-4) shell (heavy armour or laser reflective armour); (5-6) slow (short move or slow).
- 61 **Nocturnal** (Species): (1-2) acute hearing (danger sense or superior senses); (3-4) night vision (premonitions [KT10] or scout

[[SL14]]); (5-6) stalker (backstab [[FF48]] or sneaky [[FS22]]).

62 **Ophidian (Species):** (1-2) coils (clinging or coup-de-grace); (3-4) natural weapons (hand-to-hand specialist or poison); (5-6) narrow (all terrain or difficult target).

63 **Parasitic (Species):** Must take: Host Powers [the alien begins the game attached to a host. First roll again on the Parasite Host Table to generate the alien's host model, paying the appropriate costs.] Then roll for one only of the following (again paying the appropriate costs for the three traits):

(1-3) **Parasite:** (1-2) parasite (puny [[FF61]] or tiny [[FF67]]); (3-4) live on (hard to kill [[F&F34]] or recurring character [[KT10]]); (5-6) mind control (distract [[G&D7]] or telepathic scream).

(4-6) **Symbiote:** (1-2) symbiote (puny [[FF61]] or tiny [[FF67]]); (3-4) live on (recurring character [[KT10]] or tough);

(5-b) mind meld (telekinetic push or telepathy).

N.B.: (1): Only the host model rolls for skills, equipment, etc. (2): This combined model has all the traits of both aliens. (3): Every time this combined model is attacked roll (50/50) to determine which of the two aliens takes the damage. (4): If the parasite/symbiote is eliminated there is a 1/3 / 1/3 / 1/3 chance (roll 1d6) the host alien will either A): continue to fight for it's original party, B): immediately flee the battlefield or C): switch sides and start fighting for the enemy at the beginning of the opposition's next turn (hand over the model's profile). (5). If the host is eliminated the parasite/symbiote alien can - now represented by a smaller figure or token - fight on using it's own powers [it will also be affected by the traits short move and slow].

- 64 **Photosynthetic (Species):** (1-2) fruiting (allure or explosive fruits); (3-4) self-sustaining (nutritious fruit or photosynthesis); (5-6) renewal (energy adaptation [lasers] or energy feeding).
- 65 **Piscean (Species):** (1-2) electrosense (danger sense or superior senses); (3-4) scales (heavy armour or strong constitution); (5-6) swimming (amphibious or slippery [free disengage]).
- 66 **Plant (Species):** (1-2) fruiting (allure or explosive fruits); (3-4) regeneration (regeneration or strong constitution); (5-6) self-sustaining (nutritious fruit or photosynthesis).
- 71 **Poisonous (Species):** (1-2) poisonous (lethal vs. organics or poison); (3-4) warning sign (easy target [FF53] or oblivious to danger [FF61]); (5-6) that's awful (icky [KT8] or smackdown [KT11]).
- 72 **Predator (Species):** (1-2) fast (long move or sprint); (3-4) killer instinct (hand-to-hand

specialist or savage); (5-b) natural weapons (coup-de-grace or dashing).

73 **Primate** (Species): (1-2) foot-hands (acrobat [FF47] or gymnastic flip [KT7]); (3-4) tail (climber [FS18] or clinging); (5-b) graceful (evade and counter [FF53] or roll with the punch [FF63]).

74 **Psychic** (Exotic): (1-2) psi power (mental shield or psychometry); (3-4) psi talent (telekinetic disarm or telepathic scream); (5-b) psi mastery (telepathy or teleport [F&F41]).

75 **Reptilian** (Species): (1-2) cold blooded (strong constitution or smackdown [KT11]); (3-4) infrared vision (danger sense or superior senses); (5-b) scales (heavy armour or thick skin [F&F42]).

76 **Robotic** (Species) [energy cells]: (1-2) brother machine (electrician or mechanic); (3-4) painless (artificial or tough); (5-b) engineered (steel plating or superior software).

- 81 **Rodentine** (Species): (1-2) fast metabolism (difficult target or quick [FF61]); (3-4) rapid reaction (danger sense or quick reactions [FS22]); (5-6) tail (forester or sprint).
- 82 **Scavenger** (Species) [energy cells or food, both]: (1-2) enduring (recurring character [KT10] or strong constitution); (3-4) strong stomach (fearless [FiFu54] or savage); (5-6) tough (hard boiled [KT8] or smackdown [KT11]).
- 83 **Sessile** (Species): Must take: Cannot Move [the alien is immobile, though the model can operate on a grav sled (which grants all terrain but has short move (0 pts))]. Then roll for three of: (1-2) shell (heavy armour or laser reflective armour); (3-4) thoughtful (steadfast or reassuring [KT10]); (5-6) tough (strong constitution or thick skin [F&F42]).
N.B.: Sessile aliens can also attach themselves to a companion with the big, huge or gargantuan trait. In this case, all melee

attacks strike the giant, ranged attacks hit either/or 50/50 and aimed shots can pick whichever of the two the shooter chooses. If the giant is eliminated the sessile alien may continue to fight though it is stuck to its fallen companion and fixed in place for the remainder of the battle. Also, if the giant is knocked down or slain the sessile alien can then be struck with melee attacks.

- 84 **Shapeshifter** (Exotic): (1-2) limited shapeshifting (all-terrain or superior touch); (3-4) shapeshifting (hard to kill [F&F34] or tough); (5-6) true shapeshifting (doppelganger or transformation [F&F42]).
- 85 **Silicon-based** (Exotic): Roll for one only: (1-3) **Stone Body** [Energy cells or food, choose]: (1-2) rocky (heavy armour or strong constitution); (3-4) crystals (energy adaptation [electricity] or laser reflective armour); (5-6) resilient (recurring character [KT10] or thick skin [F&F42]).

(4-b) **Goo Body:** (1-2) amorphous (all terrain or superior touch); (3-4) no vitals (difficult target or squishy [FF65]); (5-b) engulf (ambusher or hand-to-hand specialist).

8b **Software (Species) [energy cells]:** Must take: Code Body [the alien begins the game installed in a constructed artefact. First roll for: (1-3) Android/gynoid [equivalent] or (4-b) Civilian Robot [equivalent] and assign the model all relevant characteristics - such as Artificial, immune to needlers, etc. - but do not roll for skills or equipment] Then roll for three of the following traits for the software consciousness itself: (1-2) backups (hard to kill [F&F34] or recurring character [KT10]); (3-4) applications (force field [equivalent] or powered weapon [equivalent]); (5-b) architectures (advanced targeting system or superior software).

N.B.: (1): Only the software alien consciousness half of this model rolls for skills, equipment, etc. (2): This combined model has all the generated traits and abilities of both its parts. (3): The combined software alien/code body model takes damage -- and is eliminated -- as a single target. (4): If a software alien's code body is destroyed and the consciousness returns to fight in the next battle, it does so downloaded into another of the same type of chassis as that first generated for it (i.e., either it always fights in android/gynoid bodies or it always fights in civilian robot bodies).

91 **Swarm (Exotic):** (1-2) colony (near invulnerability [SL14] or tough); (3-4) engulf (ambusher or hand-to-hand specialist); (5-6) separate (distract [G&D7] or entangle).

92 **Thermosynthetic (Exotic) [energy cells]:** (1-2) boiling (blast [D&G31] or energy projection [flames]); (3-4) heat-feeder

(absorption [heat] or energy adaptation [heat]); (5-6) self-sustaining (energy feeding or strong constitution).

93 **Tiny (Species):** (1-2) fleet (quick reactions [FS22] or riposte [FS22]); (3-4) rapid reaction (danger sense or difficult target); (5-6) small (puny [FF61] or tiny [FF67]).

94 **Vacuum (Exotic) [Energy cells or food-choose]:** (1-2) sealed system (energy adaptation [electricity] or force field [equivalent]); (3-4) radiation resistant (energy adaptation [lasers] or NBC suit [equivalent]); (5-6) space native (stealth or strong constitution).

95 **Venomous (Species):** Roll for one only:
(1-3) **Poisonous:** (1-2) poison (drain [FF53] or lethal vs. organics [melee only]); (3-4) natural weapons (dashing or evade and counter [FF53]); (5-6) fight or flight (savagery or long move).
(4-6) **Paralytic:** (1-2) toxin (distract [melee only, G&D?] or poison); (3-4)

natural weapons (coup-de-grace or opportunistic (FF61)); (5-6) fight or flight (fearless or sprint).

96 **Zero Gravity** (Exotic): (1-2) 3D thinking (follow on FS18 or passing strike FS21); (3-4) flexible (acrobat FF47 or gymnastic flip KT7); (5-6) light body (roll with the punch FF63 or slippery [free disengage]).

Aliens begin with this profile:

Q 3+ C 2

After Racial Traits are chosen each Alien model gets one roll on either the Skills Table or the Expanded Equipment Table, and one roll on either the Guns Table or the Armour Table. No duplicates of traits, abilities or equipment - or their equivalents - are allowed for any model. Re-roll all such as they occur.

Unlike Mutated Animals, Aliens - no matter their shape - do not need the Humanoid trait to use their own weapons and equipment. Every species makes its particular gear.

And there is in fact a 1-in-6 (roll 1d6) chance any non-Humanoid Alien's gear is unusable by humans/humanoids due to weird design and bizarre operation.

*: Roll 1d9 for set and 1d6 for sub-set.

** : I deleted Aquatic (Species) and replaced it with Crustacean (Species).

***: I deleted Humanoid (Species) and replaced it with Liquid (Exotic).

Book Abbreviations:

D&G = Song of Deeds and Glory
FF = Fightin' Fungi
F&F = Fear and Faith
G&D = Song of Gold and Darkness
FS = Flashing Steel
KT = Kooky Teenage Monster Hunters
SL = Song of the Splintered Lands

Trait Descriptions and Point Costs:

Use the most recent MDRG wording and values.
Failing that, use the most recent version from
non-MDRG books.

Humans Other Than Terran (HOTTT)

Culture Type (roll 1d12 for each model)

Once Type is known roll for three of the listed traits (roll 1d6 to determine pair, then roll 50/50).

- 1 **Austere:** (1-2) ascetic (thick skin [FF42] or morose [KT10]); (3-4) strong willed (steadfast or steady under fire [FS23]); (5-6) tough (roll with the punch [FF63] or strong constitution).
- 2 **Criminal:** (1-2) ambush (backstab [FF48] or stealth); (3-4) intrusive (all terrain or climber [FS18]); (5-6) sneaky (difficult target or sneaky [FS22]).
- 3 **Decadent:** (1-2) confident (fearless [FF54] or steadfast); (3-4) excess (drunken fighting [FF53] or strong constitution); (5-6) fashionable (eye catching [KT7] or whatever! [KT13]).

- 4 **Detached:** (1-2) tourist (superior senses or superior touch); (3-4) linguist (reassuring [KT10] or subcommander [FF66]); (5-6) unknown (danger sense or difficult target).
- 5 **Duplicitous:** (1-2) cunning (ambusher or danger sense); (3-4) self-protecting (quick reactions [FS22] or slippery [free disengage]); (5-6) wary (difficult target or superior senses).
- 6 **Engineer:** (1-2) tech-savant (gunsmith or mechanic); (3-4) tech-zen (electrician or superior touch); (5-6) thoughtful (steadfast or reassuring [KT10]).
- 7 **Hunter:** (1-2) stalker (ambusher or stealth); (3-4) survival (sneaky [FS22] or superior senses); (5-6) weapon (hand-to-hand specialist or sharpshooter).
- 8 **Intellectual:** (1-2) educated (forbidden lore [KT7] or scholar [FS22]); (3-4) mindful (superior senses or superior touch); (5-6) thoughtful (steadfast or reassuring [KT10]).

- 9 **Libertine:** (1-2) beautiful (allure or eye catching [KT7]); (3-4) charming (reassuring [KT10] or lucky [FF60]); (5-6) gregarious (gregarious [FF56] or spirited [KT11]).
- 10 **Pacifistic:** (1-2) serene (fearless [FF54] or reassuring [KT10]); (3-4) non-combat (man down [KT9] or protector [KT10]); (5-6) starkido (block [FF48] or slippery [free disengage]).
- 11 **Spiritual:** (1-2) serene (fearless [FF54] or reassuring [KT10]); (3-4) thoughtful (steadfast or superior touch); (5-6) woo (mental shield or psychometry).
- 12 **Warrior:** (1-2) combat reflexes (evade and counter [FF53] or roll with the punch [FF63]); (3-4) fighter (savage or fanatic [FS18]); (5-6) tough (hard boiled [KT8] or smackdown [KT11]).

H0TT begin with this profile:

Q 3+ C 2

After Culture Traits are chosen, each H0TT model gets one roll on either the Skills Table or the Expanded Equipment Table, and one roll on either the Guns Table or the Armour Table. No duplicates of traits, abilities or equipment - or their equivalents - are allowed for any model. Re-roll all such as they occur.

Humans Other Than Terran are not Pure Humans and therefore cannot be included in/members of a Purity Squad.

Parasite Host Table (Roll 1d30)

1	Amoeboid
2	Amphibian
3	Avian
4	Canine
5	Cephalopod
6	Cetacean
7	Chiropteran
8	Cnidarian
9	Crustacean
10	Defensive Adaptation
11	Exotic Attack
12	Feline
13	Giant
14	Herbivore
15	High Gravity
16	Insectoid
17	Low Gravity
18	Molluscan
19	Nocturnal
20	Ophidian
21	Piscean
22	Poisonous
23	Predator
24	Primate
25	Reptilian
26	Rodentine
27	Scavenger
28	Venomous
29	Zero Gravity
30	HOTT

ALIEN LEGION

If a player runs a party composed entirely of Aliens - an Alien Legion (or an Away Team) - they have one less model but the section receives either 1dB energy cells or 1dB food points (choose).

In multi-player games, Alien Legions will ally only with other Alien Legion, Android/Gynoid and Robot parties.