

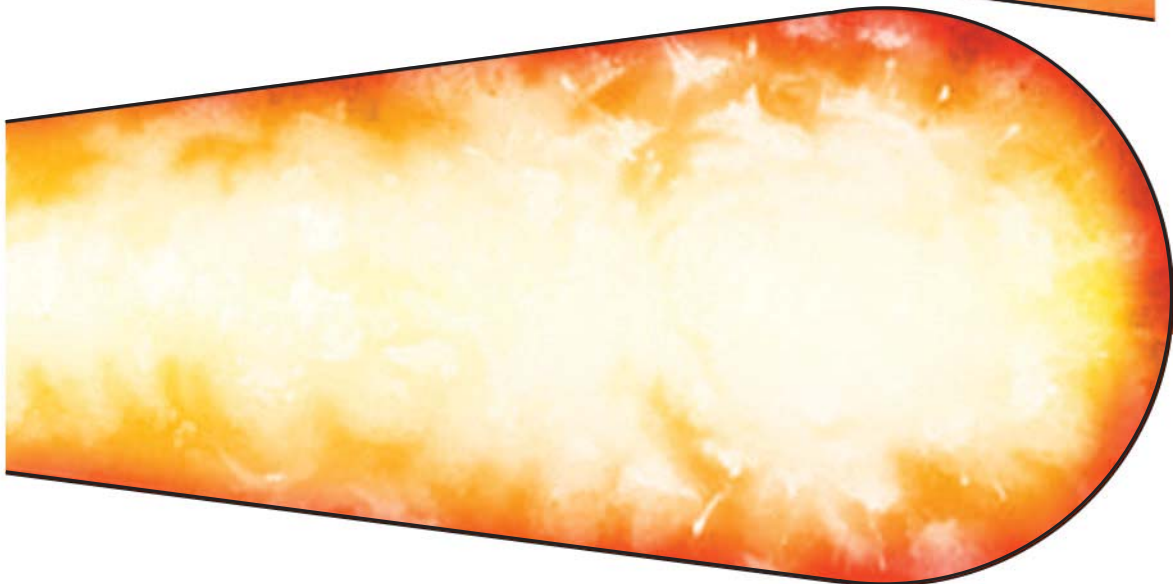
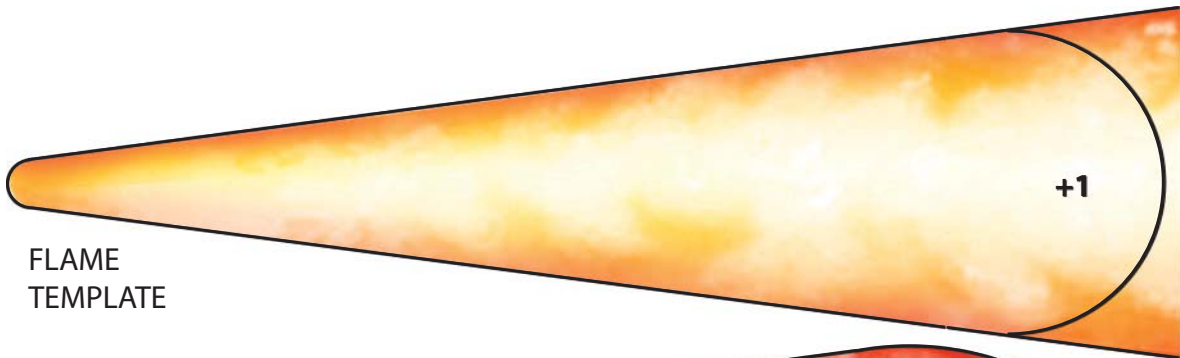
FISTFUL OF LEAD

GALACTIC HEROES



A QUICK & EASY SET OF WARGAMING RULES
FOR SKIRMISHES IN THE FAR FUTURE

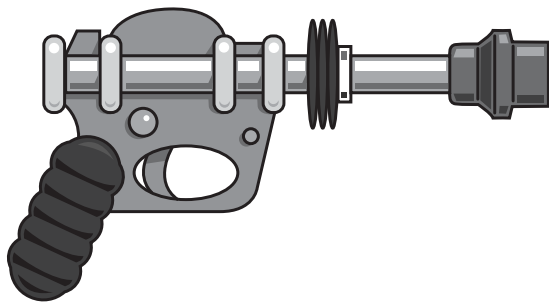
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GALACTIC HEROES

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Special thanks goes out to the *Fistful of Lead* Yahoo Group for their continued support and ideas, and anyone over the years who has played and left a nice review on a web site. You're the reason we have a following.

Special, special thanks goes to the overflowing fountain of patience that is my wife Robin, who understands when I spend way too many hours "playing with my soldiers".

GALACTIC HEROES

Rocket engines blaze to life. Lasers light up the formless void. Galactic Empires clash. A lone hero rises up to fight for the resistance.

Welcome to the world of *Fistful of Lead: Galactic Heroes*!

In *Galactic Heroes*, or GH for short, you'll take on the role of a Hero or Villain, leading a scruffy pirate crew looking for adventure, or maybe a troop of faceless soldiers of the Empire in search of bringing order to the galaxy. It's really up to you!

Like all the *Fistful of Lead* games, you'll only need 5 or 6 miniatures per player. You can play 1-on-1 games or larger skirmishes with up to 6 or 8 players. This book contains all the information you need to play a game, including rules for building your forces and how to set up the table for different scenarios. Most players will pick up the game mechanics quickly, even people who haven't played a wargame before. If you've played *Fistful of Lead* before, a lot of this will be familiar.

Galactic Heroes allows you to play a small scale wargame in the far flung future, a galaxy, far, far away, a grim, dark future 40,000 years from now, or a certain Red Planet where swords and rayguns reign supreme. These rules are whatever YOU think Sci-Fi looks like, from your favorite Space Opera to gritty Pulp epic.

This **is not** a theoretical recreation of future combat, but rather a Hollywood take on the genre in question.

This **is** a great way to spend an hour or two having fun with your friends playing with space men.

For those familiar to the *Fistful of Lead* family of rules, you'll find the mechanics basically the same, but with some new ideas, and of course, rules specific to the world of Science Fiction. I've tried to cover most situations that arise in the game, but I can't pretend to know I've covered them all. If something comes up not covered in the rules, players should try to come up with a mutually agreeable solution. If that doesn't work, roll a die!

And, since you paid for these rules, they are ultimately **your** rules. If you don't like something, change it.

So check the seals on your vac-suit. Have your blaster at the ready. It's time to see if you're a Galactic Hero!



What you need to play

Miniatures

Galactic Heroes isn't tied to a specific miniature manufacturer. Indeed, half the fun will be using whatever you have on hand. Remember, this is your idea of what the future looks like.

GH is designed with 28mm scale miniatures in mind. It's a popular scale and on the table the ranges and movement scales look right. You can, however, use smaller or larger scales without altering the rules. With the huge variety of 15mm scale Sci-Fi miniatures out there, you could have a large game in a small space.

You'll most likely want to mount your miniatures or figures on bases. This makes them easier to handle and add to the overall look of the miniature. The base size has no effect on the rules.

Throughout the rulebook, we'll use the term miniature, figure and model interchangeably.

Dice

To determine the outcome of the actions of your miniatures, you'll be using dice. You'll mostly be using a 10 sided die, hereafter referred to as a d10. A handful will do.

For some of the advanced rules, you'll also need a few 8-sided and 12-sided dice (d8s and d12s). All these dice should be available online or at your local hobby and game store.

When rolling, a roll of "1" is generally considered bad, and a 10 or above is considered good. Some special conditions might even be triggered by these rolls. On a 10 sided die, the "0" face is read as "10".

Playing Cards

You'll need an ordinary pack of 52 playing cards or the Custom Cards available through Wiley Games. These are used to determine which player is acting when, and are the core of the rules.

Measuring Tape or Ruler

You'll need something to measure the distance miniatures move and shoot. A tape works best due to longer ranges of some of the weapons. All distances are measured in inches and are made from the center of the miniatures base or head, to the center or head of the target. The same is true for movement. Measure from the center of the miniature's base to the place they are moving.

The Gaming Table

For games, especially one player vs. one player, you'll need at least a 3 foot by 3 foot playing area. This is about the size of a kitchen table, which is why we often refer to the gaming area as the table or tabletop. This gives you a little room to maneuver before the shooting starts.

For larger games, you'll need more space to accommodate other players, but the maximum will be a 6'x4' table.



Playing the Basic Game

What follows are the *Basic Rules*. Once you understand these, you'll be able to add on the *Advanced Rules* seamlessly.

Turn Sequence

A game of *Galactic Heroes* is played over a number of turns. How many turns a game lasts is determined by the scenario chosen, or by the players involved.

Each turn is divided into 2 phases.

1- SHUFFLE CARDS

2- DEAL CARDS, THEN TAKE ACTIONS

Each player is dealt one card for every miniature they control. For example, Scott has three miniatures in his group, so he gets 3 cards. Ken has two left after a previous turn, so he gets 2 cards. Players are allowed to look at their own cards, but not the cards of others.

The turn is played out from highest (King) to lowest (Deuce) card. Aces are explained in *Special Cards*, below.

A player or referee is designated as the Caller. They begin the turn by calling out "Kings!". Every player with a King card (if there is one) throws it down.

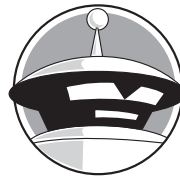
Cards cannot be saved for later. Each card "activates" one of the player's models. The player then takes TWO actions with that model (see Actions, below).

Once a model has been activated and done its actions, it may not be activated again until next turn. Next "Queens!" are called, and all players with a Queen card go, then Jacks, Tens, etc.

In the case where more than one player has the same card, Spades go first, then Hearts, then Diamonds, then Clubs are last.



For added help, your guide through the rules is **FFOL-03**. He's a bit cranky and doesn't particularly like humans, but he's full of useful information.



"Attention, Human! It's the beginning of a new turn. Steve has been dealt three cards, one for each model he controls. He gets a King, a Jack and a 5 card. Mike has four cards. The caller calls out "Kings!". Steve has two models in cover and one lone meatbag standing out in the middle of landing field just asking to be a target.

Steve decides to use his King to activate the model on the field.

He throws down his King and takes both actions to move to a nearby warehouse. Next, "Queens!" are called. Nobody has one, so the turn proceeds to Jacks. Both Steve and Mike throw down a Jack. Mike has a Jack of Spades so he goes before Steve's Jack of Hearts. Play proceeds until all models have been activated.

Does that compute?"

Special Cards

In addition to activating figures, some cards have special qualities. They are referred to as **Special Cards**.

They are played just like normal activation cards, but allow the player to do some unusual feats and spice up the game. The **Special Cards** and their qualities are:

Queen of Hearts- If the miniature activated with this card has any wounds, (see **Wounds**, below) **ONE** is healed. Remove a wound counter instantly. They may stand if prone. **The model still has its 2 actions.**

Queen of Spades- If the miniature activated with this card is Shaken, (see **Shaken**, below) it recovers instantly. Remove ALL Shock markers. **The model still has its 2 actions.**

One-Eyed Jacks (Hearts & Spades)- The miniature activated with this card has a +1 to **Shooting** rolls this turn.

Two-Eyed Jacks (Diamonds and Clubs)- The miniature activated with this card has a +1 to **rolls in Close Combat** this turn.

Sevens (any suit)- The miniature activated with this card may **re-roll any ONE die result** this turn.

Sixes (any suit)- The miniature activated with this card may reload automatically. This overrides the normal reload rules (see **Reloading**, below). The figure still gets 2 actions.

Twos (any suit)- The miniature activated with this card may choose to **roll 2 dice for either Shooting, Close Combat or Recovery rolls, and pick the best result.**

Aces (any suit)- An Ace is wild and can be any card the player wishes. It must, however, be played in sequence. *For example, if you use an Ace to stand in for six card and get the instant reload, it must be played when "sixes" are called.*



"Steve has 2 Aces. He knows he wants to go first in the turn, so when the round starts and "Kings!" are called, he lays down one of his Aces and states it's the King of Spades. If there are no other Kings of Spades out there (i.e. the real one) he goes first, since Spades come first in precedence. If, however, there was a real King of Spades laid down, the real one would go before Steve's."

Here's another example: Later in the round "Sixes!" are called. Steve's been holding on to the second Ace for just the right moment. The other players have been ignoring one of his miniatures because he has a "Reload" marker and they know he needs two actions to reload. Steve lays down his Ace and calls it a "Six". His model instantly reloads and takes one of his actions to blast away at the models that ignored him! Good work for a Human."

A "real" card always takes precedence over an Ace impersonating it. As in the example above, a real King of Spades goes before Steve's Ace acting as a King of Spades. If multiple Aces are played, all acting as the same card, the order of Spades then Hearts, etc. takes precedence.

Sometimes you'll end up with more cards than figures. This happens when a player has a miniature eliminated before he has a chance to activate it. The player holds on to the extra card until the end of the turn and tosses it on the discard pile.

**WHEN ALL CARDS HAVE BEEN PLAYED (ALL MINIATURES HAVE BEEN ACTIVATED)
A NEW TURN BEGINS.**

Actions

When a player activates a figure, it gets TWO actions. Some different actions include:

- **Moving**
- **Shooting**
- **Picking up / dropping something**
- **Getting on / off a mount**
- **Switching weapons**
- **Recovering from being Shaken or Wounded**
- **Aiming**
- **Reloading**
- **Completing a Task**

The list can include anything the players can think up (agreed upon by all involved). The actions taken by the figure can be different. For instance, a figure could move then shoot, or shoot then move.

The actions can be the same. For instance, a figure could move twice (run), or shoot twice.

It takes one action to attempt to fully recover from a Shaken result or a Wound (see *Wounds*, below). Only one attempt per turn may be made. If the attempt fails, no other actions may be made but to fallback (see *Moving*, below). If the attempt succeeds, the figure gets one more action.

It also takes two uninterrupted actions to reload or automatically remove one Shaken marker. See *Out of Ammo* and *Recovery*, below.

Moving

Once activated, figures move at the following rates per Action:

CREEP: 3

WALK: 5"

HORSE or Similar Mount: 8"

A figure can make any number of turns or face changes during the course of its movement. However, if a model comes within 1" of an enemy it must stop and Close Combat ensues (see *Close Combat*, below).

Figure Facing

In the swirl of an outer space firefight, miniatures in Galactic Heroes are able to see in all directions at any time.

Other modes of movement

Some items, like a jet-pack, allow you to move over terrain and other miniatures. Special cases like these are discussed further in their own sections.

Moving off the Board

Miniatures can only leave the table voluntarily. Being pushed backed by combat or other means, cannot force a miniature out. If there is a case where this would happen, simply leave the miniature where it is at the edge.

Jumping

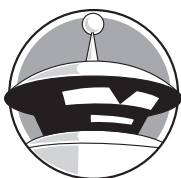
Miniatures may jump any distance, up to their maximum move per action, as long as they move an equal distance in a straight line before the jump. If a miniature moves 3", it could the jump 3". This total does count against a miniature's total move for the turn. This prevents a figure from taking a Move Action of 5" and jumping 5", then using the second Action to move again for a total move of 15"! The miniature with a move of 5" could only move 10" per turn.

The jump cannot be made more than 1" up vertically, or down more than 3". You cannot jump over other figures unless a skill or piece of equipment allows it.

The rule of 1 and jumping: When jumping, roll a die. On a "1" the character misjudges the distance and misses the jump, resulting in a fall.

Falling

A figure could be forced off the edge of cliff or building by combat or other means. If this happens, roll d10 +1 for every 3" fallen on the WOUND CHART (see below).



"An Azullian Shocktrooper is ordered by his Commander to move from his current position atop a building, to the adjacent rooftop.

The distance from roof to roof is 4". The Shocktrooper is right next to the edge. He uses his first action to back up 4", then uses his second to move 4' back to the edge and make his jump of 4". BUT WAIT! He can't do that! That would take his total movement for the turn to 12"!

"Instead, he'll have to break this up over two turns. On his first Action he backs up the required distance to make the jump. He can then use his second action to pass. The next turn he uses his first Action to make his approach of 4" and jump 4". Since he technically has 2" of movement he could use, he decides to take this as his second Action and get into cover."

Creeping

We're assuming our models are moving cautiously on the battlefield. However, if they really want to be careful, instead of normal 5" move, a model can creep 3". A creeping model may go slower, but will be harder to hit. Place a "Creep" marker next to the model. It is removed as soon as the model makes a normal move, fires, or comes within 12" of the enemy. Any enemy shooting at the creeping figure does so at a -1.



Old School Games Workshop © Orcs in a scratch built jungle

Terrain

Since your game probably won't happen on a featureless desert or flat open frozen moon, let's deal with terrain.

Terrain affects the game in two ways: By impeding movement and giving cover. Cover will be explained more in the Shooting section. We'll deal with movement now.

There are several types of terrain:

Open: Fairly obvious, nothing that would impede movement, open fields or streets. No Deduction.

Difficult: Includes woods, fields full of crops, marsh, shallow streams and rubble. Move at Half rate, i.e. 2.5" for Foot, 4" for Mounted.

For purposes of the game, mounts cannot enter woods or buildings.

Impassable: Cliffs, wide and deep rivers. As the name says, impassable.

Obstacles: Low walls, fences. Subtract 1" per Move action. High walls take an entire action.

All terrain should be discussed before the game begins so that each player is aware of its effects.



THE FOLLOWING MODIFIERS APPLY TO MOVEMENT:

WOUNDS: -1" of movement per wound, per action moving.

SHOCK: -1" of movement per shock marker, per action moving.

DIFFICULT TERRAIN: Half rate.

OBSTACLES: -1" for low walls and fences, full action for high walls

UP / DOWN FLOOR: -3"

Buildings

Much of the fight can center around buildings. The size of your buildings may vary, but the general rules governing movement in/out is as follows:

Entering or exiting a building costs nothing, unless the game scenario has dictated a closed or locked door (also see "Knocking down doors", below). Going up or down a floor costs 3" of movement.

Unless you have a finished inside for your buildings showing the location of stairs, simply measure the cost for the stairs from the point the figure enters the building. A figure can appear anywhere on the roof (unless a door is indicated).

Yes, this does mean a figure could theoretically use an action to move from a doorway to the roof of a single story building. This can sound unrealistic, but it doesn't happen very often, and it saves the terrain maker from having to design the "guts" of every building.

Shooting

When a model is activated, it can use one or both of its actions to shoot. In the swirl of a Galactic Heroes gunfight, all models have a 360 degree field of fire. As such, there is no facing. Each model can see and shoot in any direction.

Out of Ammo – or Rolling a 1

But sometimes, something goes terribly wrong. Our hero wasn't paying attention to how many shots he had left in his blaster, the plasma is overheated, he emptied a clip to no result, or a myriad of other things. You decide the narrative.

This is what happens when a "1" is rolled when shooting. Place an "Out of Ammo" marker next to the miniature. Markers are provided at the back of this book or available from Wiley Games. You can even make your own.

When a "1" is rolled, the figure cannot shoot again until he reloads. It takes an entire turn (both Actions) to reload. These two actions must be consecutive, and not split over two turns. In other words, if on your first action you shoot, but roll an "Out of Ammo" result, you cannot use your second action to start reloading now, and finish on the following turn. You could, however, use your second action to move to cover!

**If the target is in range, and within the line of sight of the shooter, roll d10.
The roll to hit at Short range is 5 or higher. To hit at Long Range is 8 or higher**

Line of Sight

Models can only shoot if they have a straight line of sight that doesn't pass through any other model or terrain. This may require getting down eye level with the model and trying to see what he sees. Laser pointers or string are helpful for this, but hopefully in the spirit of good fun, both players can decide if a model has a line of sight.

Miniatures are only visible inside terrain or buildings, if they are within one inch of the door, window or edge of the woods. The same is true if they wish to shoot out from inside cover.

Range is measured from the center of the shooter model to the center of the target. There is no premeasuring before firing.

Once you have decided to shoot, you may measure. If the target is out of range, the shot is wasted.

Ranges for the most common weapons in the Galaxy are listed on the following page and are divided between Short and Long. There is no Close range. That is considered in *Close Combat*, below.

A Word on Shooting

Our little heroes aren't firing a single bullet, or laser beam every time they make a Shoot Action. In a very cinematic way, they are blazing away in a volley of flying lead or searing energy, reloading whenever they have a chance. If your hero steps out into the hallway of his spaceship to blast an alien and rolls a "1", he didn't step out with an unloaded blaster. He fired till it was empty into the tentacled horror. He just missed spectacularly, temporarily distracted by the alien's awful appearance!

Weapons

Name	Range Short/Long	Notes
Auto Pistol	6/12"	-
Auto Rifle	12/24"	Burst
Submachine Gun	6/12"	Burst
Machine Gun	18/36"	Burst, Ammo Hog, Team, Specialist
Blaster Pistol	6/12"	Inaccurate, +1 to Wound
Blaster Rifle	12/24"	Inaccurate, +1 to Wound
Heavy Blaster	18/36"	Inaccurate, +1 to Wound, Team, Specialist
Grenade	d10 +3"	Blast 3
Grenade Launcher	10/20"	Blast 3
Laser Pistol	8/16"	AP 1, Ammo Hog
Laser Rifle	16/32"	AP 1, Ammo Hog
Heavy Laser	24/48"	AP 2, Ammo Hog, Burst, Team, Specialist
Mazer	8/16"	AP1, Ammo Hog
Rocket Launcher	12/24"	Blast 5, Limited Ammo, Specialist
Shotgun	6/12"	Splash
Sniper Rifle	16/32"	Specialist
Stunner	6/12"	see page 41 for Stunners
Flamer	-	Flame Template
Spear (Thrown)	3/6"	Limited Ammo
Bow	9/18"	-
Crossbow	9/18"	Reload

Name	Notes
Dagger/Knife/Bayonet	Wins ties vs opponent with no Close Combat Weapon
Swords	+1 to Close Combat roll
Spears/Polearms	User may attack from 2" away in Close Combat
Axes	+1 to the Wound Roll
Club/Mace	-1 to Wound Roll but add additional Shock marker
Whip	Out of Action results in victim entangled
Powered Weapon	Deadly

Ammo Hog- These weapons go "Out of Ammo" on a Shoot roll of 1 or 2.

AP- Ignore a level of armor equal to the AP

Blast- Use a Blast template equal to rating (3 or 5)

Burst Fire- May use burst template. The weapon is Out of Ammo if Burst fire is used.

Deadly- Automatically put their targets "Out of Action" on a natural die roll of 10 or above.

Inaccurate- -1 to the user's Shoot roll, but deliver an extra +1 to any Wound rolls.

Limited Ammo- An "Out of Ammo" result when shooting, and this weapon is out of ammo for the rest of the game.

Specialist- Only a Specialist or a Leader can use this weapon.

Splash Damage- May hit any miniature within 1" of the original target, if the shot was at short range. If the target was at long range, roll to hit any target within 2" of the original target. These extra hits are at a -1 to the Shoot roll.

Team- These weapons require a Team to use. See Teams, below.

Cover

Our little metal or plastic soldiers are forever stuck in one pose. It would be wrong to think that in their world, the world of the tabletop, they aren't actively crouching behind whatever cover they have, trying desperately not to be hit. Therefore, we have to think of cover in an abstract way.

If a model is behind a linear piece of terrain like a wall, even though the model may be standing presenting a large target, in reality he is crouched down behind it. If a model is in contact with a solid wall, or inside a building looking out the window, the model counts as in **Heavy Cover**, and this is a -2 to the die roll of any model shooting at it unless the shooter is positioned in such a way to flank the terrain. For instance, the shooter is in the same building or same side of the wall.

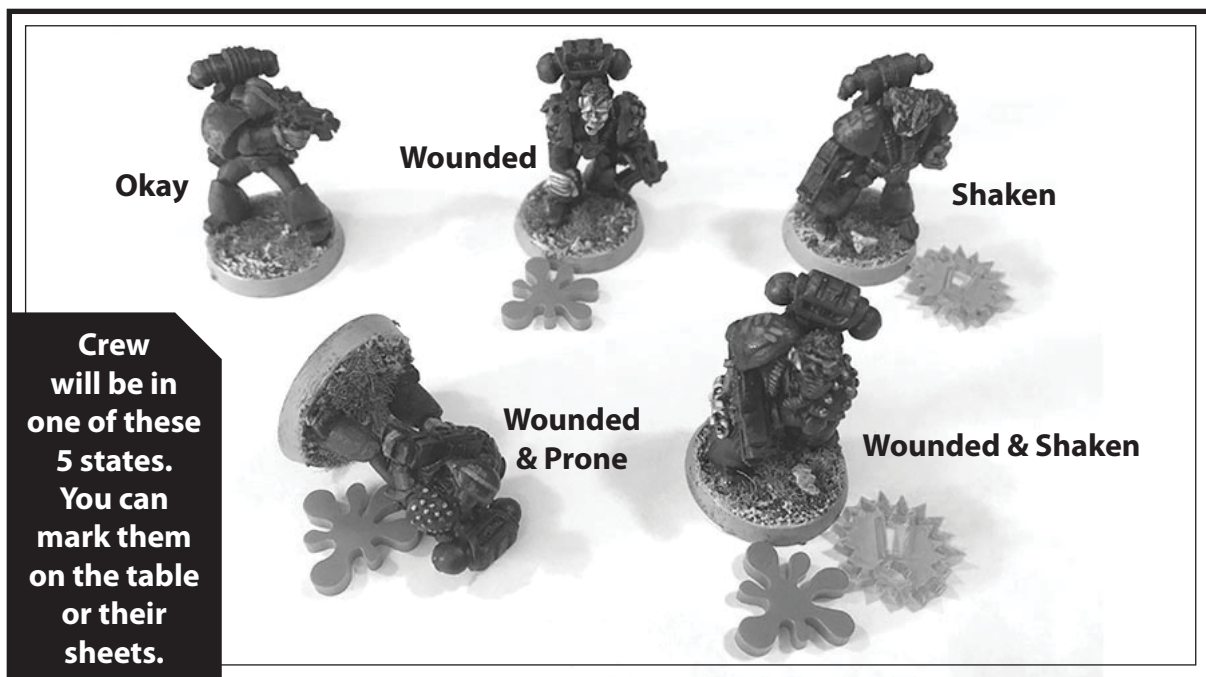
It's helpful if the player controlling the model states that they are in cover.

If a model is behind a linear piece of terrain like a wooden fence, or something less substantial than stone, it is in **Light Cover**, and there is a -1 to the die roll of any model shooting at it.

Area Terrain

Some areas on the tabletop can be identified as **Area Terrain**. These are your woods or tall crops. They should have a defined edge, and be called out before the scenario to all players. A miniature has to be within 1" of the edge to shoot out, or be shot at.

While in a Area Terrain, models receive the **Light Cover modifier of -1** to be shot at. Models more than 1" away from the edge of the terrain cannot be targeted. If two models are within the same feature, both are in Light Cover and only have visibility of 6". So if they are more than 6" from each other they cannot target each other.



Miniatures Games Workshop© Space Marines from the 90s

SHOOTING MODIFIERS TO THE ROLL:

There are several situations where there may be a +/- to the To Hit roll.

COVER:

Light Cover -1
Heavy Cover -2

SIZE:

Target is Small +1
Target is Large +1
Target is Gigantic +2

WOUNDS/SHOCK:

-1 for each Wound and Shock marker the shooting model has (see *Wounding*, below)

MOVEMENT:

Shooter is mounted or in moving vehicle -1

Target is mounted in moving vehicle -1

Target is on the ground* -1

Target is Creeping -1

ACTIONS:

Shooter used first action to Aim +1

** A model cannot voluntarily go prone. We are assuming miniatures are dodging, crouching, and ducking. Prone status is only giving to models that are down from being Wounded (see below).*



"Lance Lazer, intergalactic rogue, has his two actions to take and decides to take a shot at an Azullian Shocktrooper. He is at Short range. He takes the first action to Aim. He uses his second action to shoot and rolls a "4". Normally, this would be a miss, but because he aimed with his first action this turn, he got a +1 to the roll making it a "5" and therefore a hit. Good shot, human!"

Shooting into groups

A particularly bloodthirsty player may want to shoot into a group. To see if they hit their target, an innocent civilian or possibly their friend, use the following procedure: Use a tape to measure between target and shooter as normal. If the tape crosses over any part of an intervening miniature, that model is a potential target. Roll to hit. If a hit is scored, randomly determine who is hit. If there are two targets, odds hits one, even hits the other. If there are three targets, 1-3 hits first, 4-6 hits the second, 7-9 hits the third and re-roll a "10".



"A Faceless Minion decides to take a shot into a swirling melee between another of his ilk and Galactic Hero, Dash Dixon.

The distance is Short range. The Faceless Minion rolls a "6". That's a hit. He rolls to see who got hit. Odds Dash gets it, evens it's his fellow Minion. He rolls a "4" and has some explaining to do to the Dark Overlord.



Close Combat

When a miniature ends its movement within 1" of an enemy, Close Combat occurs. This happens **even if the figure used both its actions to get there.**

As with Shooting, there is no premeasuring.

Before we go any further, some assumptions have to be made. Close Combat not only includes fisticuffs, but rifle and pistol butts, swords and most importantly close-in shooting.

Warning: Close Combat can be particularly nasty. Someone will almost always be wounded or out of action. Use it for those occasions you want to settle things once and for all.

The procedure for resolving Close Combat is simple. The two opponents both roll d10. Both figures add any modifiers from weapons or conditions to the die roll.

The highest modified die is the winner and subtracts the loser's die roll from his.

The winner may push the loser directly back 2" out of Close Combat range, or keep them locked in Close Combat. The winner also has the option of switching positions with the loser. This may come in handy to keep from being pushed off a wall, or backed into a corner.

If a miniature finds itself starting its turn within 1" of an enemy, they must use the first action to fight in close combat. This overrides any Recovery attempt. See *Recovery*, below.

Use the difference between the two rolls to give you a bonus when rolling to Wound your opponent. (see *Wounds*, below)

1-2: No bonus

3-4: Add a +1 to the Wound roll

5-6: Add a +2 to the Wound roll

7+: Add a +3 to the Wound roll

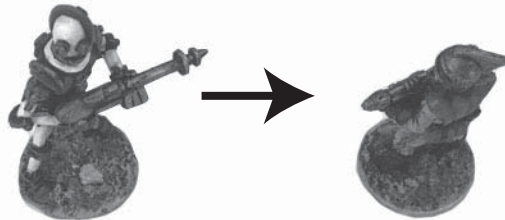
If the score is a tie, the opponents remain locked in Close Combat in a very dramatic fashion.

The winner of a Close Combat may:

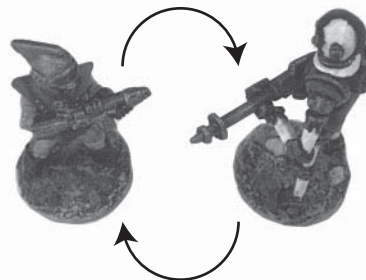
A: *Stay locked in combat.*



B: *Push the loser back, up to 2".*

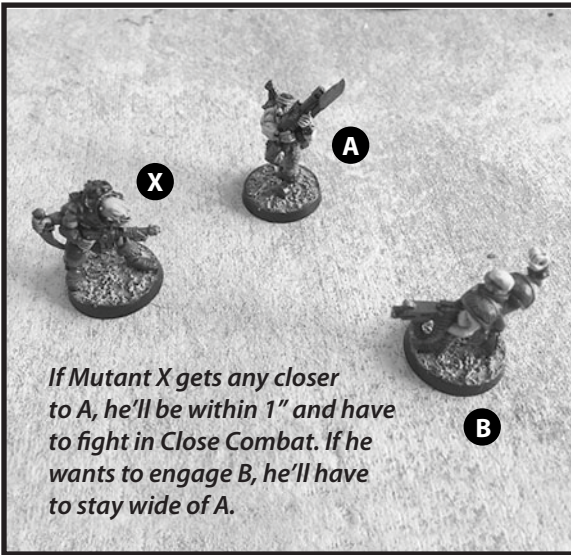


C: *Switch places with the loser.*



Wargames Supply Dump® and Hydra® miniatures

A model cannot be “outflanked” by another model. When a model comes within Close Combat range, the target will turn to face the attacker. This prevents unrealistic movement where the attacker runs past, then around his opponent to hit him from behind. Not that it would give them a bonus anyway.



Miniatures by Games Workshop©

Ordinarily, a miniature can only initiate one Close Combat a turn. Certain Traits, as we'll see in the Advanced rules, can change that.

Rolling a “1” in Close Combat

In Galactic Heroes, rolling a “1” is always bad, but some cases are worse than others. When you roll a natural “1” in Close Combat it’s a fumble. In addition to whatever your opponent does to you on his Wound roll, you are also disarmed. Their laser sword cut your weapon in half, or your rifle butt splinters on their bright, shiny armor. You decide the narrative.

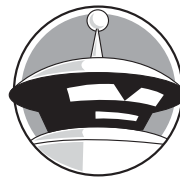
You are without that weapon for the rest of the game.

Multiple Combatants

If a model is attacked while still in contact with another opponent (i.e. they both survived the last round of close combat, or the combat was a tie last round), he will turn to face the new opponent. A Multiple Combat then takes place.

A Multiple Combat can take place by intention or accident when a model moves within 1 inch of two opponents.

All the models involved roll d10, adding modifiers. The highest roll wins subtracting the lower roll of his opponent. It is possible for a figure to lose to one opponent, but beat another.



“Stella Starfire is mixing it up with a Ornk. She failed to take him out last turn, and they’re still locked in combat. Dash Dixon, decides to help out his ladylove when he is activated. They all roll. Yes, when a new model enters the melee another fight occurs. Stella’s die is an “8”, beating the Ornk’s “6”, which drops to “5” due to the minus one modifier for being outnumbered. The Ornk, however, beat Dash by 2, because Dash rolled a “3”.

Stella decides to push the brute back out of Close Combat and rolls on the Wound chart adding +1 to the roll for beating him by a margin of 3. She rolls a “5”, which would normally slap a Shock marker on the Ornk, but the bonus makes it a “6” and Wounds him. Before the Ornk goes down he rolls to see what he did to Dash. He had beat Our Hero by 2, giving him no bonus to his feeble Wound roll of 2. This grand total of 2 means Dash gets a Shock marker.”



"Here's another example: Faceless Minion 013 is taking on two Rebel Troopers. The Troopers roll a "10" and a "6", with Minion 013 getting a sorry "3".

Being outnumbered, Minion 013 has a minus 1 to his roll, knocking his number down to "2". Minion 013 got beat by 8 and by 4 points. One of those gives a +1 to the Wound roll, and the other a +3. The Wound rolls end up 5 and 7. With the bonus, that means a Wound and an Out of Action. Minion 013 has to take the worst of the two. Looks it time call in the Medi-bot..."

Close Combat Modifiers to the Die Roll

Wounded/Shock:

-1 for each Wound and Shock marker the figure has.

Mounted:

+1 if mounted (if defeated model is wounded, he is dragged from the mount) .

Outnumbered: -1 per attacker after first (i.e. -1 for facing 2 attackers, -2 for 3 attackers etc).

Prone or no weapon: -1

Close Combat Weapon: +? according to weapon.

Defending a wall/defensive terrain: +1



Battlesuits clash in the jungle
The smaller infantry can be classed as Grunts

Infantry are Rebel Minis© and Dream Pod 9© Gears

Wounding

Each time a miniature is hit by Shooting, Close Combat or falling, roll on the following chart:

Roll	Result
0 or less	No effect
1-5	Shaken
6-8	Wounded
9-10+	Out of Action

A +1 is added to the die roll for each Wound already sustained by the affected miniature.

Shaken:

The model takes no damage, but has temporarily lost courage. This can be thought of as a minor wound or just hesitation due to bullets or laser beams whizzing past their head. Mark them with a "Shock" counter. These can be found in the back of the book.

If the result came from being shot at, and the figure was cover, they stay in cover. If in the open, they will move immediately 5" towards the nearest cover (8" if mounted). This move cannot take them towards an enemy figure.

If the result was due to Close Combat, the winner has the option of staying in contact, pushing their opponent away 2" or switching positions with the loser. Mark them with a "Shock" counter.

The next time the model is activated, he has the option to roll for **Recovery** (see below) as long as they are not within 1" of an enemy.

Until they Recover, the miniature has a -1 modifier per Shock marker, to all Shooting

and Close Combat and Recovery attempts, and a -1" to move action per Wound.

Wounded:

The miniature is hit and drops where he/she is, prone. To show a figure is Wounded, place them on their side with a "Wounded" marker provided in the rule-book.

From now on the figure has a -1 modifier per Wound, to all Shooting and Close Combat and Recovery attempts, and a -1" to move action per Wound. This is in addition to any Shock markers the miniature may have.

A prone, wounded figure does not exert the 1" rule for Close Combat.

If a miniature is Wounded while standing within 1" of a rooftop edge, roll d10. An even result means the figure falls wounded on the rooftop. On an odd result, the figure falls off and rolls again on the Wound Chart, with a +1 to the roll per 3" fallen.

If a model is attacked in Close Combat while Wounded and on the ground, the figure remains prone and not only receives the negative modifier for being wounded, but also a -1 for being prone and any shock markers they may have. Even if he wins the fight, he remains prone until he makes a successful recovery roll to stand.

Defeated models that are mounted fall off, and the mount runs away. This may seem unrealistic, but it's easier in game terms. That way you don't need a separate mount without a rider that you have to randomly move each turn.

If you are lucky enough to have separate mounts and riders, you may, of course use them. Use the d10 to randomly move the creature. Roll a d10. The “point” of the die gives you a direction, and the number is how many inches moved.

3 Wounds and Miniatures is Out of Action

Out of Action:

The miniature might be dead, too wound-ed to carry on, or just plain scared. Remove the model from the table or use some other method to show their state.

Knocking down doors

Smashing down a door, or tearing down a fence is treated just like Close Combat, except the object has a fixed roll depend-ing on its strength.

Wooden fence: **3** Door: **4**
Reinforced door: **6** Timber wall: **7**
Stone wall or rubble: **7**

Miniatures attacking a door roll a die and compare it to the “roll” of the door. Just like in Close Combat, if you beat the roll, com-pare the difference and roll on the Wound Chart.

A Shaken result means nothing, while a Wound damages the door or object and an Out of Action result destroys it or makes a 2” wide hole in the case of a fence or wall.

You may assign structures a number of wounds. I suggest three. Wooden fences have the same wounds as a reinforced door? Yes, because it’s easier to damage the fence with its 3 defense roll.

Okay, Shaken, Wounded and Out of Action

Combat can leave Our Heroes in one of several states: Okay, Shaken, Wounded or Out of Action.

Okay- The crewmember is holding up fine to the rigors of combat.

Shaken- Bullets and lasers whizzing by have temporarily rattled the crew-member. They’ll need to Recover to be Okay again. Shaken markers can stack up quickly making the crewmember worthless for this fight!

Wounded- The crewmember has taken enough damage to make their effectiveness drop. More wounds could put them **Out of Action**. The only way to get rid of a wound is by a Medic or a Queen of Hearts.

Wounded and Prone- When a crew-member is first wounded, they become prone as well.

Wounded and Shaken- A crewmem-ber can be wounded *and* have shaken markers. You can try to Recover, but it will only remove the shaken status.

Out of Action- This crewmember may not be dead, but they’ve taken enough damage to take them out of the fight.



Wound



Shock

Recovery

Shaken:

A miniature that has Shock markers on them is Shaken. When a Shaken figure activates, the player has several options:

Do nothing about the shock and play with the Shock markers on them. Shock markers on a figure cause negative modifiers to their actions. Every shock marker causes a -1" movement penalty per action. For example, a miniature with 3 shock markers only moves 2" per action, instead of their usual 5". Every shock marker is a -1 on Close Combat, Shooting and Recovery rolls. A miniature can quickly become combat ineffective if they don't attempt a Recovery roll to remove the shock markers.

This is the only option if the figure starts its turn within 1" of the enemy, i.e. Close Combat.

The player can elect to **spend both actions to remove 1 Shock marker**. This is automatic and a good option if you don't want to take any chances.

Or, finally, the player can roll to remove all the Shock markers using the procedure below.

Each shock marker or wound subtracts 1 from the roll.

Roll d10. On a "6-10", he becomes unshaken and still has one action. Remove all Shock markers.

On a "2-5", the model is still shaken but may fallback up to 5" away from the enemy. They may not roll again this turn to recover.

If a "1" or below is rolled, the model has decided to "live to fight another day" and is removed from play.

If a miniature is attacked in Close Combat while Shaken it'll fight back, but receives a -1 modifier to his Close Combat roll for every shock marker he has. If the miniature wins the subsequent melee it will gain back its courage, unshaken. Remove the marker or markers.

If a miniature is activated using the **Queen of Spades Special Card**, it automatically recovers without having to roll, and still gets its 2 actions. Remove any shock markers.

Wounded

A miniature that has a Wound **MUST** try to recover if they are prone unless it is starting its turn in Close Combat.

Each shock marker or wound subtracts 1 from the roll.

Roll d10. On a "6-10", the miniature is still wounded, but may stand up.

On a "2-5", the miniature is still down and Wounded and miniature may crawl 2". They may not roll again this turn to recover.

If a "1" or below is rolled, the miniature has succumbed to their wounds and is Out of Action.

If a miniature is activated using the **Queen of Hearts Special Card**, it automatically gets up without having to roll, removes 1 Wound marker and still gets its 2 actions. **This is the only way to remove a Wound.**

Example of Play



"Here's an example of a couple of turns. Our two players are Mike and Steve. They each control 4 models. Steve is dealt:



Mike gets:



Steve volunteers to be the Caller and starts with "Kings!"

Mike has the King of Hearts so he discards it and starts to activate a model, but Steve interrupts him.

Steve has decided to use his Ace of Clubs as a wild card King of Spades. Spades go before Hearts in suit order. Steve activates first using both Actions to move, followed by Mike with his King of Hearts. Mike moves his figure twice.

"Queens" is called next. Only Mike has a Queen. It is the Queen of Hearts, which used as a Special Card allows him to heal one wound from the activated model. Mike has no wounded models, so this one just gets used as a regular card.

Mike uses the first Action to move his model out into the open, and the second to shoot at one of Steve's soldiers. It's a miss.

"Jacks" are next. Steve activates another model and plans to use his first action to aim and his second to shoot at Mike's model in the open.

By using the first action to aim, Steve gets a +1 to his Shooting roll. Steve gets an additional +1 because he activated his model with a "One Eyed Jack", which used as a Special Card, gives him +1 on shooting rolls.

Mike's model is 13" away. Steve's model is using an autorifle, making it long range. Long range requires an 8+ to hit. Steve rolls a "6". This would have normally missed but the two bonuses give him a final result of 8 (6+1+1=8). A Hit!

"Steve rolls on the Wound chart and gets a "7", wounding Mike's model. Where's that Queen of Hearts now?

"Tens" are up next, but neither player has one, so it's on to "Nines". Steve gets to go again.

He decides to try and close with Mike's wounded model and uses both his actions to move. Steve measures and moves his model 10" (five inches per move action) and finds he's short of the 1" distance to be in range for Close Combat. Remember, no premeasuring....

"Eights, Sevens, and Sixes" are called but no one has these cards. When the "Five" comes up, Mike uses it first to move, then shoot. He misses.

The same for Steve when his "Three" is called. But Steve rolls a "1". Out of Ammo! Steve has now activated all his models.

When the "Two" comes up, Mike uses it for its Special Card ability. Any model activated by the Deuce can roll two dice and take the best result.

At 11" he is within Close range for his model's laser rifle. He rolls a "3" and a "9", keeping the "9". He also rolls a "9" on the Wound chart taking his target Out of Action.

The turn is over. All models have activated."



"All cards are shuffled. On Turn 2, Steve is only dealt 3 cards as one of his models is dead. Mike still gets 4.



Mike has:



When "Kings" are called, Mike uses his King of Spades to go first, but Steve had also thrown in his Ace as a wild card to be a King of Spades. Mike has the "real" King and goes first.

Mike uses his actions to move. What a waste of an Ace!

Steve shoots and manages to put a Shock marker on one of Mike's miniatures.

"Queens" is called and Mike uses his Ace of Clubs as wild to be a Queen of Hearts. He activates his wounded model. A Queen of Hearts discards a wound and allows the model to stand and still have two actions.

Mike's model realizes his wound was just a graze and uses an action to shoot back. He misses. He uses the second action to duck into cover.

The cards are called until "Sixes" come up. Steve has an unactivated model with a AMMO marker, and uses it to automatically reload. With two actions still left, Steve aims, fires, and kills one of Mike's unactivated models.

Mike uses a Four to try and Recover his final model. He rolls a "3". His model remains Shaken.

The other Four is discarded. He's out of models now.

Steve has the final figure and activates it with his Three. He uses both actions to close with Mike's Shaken model.

He makes it. They fight a Close Combat. Both models are armed similarly.

Mike rolls a "5", which becomes a "4" because of the -1 for being Shaken. Steve gets a "7". Steve beat Mike by a margin of three, adding a +1 to the wound roll. Steve rolls a 5 +1, and Mike's model is now on the ground Wounded."



Miniatures a mix of Wargames Supply Dump© and Killer B© with a Wizards of the Coast© "Yazzum" figure. Terrain mostly scratch built.

Leaders

Each player can comfortably control 5-6 models. One model should be leader of the group. Leaders at this scale could be an NCO, a native war leader, or Captain of your spaceship. That's not to say you couldn't create a scenario where a higher ranking leader is present, but rarely did a General lead so small a number of troops into battle.

The role of the leader in Galactic Heroes is not only to fight on the tabletop, but also lend some special bonuses to his/her men.

Leaders give a +1 to the die roll to any model attempting to make a roll to recover from Shock or Wounds. The model must be within 12" and within line of sight (not blocked by terrain) of the leader to give this "encouragement".

A natural roll of "1" still causes model to route when attempting to recover from shock, or expire from their wounds.

That's it! You know enough to try out your first game.

Advanced Rules

What you see next are rules that will add flavor to the game. Pick and choose which apply to your vision of the Future. Some of these rules will add on or change what you've already read so far. When in doubt, refer to this section for a ruling.

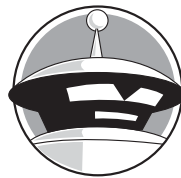
Additional Actions

Listed below are some more advanced actions your miniature can do in a turn.

Overwatch

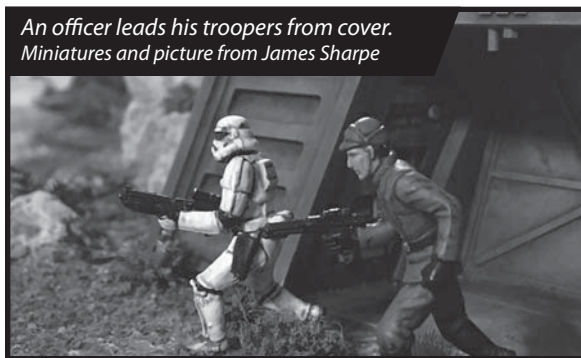
When activated, a miniature can use his/her first action to "Hold" or go on "Overwatch". Mark them with an Overwatch marker. They can then wait until later in the turn to interrupt another player's actions to shoot, only at the miniature that activated, at a -1 to hit.

Overwatch cannot be used in conjunction with a card's Special ability if it has one. If for instance, you activated with a Jack of Spades, you cannot benefit from the +1 to shoot when you interrupt later in the turn.



"The Azulian Shocktrooper from our jumping example earlier has taken position on a rooftop. He activates on a Jack of Hearts, but has no targets available.

He uses his first action to go on Overwatch. We place an Overwatch marker next to him to help him remember. Later in the turn, a Rebel Scum breaks cover and moves across the open hanger deck. The Azullian player politely asks his opponent to hold his movement while he takes a shot. The shot will be long range. He does not get the Jack of Hearts +1 bonus to shoot and must make the shot with the -1 Overwatch penalty. He misses, and the Rebel gets to finish his move."



*An officer leads his troopers from cover.
Miniatures and picture from James Sharpe*

Miniatures from Wizards of the Coast®, terrain from Oshiro Model Terrain.

Tasks

Tasks are things that require rolls to accomplish, like scavenging, unlocking a door, cracking a computer code or diffusing a bomb. Performing a Task takes an action

TASK	DIE ROLL
Easy	3+
Regular	5+
Hard	8+

Tasks can be broken down into Easy, Regular and Hard. It's really up to the players how tough or easy a task is. Some factors can make them easier or harder. If an enemy is within close range, move the task difficulty up one level. Players can also decide to make things easier, like a robot breaking into a computer.

For example: Searching is a Regular task, requiring a 5+. However, searching with an enemy model within 6" becomes Hard.

Some tasks you may decide take longer, and require 2 actions to accomplish.

A wounded miniature has a -1 to any task rolls, and any shock markers cause a -1 to the die roll per shock marker.

A natural 10 or more, no matter how hard, passes a task, and a "1" means something bad has happened. For instance, rolling a 1 while trying to hack a computer means you are permanently locked out, while rolling a 1 while defusing a bomb...well, that's really bad.

Failing a task without rolling a 1, makes the task one harder the next try.

Some Task examples:

- Figuring out a piece of tech: Regular for most, but hard for a primitive people.
- Hacking a computer: Hard for most, Regular for a technician and near impossible for a primitive people.
- Searching for loot in a ruined city

Swimming

Water is divided into two types: shallow and deep. Both should be identified before a game and clearly marked. Shallow water can be crossed like rough terrain at half the miniature's normal rate. Deep water requires swimming.

Swimming is an Easy task. When a figure enters deep water the player simply makes a roll. This differs from regular actions in that it doesn't use up the action. A swimming figure moves 5".

If a miniature is wearing armor (*see below*) swimming becomes a Regular task, and if in Heavy Armor, it becomes Hard.

If the roll fails, give the miniature a wound to represent them taking in water and panicking. They will have to roll to Recover next turn at a minus -1. If a "1" is rolled, they sink beneath the water, Out of Action.

If a natural 10 or more is rolled, the figure can immediately take another move of 5".

A miniature with the Amphibious Trait (*see below*) requires no roll and moves through water without difficulty or modifiers.

Starting Fires

To start a fire, a model must be in base contact with a building or similar structure. The structure must be flammable. A solid concrete or similar futuristic construct cannot be ignited. Decide before the game, which structures are flammable.

The model must use two consecutive Actions to start a fire. They cannot be broken up over turns. Roll a D10.

On a 1 or 2: Nothing happens

3-8: Place a fire marker

9 or 10: Place two fire markers

At the end of each turn, besides checking for models inside burning buildings, roll to see if the fire grows using the chart above.

For medium sized structures, once a building has six fire markers, it collapses. Any model inside is killed. You can adjust the number of fire markers for larger or smaller structures.

If you want to try and fight a fire, use similar rules for lighting. To fight a fire, a model must be in base contact with a building. The model must use a two consecutive Actions to fight it. They cannot be broken up over turns. Roll a D10.

On a 1 or 2: Nothing happens

3-8: Remove a fire marker

9 or 10: Remove two fire markers

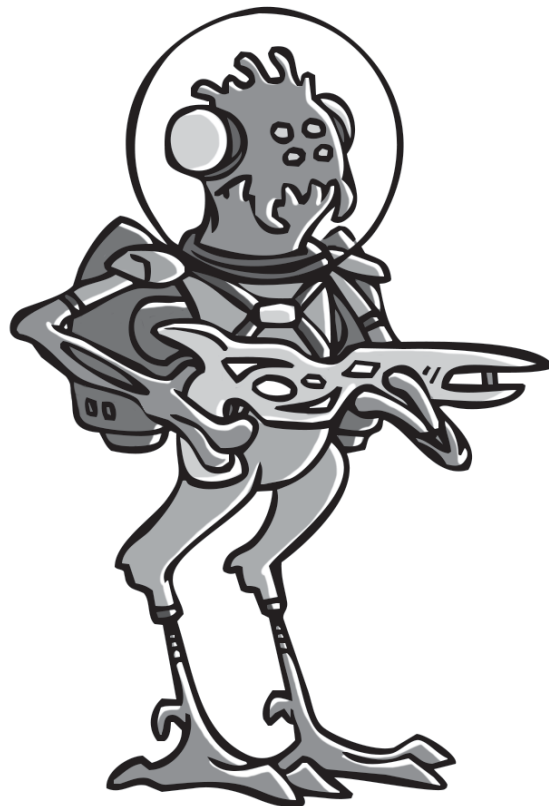
While a building is on fire, any model inside or on the roof at the end of a turn, must roll on the Wound chart.

A "Shock" result forces the model to leave the building and stop within 2" of the structure, in a coughing fit.

A "Wound" result means the model is being overcome by the smoke and heat. They must make a recover roll as usual to escape the flames.

An "Out of Action" result, of course, means the model has succumbed either from the smoke or flames.

Flame weapons (see *Weapons*, below) can also be used to start fires. For any structure under the flame template, use the rules above to see if it catches fire.



Building Your Crew

Now that you know the basics, it's time to create your Crew and put them to the test on the battlefield. I've chosen the term "Crew" because it evokes the theme of a lone spaceship cruising the cosmos in search of adventure. You can just as easily decide to call your group a team, squad, gang, lance or whatever you want that fits your vision.

Part of the fun of wargaming, for me, is the story behind the game. Is your crew a team of explorers or group of misfits trying to make their way on the fringe of civilization? Are they a gritty combat team blasting their way through hordes of giant bugs or laser sword wielding heroes trying to free the galaxy?

The following rules are meant to be rough guidelines, designed for balanced play. If there's something you don't like, or think needs improving, let common sense and fair play be your guide.

On the following page you'll find a roster sheet to help keep track of your crew.

Every Crew needs a Leader. This person takes the first slot on your roster. They have the Leader trait mentioned above, and in addition, also have 3 traits. Traits are explained below in detail, but think of them as things that set your crew apart from the common dirtsider. Some traits are only available to your Leader.

Your **Leader** starts with **one Common Weapon or Specialist Weapon and a side-arm**. Weapons are also explained below, after Traits.

Next, you get a **Specialist**. This can be a trusted first mate or simply a crew member with special training. A **Specialist gets two traits and is armed with a Specialist or Team weapon and a pistol**.

The next three slots are taken by **Regulars**. They each get **one trait, and are either armed with a Common rifle, or a pistol and close combat weapon**.

Instead of a Regular, you can elect to fill one of your slots with a group of Grunts.

Grunts

Grunts are henchman, reprobates and scum used to strengthen a force. These could be faceless minions of questionable quality or civilians pressed into service.

Grunts function just like normal models except they use an **8-sided-die (d8)** and only have 1 wound. That means any Wound roll higher than a Shaken result takes them Out of Action. The flip side is you get 3 for the price of one model. They all activate on one card, so only deal one card for each Grunt "group". Normally, you may only have one group of Grunts in your crew, and they get only one trait, which they all share.

As mentioned above, Grunts come in groups of three. They activate on the same card but may perform different actions. This gives you some tactical decisions. Do you keep them together or spread them out? This could give you some chance of piling on, but remember they all act one at a time. So the first Grunt into a Close Combat would have to survive the first combat before the second Grunt could come in to add the bonus to his Close Combat.

Grunts are armed with only the most basic weapons, no Specialist or Team Weapons.

Because they function as individuals, if one of the Grunts has a condition such as "Shock" or "Reload", he must deal with that alone, but cards themselves, used to activate, are shared.

For instance, if you had a Grunt who was Shaken, and used the Queen of Spades to Activate, he, as well as his brethren, get the effect as well. If a Seven Special Card were to be used to Activate, each Grunt gets a re-roll this turn.

NAME: d SHOOT d CLOSE COMBAT LEADER T R A I T S WEAPONS	NAME: d SHOOT d CLOSE COMBAT SPECIALIST T R A I T S WEAPONS
NAME: d SHOOT d CLOSE COMBAT REGULAR T R A I T S WEAPONS	NAME: d SHOOT d CLOSE COMBAT GRUNT T R A I T S WEAPONS

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Traits

Adding traits to your crew can really add flavor. It's a great way to show alien characteristics or special training. Is the +1 to shooting rolls the "Deadeye" trait gives you because of advanced optics, or does your crew member have a third eye?

A model cannot "double up" and choose the same Trait twice. You can't pick "Feroocious" twice to give you +2 to Wound rolls from Close Combat.

Any re-rolls or extra die rolls derived from Traits do stack with any Special Cards.

Any Trait marked with "" are only available to Leaders.*

Amphibious: You take no movement penalty for moving in water and don't have to make a task roll when moving through deep water. This ability could be due to special equipment or alien gills.

Armored: This can be naturally tough skin or man-made. Either way, you have a -1 to be hit in combat, and a -1 to wound rolls against you. Reduce moves by -1" per action.

Bloodthirsty: You must charge any enemy within your move distance. You gain a +1 on your Close Combat die roll as well as the Wound roll.

***Bodyguard:** You have a bodyguard. You may apply a Wound result to any friendly model within 2' instead of taking the hit yourself.

Brute: You have no ranged combat abilities, but get to use a d12 (12-sided-die) for Close Combat. In the case of Grunts, their die goes up to a d10.

Brawler: Once per turn, you may re-roll a Close Combat action.

Camouflage: You get an additional -1 to be hit while in cover.

Concealed Weapon: You may roll 2 dice and pick one result for Close Combat. This may only be used once per game.

***Cold Blooded:** You gain an additional +1 in Close Combat for each Shock or Wound Marker your opponent has.

Coolheaded: +1 to all Shaken recovery rolls

Cunning: Re-roll any task roll once per turn.

***Damaging Aura:** As an action place the 3" burst template centered on yourself. Any other figure under it is hit as if by Burst fire.

Deadeye: +1 to Shoot rolls.

Defensive Fighter: If you are the defender in an attack (i.e. you were charged) and win, you may immediately make an attack of your own against the attacker.

Deft: Reloading only takes 1 Action.

Determined: You ignore Shock and Wounds penalties in Close Combat.

Dodge: If you are shot at and the shooter misses, you can immediately move 5" towards cover.

Eagle Eyed: Increase a weapon's short range by 2" and long range by 4".

***Encouraging:** As an action, you can remove all shock markers from one member of your crew within 12”.

***Energy Blast:** You possess an innate ability to project beams of energy from your hands or eyes. Treat this as a ranged attack action with a 6”/12” range. You do not go out of ammo on a die roll of “1”, but instead you must rest a complete turn to “recharge” before you can use it again.

Fancy Footwork: Win ties in Close Combat.

***Fearsome Presence:** Enemies wishing to attack you in Close Combat must first roll a d10. If they roll a 5+, they may attack as normal, if not, they may do something else with their action, but not attack. Once an individual makes this roll, they don’t have to roll again against the Fearsome enemy.

Fearless: You ignore Fearful Presence above, and ignore the penalty for multiple Shock markers. For example, if you had 3 Shock markers, your Recovery roll would still only be at a -1.

Ferocious: You may add +1 to Wound rolls in Close Combat.

Flurry of Blows: If a Close Combat attack only causes a Shaken result, roll again immediately for a second attack.

Flier: You have a jetpack or wings and can move over intervening terrain at no cost. You can also use your move to cover vertical heights. You are assumed to land between moves.

Gadgeteer: Start each scenario with a free piece of equipment from the random Gear chart.

Gentleman: When an *Out of Action* result happens in Close Combat, you may choose to cause a Wound instead. This gains you 1 Renown point (see *Renown*, below).

***Invulnerable:** Re-roll one failed Recovery roll.

Indomitable: Remove all shock markers by spending two actions.

***Impervious:** You ignore Wound penalties on movement, attack and recovery rolls.

***Inspiring:** Gain an extra slot for your crew for a Regular or Grunt group.

Infiltrator: Once a scenario has defined starting positions, you may immediately move 6” in any direction.

Killer: You may add +1 to Wound rolls when Shooting.

Knife Thrower: You use throwing knives. Before the game, roll a d10 and halve the result rounding up. This is the number of knives you have, i.e. 1 to 5. Once thrown, they are used, but you get a new roll each game. These could be spines if you’re any alien or mutant.

Large: You are bigger than most. That makes you an easy target. Enemies shooting at you get a +1 to their roll. However, your size gives you 4 wounds instead of the normal 3, as well as a +1 to any wound rolls you deliver in Close Combat.

***Leach:** If you cause a Wound or Out of Action in Close Combat, immediately heal one wound.

***Leader:** Leaders of a crew receive this Trait for free. They give a +1 to the die roll to any model attempting to make a roll to recover from being Shaken or Wounded. The model must be within 12" and within line of sight (not blocked by terrain) of the Leader to give this "encouragement".

A natural roll of "1" still causes model to route when attempting to become Unshaken, and expire from their wounds if rolling to get up from a wound.

Leaper: You gain a bonus 2" when making a jump. A natural "1" still results in a fall.

Lightning fast: If you are the target of a successful shoot action, immediately make a hard task roll (8+). If successful, the shooter misses.

Loads of ammo: Ignore first Out of Ammo roll.

Loyal: You will not voluntarily leave the playing area while another member of your crew remains. If you roll a "1" while trying to recover from Shaken, you will not leave as long as there is another member of your crew on the table. You can still succumb to wounds when rolling a "1" when rolling to recover from wound.

***Lucky:** You may re-roll any die roll once a turn.

Lunge: You may conduct Close Combat from 2" away.

***Master:** Roll 2 dice in Close Combat and pick the best. If used with the 2 card, you'll roll 3 dice!

Master of Concealment: You may use an action to hide if in terrain. Once concealed, you cannot be targeted by an attack, unless an enemy gets within 6". While hidden you are immediately revealed if you move, or perform any other action.

Medic: You may heal other models. You must move next to the wounded and expend an action to roll 5+. If successful, the wounded figure heals one wound. If a 1 or less is rolled, a wound is inflicted by mistake.

Mounted: You start the game riding an average mount.

Nerves of Steel: You ignore your first Shaken result.

Night Vision: You can see up to 24" at night, instead of the usual 12". This could be from night vision goggles or an innate alien trait.

Observant: You spot hidden enemies within 12" instead of 6". In addition, you ignore the penalty for shooting at Creeping models.

***Pet:** You have a pet parrot, space monkey, dog or some other pet. Not only do they provide a distraction in combat (attackers have a -1 to hit in close combat unless they too have a pet), if you are wounded or put out of action, the pet can be sacrificed instead.

***Poison/Venom (only for the truly dastardly):** If you cause a wound in Close Combat, roll on the Wound chart at the end of every turn for the Wounded model. They can only be “healed” by a Queen of Hearts or Regeneration. If a “1” is rolled by you in Close Combat, you are out of poison for the rest of the game.

Pugilist: You are skilled in the art of unarmed combat. There is no negative modifier for fighting without a weapon.

***Psionics:** You can harness the powers of the Universe (see *Psionic Powers*, below).

Quick: +1” on each Move Action.

Ranged Fighter: You have a d12 when it comes to Shoot actions, but a d8 for Close Combat.

Ranger: Ignore terrain penalties for movement.

Regenerate: You heal one Wound at the end of each turn. If knocked “Out of Action” you are out for the game. In the case of Grunts, place one new replacement Grunt-model at the edge of the table for any lost during the game.

Running Attack: After making a Close Combat attack, you may use any remaining movement to engage a new enemy.

Shape-Shifter: You have an alternate form. Create two different roster profiles for yourself. As an action, you may switch to the other profile. This lasts for the rest of the game. This is a good trait for werewolf or alien types.

***Sixth Sense:** You can force an enemy to re-roll one shoot action against you a turn.

Slippery: You ignore the 1” rule for proximity to enemy figures and can leave Close Combat when activated.

Small: You are smaller than most. That makes you a hard target. Enemies shooting at you get a -1 to their roll. However, your size gives you only 2 wounds instead of the normal 3, as well as a -1 to any wound rolls you deliver in Close Combat.

Smart: Add +1 to any task roll.

Sniper: Once per turn you may re-roll a Shoot roll.

Solid as a Rock: You are never pushed back or moved in Close Combat.

Soulless: You never take Shaken results. But your lack of self-preservation makes you easier to hit. Anyone targeting you with a Shoot action gets a +1 to their roll. This is a great trait for robots and undead types.

Sprinter: Gets 3” of free movement a turn. This is free of any other actions you take, You could take two shoot actions and still move 3”.

Steady: You ignore Shock and Wounds penalties when Shooting.

Stealthy: -1 to be hit if target of Shooting. This does stack with Creeping.

Street fighter: You don’t suffer the negative modifier for facing more than one opponent in Close Combat.

Strong: +1 to knock down doors and you can carry Team Weapons alone.

***Stun:** As an action, you place a Shock marker on all miniatures within 3”.

***Summoner:** Once a game, you can use both actions in a turn to summon a group of Grunts. They are placed on the table within 6” of you. They will be dealt a card the following turn. These Grunts must be identified before the game with accompanying miniatures.

Swordsman: Add a +1 to Close Combat rolls if armed with a Close Combat weapon.

Thundering Charge: Add +1 to Close Combat roll if you are the attacker.

2 Fisted: You have a Close Combat Weapon in each hand. Roll two different dice in Close Combat. Roll a d10 for the primary weapon and a d8 for the off hand. If the off hand rolls higher than enemy, no wounds are caused to you. Vets use d12 and d10.

So, you could, in theory, lose the roll with the primary but win with the off hand. That means no damage to you, but also none to the enemy. This would also be a good trait for an alien with crablike claws, or a model with a shield.

Tough as Nails: You can take up to 4 Wounds instead of 3.

Two Guns: You can carry two different weapons at the same time. You can use burst fire (see below) at close range without having to go “Out of Ammo” automatically.

Unstoppable: If you put your opponent “Out of Action” in Close Combat, you may immediately engage another enemy up to 5” away.

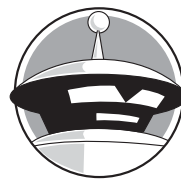
***Veteran:** You use a d12 for all rolls.

***9 Lives:** Once per game, you may convert an “Out of Action” result to 1 Wound instead.

Negative Traits

The Traits listed above are Positive Traits. They generally help the model survive his or her tabletop world. But, you may choose to take on a Negative Trait for a miniature. These are things like “Drunkard” and “Weakling”. Why would I ever choose a Negative Trait you ask? Negative Traits essentially cancel out one of your Positive Traits allowing you to take on another.

You may only take one Negative Trait.



“For example, Tac Sergeant Muldoon above has chosen “Strong” and “Deadeye” as his Traits. He would like another, so he takes on the Negative Trait “Drunkard”.

This frees him up to take on another Trait, but at the cost of starting every game drunk, which in game terms means he starts each scenario with a wound to represent his inebriation. Muldoon picks “Quick”.



Killer B® miniatures with the big guy converted a from Wizards of the Coast® miniature.

Coward: You must roll a 5+ before engaging in Close Combat.

Drunkard: You start the game with one Wound already (with all the minuses associated). You can "heal" during the game as usual with a Queen of Hearts.

Heavy Trigger: When shooting if a "1" is rolled, roll again. On a "1, 2 or 3" you are completely out of ammo for the rest of the game. No Shooting.

Green: You use a d8 for all rolls.

Gun-shy: You have a -1 to Wound rolls made against opponents when shooting.

Lilly livered: -1 to all Recovery rolls.

Lousy shot: -1 to hit when Shooting.

Sickly: +1 to all Wound rolls made against this model.

Sissy: -1 to all Close Combat rolls.

Slow: -1" to movement Actions.

Unlucky: Each enemy model may re-roll any die roll against you once a turn.

Weakling: You can only take 2 Wounds instead of 3.

Crew Traits

After you have put together your crew, it's time to give them a Crew Trait. This is a skill or ability the whole team benefits from. This could be special training, gear or alien ability. If a crew member already has a Group Trait, such as Killer, they do not get to double up.

Advanced comms: High tech gear or some sort of hive mind means your crew is dealt an extra card at the beginning of the round. After you have had a chance to look at the cards, pick your least favorite card to discard. You must have at least two miniatures on the table to get the bonus card.

Amphibious: Your whole crew has the Amphibious Trait.

Above Average: Your crew has no Specialist, but each remaining crew member besides the Leader gets an additional Trait. This does not apply to Grunts.

Armored: Your entire crew has Armor.

Bloodthirsty: Your crew is Bloodthirsty.

Camouflage: Your entire crew has the Camouflage trait.

Cool Headed: Your entire crew has the Cool Headed trait.

Deadeye: Your entire crew has the Deadeye trait.

Distress Beacon: Before the game roll a d10. On a 5 or higher you are joined by 2 Regulars or 1 Specialist.

Eagle Eyed: Your entire crew has the Eagle Eyed trait.

Fearless: Your entire crew is Fearless.

Ferocious: Your entire crew has the Ferocious trait.

Fliers: Your entire crew are Fliers.

Heroes All: Your crew consists of 4 Specialists and no Leader.

Horde: Your Specialist spot, and all 3 Regular spots are filled by Grunts instead.

Infiltrators: Your entire crew has the Infiltrator trait.

Killers: Your entire crew has the Killer trait.

Legendary: You start each game with 3 Renown points (see *Renown*, below)

Loyal: Your entire crew has the Loyal trait.

Quick: Your whole crew has the Quick trait.

Ranger: Your crew Ignores terrain penalties.

Shapeshifters: Your entire crew are Shapeshifters.

Soulless: Your entire crew are Soulless. Robot Legion!

Special Ops: Your crew has no Leader, but instead you gain 3 Regular spots.

Stable: Your crew starts the game mounted.

Stealthy: Your entire crew has the Stealthy trait.

Tactical: You replace one of your Regulars with a Specialist.

Workshop: Start the game with an additional piece of random gear.

Sample Crew



"Here's a Crew fleshing Steve made for his Colonial Marines. The Crew is led by Captain Hazzard. He has the Leader trait free and chooses Dodge, Invulnerable and Killer for his 3 traits. No traits effect his die-types so they remain a d10. The rest of his Crew is pretty standard. He chooses a Specialist armed with a rocket launcher that gets 2 skills, and 3 Regulars carrying auto rifles and a shotgun. For their Crew trait, he chooses Advanced Comms. Now, they just need some Xenos to hunt."

NAME: Captain Hazzard

d10 SHOOT

d10 CLOSE COMBAT

LEADER

TRAITS
Leader (free)
Dodge,
Invulnerable
Killer
Crew: Advanced Comms

WEAPONS
Auto Rifle, Auto Pistol

NAME: Sgt. Brock

d10 SHOOT

d10 CLOSE COMBAT

SPECIALIST

TRAITS
Cunning
Deadeye
Crew: Advanced Comms

WEAPONS
Rocket Launcher, Auto Pistol

NAME: Jenkins

d10 SHOOT

d10 CLOSE COMBAT

REGULAR

TRAITS
Eagle-Eyed
Crew: Advanced Comms

WEAPONS
Auto Rifle

NAME: Peters

d10 SHOOT

d10 CLOSE COMBAT

REGULAR

TRAITS
Indomitable
Crew: Advanced Comms

WEAPONS
Auto Rifle

NAME: Slim

d10 SHOOT

d10 CLOSE COMBAT

REGULAR

TRAITS
Quick
Crew: Advanced Comms

WEAPONS
Shotgun

Alien Monsters and Galactic Heroes

The Universe is full of wonders, but it's also full of terrible creatures that want to kill you. To represent them on the tabletop, we've created a new category, the Alien Monster. They can be a giant worm, space dragon, four-armed ape, or creature from the Outer Dark.

To face them, we have Galactic Heroes. Galactic Heroes are the truly epic champions of legend. They are fearless defenders of freedom across the galaxy, or handsome rogues who look out for the little guy. Galactic Heroes can be the mystic Templars of the Eternal Light, or if you're looking for villains, their rivals, the Templars of the Infinite Void.

Both Alien Monsters and Galactic Heroes should only be created for special scenarios and run by a third party like a Gamemaster. Or, both players control a monster or hero.

Feel free to create your own Monsters and Heroes, but here are some basic guidelines to help.

Alien monsters get 5 traits. They are allowed to use "Leader only" traits as well. They may also choose from these "Monsters only" traits below:

Alien Monsters Traits

Cause Fear: The monster instills fear in all that meet its gaze. As an action, the monster may use this ability on any enemy within 12".

The fear is induced similar to Close Combat. Both monster and victim roll Close Combat dice. If the victim rolls higher, nothing happens. They have overcome their fears and are immune to any further attempts by the monster.

If the monster rolls higher, subtract the victim's roll and use the difference on the chart below:

1-2: The victim becomes fearful and immediately pulls back one move from the attacker.

3-5: The victim becomes fearful and immediately pulls back one move from the attacker and gets a Shock marker.

6-8: The victim is paralyzed with fear and stands rooted to the spot, Helpless. The figure must be rescued before it can be activated again.*

9+: The victim is terror stricken and immediately flees from the table.

Modifiers: +2 if Fearless, -1 for every Shock or Wound marker

** The victim must make a Recovery roll to shake off the Helpless status. If another member of the victim's crew moves into contact and uses an action, the victim automatically recovers. While helpless, the victim rolls no dice in Close Combat and any enemy shooting them receives a +2 to their roll.*

Denizen of the Outer Dark: Any figure Shooting at or in Close Combat with this creature, must reduce their die type. A Veteran would roll a d10, a Regular a d8, and Grunts and Green troops would roll a 6 sided die.

Extended Reach: The monster's Close Combat range is extended to 6".

Fire Breathing: This creature can breath fire (or noxious gas, or lightning). Use the large flame template.

Gaping Maw: If a miniature is knocked Out of Action in Close Combat by this monster, they are consumed. Every friendly figure within 12" must take a Shock marker.

God-like: This beast ignores Wound penalties on movement, attack and recovery rolls. In addition, treat "Out of Action" rolls as Wounds instead. It can only be destroyed after losing all its wounds.

Huge: This miniature is truly enormous. That makes them an easy target. All shooters at this model get a +2 to their roll, but a -2 on the wound roll. Their size gives them 6 wounds instead of the normal 3, as well as a +2 to any wound rolls they deliver in Close Combat. In addition, they are never pushed back from combat.

Mesmerize: The alien creature has the ability to transfix its enemies and bend them to its will. As an action the monster may use this ability on any enemy within 12". The hypnosis is induced similar to Close Combat. Both monster and victim roll Close Combat dice. If the victim rolls higher, nothing happens. They have overcome the alien will of the monster and are immune to any further attempts.

If the monster rolls higher, subtract the victim's roll and use the difference on the chart below:

1-3: Unsuccessful, but the intended victim is confused by the experience and takes a Shock Marker.

4-7: Success! The victim enters a trance like state and is now Helpless. The figure must be freed before it can be activated again.*

8+: Success! The victim is now under the monster's will and can be activated next turn. Deal an extra card for the monster player.

Modifiers: +2 if Cunning, -1 for every Shock or Wound marker

** The victim must make a Recovery roll to shake off the Helpless status. If another member of the victim's crew moves into contact and uses an action, the victim automatically recovers. While helpless, the victim rolls no dice in Close Combat and any enemy shooting them receives a +2 to their roll.*

Predatory: The monster is a hunter and may Creep 5" instead of the usual 3". The monster can also start the scenario in hiding, and is not revealed until it activates.

Tunneler: This monster can bore through the ground at incredible speeds. Instead of moving above ground, this creature can move underground at the same speed. While underground it cannot be attacked. Similar to flyers, tunnelers ignore terrain penalties.

Galactic Hero Abilities

Galactic Heroes are created just like Leaders. In fact, they get the Leader trait free, and may choose any of the traits, including ones for Leaders only.

Our heroes are a cut above the rest. Because of this, they gain an advantage. If a Hero activates using a card of the red suit, (Hearts and Diamonds) they get an extra action. That's a total of three per turn!

Galactic Villains

If you need an ultra-baddie for your games, create a Galactic Villain. Just use the same rules for making a hero, but Villains use the black suits (Spades and Clubs) to gain their bonus action.



"Dash Dixon, Hero of the Spaceways, activates using a 10 of Hearts. Since this is a red suit, he gets a bonus action. He could move 3 times, sprinting across the battlefield at blinding speed, but decides instead to aim for his first action, shoot for his second and use his third to dive behind cover. Go Dash, GO!"



Two Templars duel

Alternative Armies© Psi Paladins in Dwarven Forge© terrain

Weapons

What's a Science Fiction game without Science Fiction weapons? The galaxy is full of wondrous technology. Much of it is good for killing things.

Some of these weapons have special rules that are listed in the weapon charts. We'll discuss them in greater detail on the next page.

Weapon Properties

Ammo Hog- These weapons use an extraordinary amount of energy or bullets. They go "Out of Ammo" on a Shoot roll of 1 or 2.

Armor Piercing or AP- Some specialty or heavy weapons will have an AP factor. When a target is hit, subtract this AP factor from any armor the miniature is wearing. For example, a Laser Pistol has an AP of 1. If it hits an enemy wearing armor, treat it as if the enemy had no armor. If the enemy is wearing heavy armor, treat him as if he is wearing regular armor.

Armor is discussed under Gear, below.

Blast - Weapons with explosive power like grenades and some heavy weapons will use a Blast template. A weapon with Blast capabilities will say Blast 3 or Blast 5, referring to the diameter size of the template. Templates can be placed anywhere within the weapons range, but must be centered on a miniature OR area within line of sight of the shooter. Mark this target point with a die or similar marker. Roll to hit as normal at short or long range.

Any figures with at least half under the template is hit by the blast. Roll on the Wound chart for each.

Notice both the templates have two rings. The center of the template is marked +1. This is added to the Wound roll.

If the shot misses, deviate the shot from the target point by rolling a d10. The "point" of the d10 becomes your direction and the number is the distance in inches. If the shot was long range, double the distance shown on die.

On a natural roll of "10" or above on the Shooting roll, the shot is particularly dramatic. All figures within 2" of the blast template take a Shock marker.

If the shooter rolls a natural "1", roll again. On a roll of 6 or higher, the live round is lodged in the barrel and mark them with an additional Reload marker. If the second roll is 1-5, BOOM! The round detonates with the template centered on the shooter.

Burst Fire- Most automatic weapons, and some energy weapons, are capable of spraying an area with large amounts of fire. Players have the option of using burst fire if the target is within short range. Use the 3" blast template but ignore the wound modifiers on the template. Roll to hit any miniature that is at least half covered by the template. These shots are at a -1 to hit due to the inaccuracy of spraying an area.

Putting out that much firepower automatically makes the shooter *Out of Ammo*.

Deadly- Deadly weapons are so good at killing, they automatically put their targets "Out of Action" on a Close Combat roll of 10 or above. No need for Wound rolls. Laser swords, chain swords and axes and some high energy weapons are Deadly.

Inaccurate- These weapons are either unwieldy due to their size or put out so much power, they're hard to hit to the broad side of a Boraxian Gargant. Inaccurate weapons give a minus -1 to the user's attacks, but deliver an extra +1 to any Wound rolls.

Limited Ammo- If you roll an “Out of Ammo” result when shooting, this weapon is out of ammo for the rest of the game.

Specialist- Only a Specialist or a Leader can use this weapon.

Splash Damage- Some weapons, like shotguns, spray projectiles in a wide arc, possibly hitting friend and foe alike. Roll to hit a target as usual.

Then roll to hit any miniature within 1” of the original target, if the shot was at short range. If the target was at long range, roll to hit any target within 2” of the original target. These extra hits are at a -1 to the Shoot roll.

Team- These weapons require a team to use. See *Teams*, below.

Ranged Weapons

Auto weapons- *This category covers a vast quantity of magazine or belt fed weapons capable of spewing projectiles at a high rate. These can be mass produced, high tech, magnetic pulse rifles or home made, back world bullet throwers.*

Auto Pistols are extremely common. Most people can’t afford a flashy Laser or Blaster pistol. Auto Pistols have a short range of 6” and a long range of 12”.

Submachine Guns have the range and ammunition of a pistol, but can use Burst Fire.

Auto Rifles have a short range of 12” and a long range of 24”, and may Burst Fire. Auto rifles are probably the most ubiquitous weapon found in the cosmos. Every planet seems to produce some form of rapid fire rifle.

Machine Guns are the heaviest of the auto guns. They require a *Team* to use. They have a short range of 18” and a long range of 36”

They may use Burst Fire, but because of their high capacity magazines, they do not go “Out of Ammo” automatically for using Burst Fire. Instead we give them the Ammo Hog trait.

Blasters are high energy weapons. Unlike lasers, which focus this energy into a tight beam, blasters get their name from the “blast” unleashed. All Blasters are Inaccurate, but they deal a +1 to the **Wound roll**. Blasters come in Pistol, Rifle and Heavy Blaster forms.

Blaster Pistols are preferred by heroes and rogues alike for their durability, and for the cool noise they make when fired. Blaster Pistols have a short range of 6” and a long range of 12’.

Blaster Rifles are favored by oppressive regimes across the galaxy. Their menacing size and destructive capabilities make them ideal for faceless minions of dark overlords. Blaster rifles have a short range of 12’ and a long range of 24”.

Heavy Blasters are terrifying weapons. Their huge barrels seem to disgorge death indiscriminately around the battlefield, leaving gaping holes in the terrain.

Heavy Blasters have a short range of 18" and a long range of 36".

A *Specialist* is the only member of your crew who can use a Heavy Blaster and must be *Strong* to carry a Heavy Blaster alone. Otherwise, Heavy Blasters need a Team to carry and fire (see *Teams*, below).

Grenades come in all shapes and sizes, but usually consist of a hand held explosive device that can be activated then thrown. Grenades are Blast weapons and use the 3" Blast template. Rather than a fixed range, grenades can be thrown a d10 plus 3".

First mark the area (you can use a die) where the player would like to throw it.

Next, roll d10 for the distance the grenade flies, and add 3". Measure from the model throwing to the target marker out to the distance rolled. This is where to center the template.

Any models that are at least half under the template are hit by the blast.

When rolling to hit, a roll of "1" causes the grenade to detonate in the model's hand. BOOM! Roll with a +1 on the Wound chart. Any friendly models under the template are hit as usual.

There are several types of grenades:

Frag grenades send sharp chunks of metal in every direction. Use the rules as is, from above. On a natural roll of "10" or above on the Shooting roll, the shot is particularly dramatic. All figures within 2" of the blast template take a Shock marker.

Goo grenades, or webbers, cover the area in a super sticky goo. Any miniature under the blast template must a Hard Task roll (8+). Strong figures can add +2 to this roll. Miniatures who make the roll are unaffected. Miniatures that fail are stuck, helpless.

The victim must pass a Hard Task to escape. If another member of the victim's crew moves into contact and uses an action, the victim automatically recovers. While trapped, the victim rolls no dice in Close Combat and any enemy shooting them receives a +2 to their roll.

Shock grenades emit a concentrated electrical charge. Ignore the "Out of Action" result on the Wound chart, but add an additional Shock marker. Shock grenades armor penalties.

Robots take an additional +1 to the Wound chart roll.

Smoke grenades are useful for creating a line-of-sight blocking area the size of the 5" template. Roll at the end of the turn. On a d10 roll of 6+ the smoke dissipates.

Stun grenades send out a shock wave of sound of bright light. Any model under the template receives 2 shock markers. Soulless troops are unaffected.

Grenade Launchers allow you to send grenades a longer distance. Instead of using the throwing rules above, grenade launchers have a 10" short range, and a 20" long range. They follow the *Blast* rules, above.

Lasers emit an intense ray of light that cuts through most materials easily.

Due to their complexity, Lasers are extremely rare. Lasers come in Pistol, Rifle and Heavy Laser forms. Lasers are Ammo Hogs. That means they are out of ammo on a roll of 1 or 2. They are also referred to as Rayguns or Beamers.

Laser Pistols have a short range of 8" and a long range of 16". In addition, they have armor penetration (AP) value of 1.

Laser Rifles have a short range of 16" and a long range of 32". Like their smaller brethren, they have armor penetration (AP) value of 1.

Heavy Lasers are the top of the food chain when it comes to destruction. These killers are usually mounted on heavy warbots and tanks, but have been known to show up being lugged around by large mutants or genetically enhance super soldiers.

Heavy Lasers have a short range of 24" and a long range of 48". They have armor penetration value (AP) of 2, meaning they ignore both heavy and regular armor.

Heavy Lasers use the 3" Burst template at short range.

A *Specialist* is the only member of your crew who can use a Heavy Laser and must be Strong to carry a Heavy Laser alone. Otherwise, Heavy Lasers need a Team to carry and fire (see Teams, below).

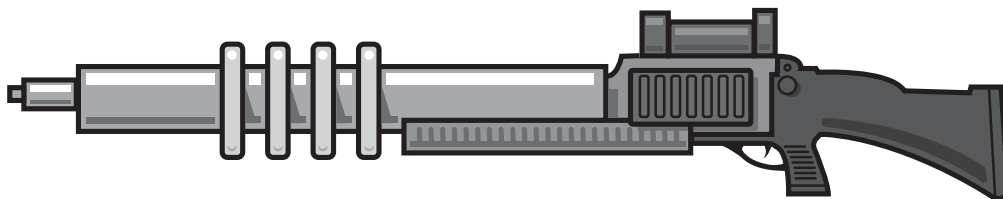
Mazers use focused microwave energy. A mazer's invisible beams ignore cover and one level of armor (AP), cooking a target from the inside out. Or at least giving them a nasty radiation burn.

Mazer guns have a short range of 8" and long range of 16". They are also *Ammo Hogs*.

Rocket Launchers fire rocket-propelled explosive projectiles. They can be portable, shoulder fired launchers, or larger vehicle mounted. We're just concerning ourselves with man (or alien) portable ones.

Rocket Launchers are *Blast* weapons with *Limited Ammo*, and have a short range of 12" and a long range of 24". They use the 5" Blast template. Only *Specialists* can carry them.

Shotguns are capable of firing pellets or flechettes in a wide area. Shotguns have a short range of 6" and a long range of 12", and do *Splash* damage.



Sniper Rifles are essentially regular rifles, but have advanced optics and balance. For this reason, we give them a short range of 16" and a long range of 32". To get the best results from a sniper rifle only *Specialists* can carry them.

Stunners come in a variety of shapes and sizes. Some stunners use electrified wires, some emit a low level electromagnetic burst or sonic blast. Stunners ignore armor values on human sized or smaller creatures. Living creatures hit by a stunner roll at a -1 on the Wound Chart while Soulless troops have a +1 on the Wound Chart.

Stunners have a short range of 6" and a long range of 12".

Flamers use the teardrop template and follow the rules for Burst weapons, except the template is placed with the thinner end at the base of the shooter. The template has short and long range rings. Those targets within short range have a +1 on Wound rolls.

Flamers have *Limited Ammo*, and require a *Specialist* to use them.

Primitive weapons can be found on back-water planets around the galaxy. Many isolated tribes still put archaic weapons to good use.

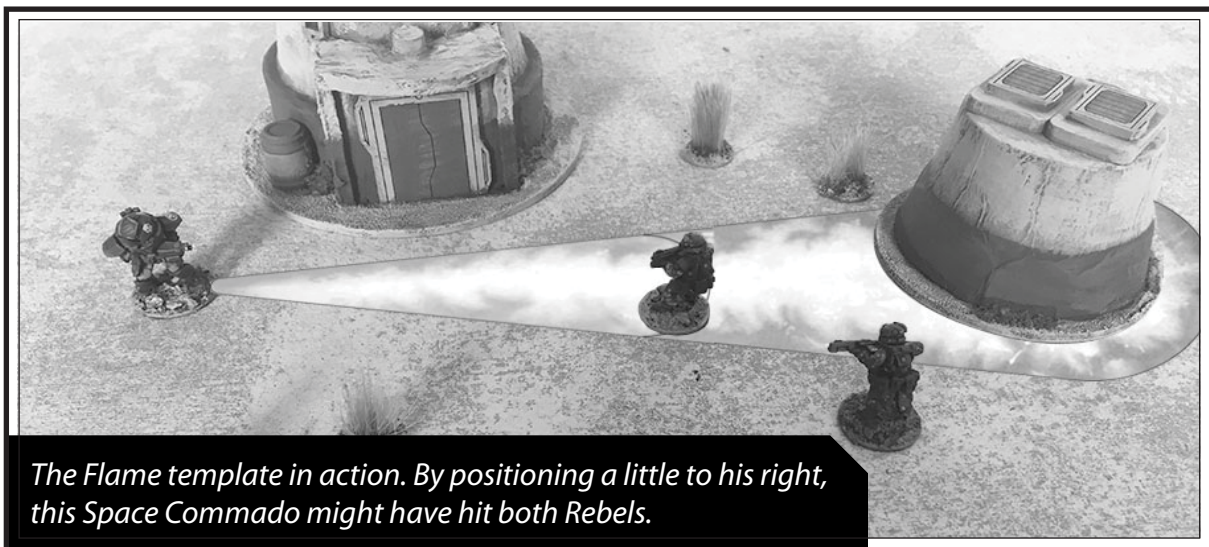
Spears can be used as a Close Combat weapon (see below) or thrown 3" for short range, and 6" for long. If thrown, the miniature is Out of Ammo. Players can decide to make spears Limited Ammo instead.

Bows and Crossbows can be high or low tech. Both bows and crossbows have a short range of 9", and a long range of 18".

Bows may be shot as normal. If an unmodified "1" is rolled, roll again. If a 1-5 is rolled, then the shooter is permanently Out of Ammo.

Crossbows must be reloaded after every shot. Mark them with an "Ammo" marker after they shoot.

Crossbows get a +1 to the Wound roll at Short range.



Blue Moon© miniature torching some Pig Iron Productions© rebels. Terrain from scratch.

Weapon Teams

Some weapons are either too large or heavy for one individual to comfortably use. We give these weapons the “Team” property.

A team usually consists of at least two miniatures, a gunner and a loader. The two miniatures move together as one. Therefore, they are only dealt one card for both of them. The size and weight of the weapon slows the team down to 4” per action. And it takes two full, uninterrupted actions to set up a team weapon before it can fire.

Once set up, the weapon functions like any other, but it requires a separate action to break down a team weapon before it can move again.

If a team is fired on, randomize which one is hit, unless they are the target of a burst or blast.

If the team is charged in Close Combat, the attacker must fight both using the Multiple Combatants rule (see page 13).

If the team is reduced to one miniature, it is no longer a team. The weapon can still be fired, but only by the Specialist gunner, and cannot be moved. A new member from your crew can be moved into contact with the weapon to form a new team. If the gunner is Out of Action, so is the gun for purposes of the game.



Close Combat Weapons

Though the galaxy provides a multitude of ways to kill each other from a distance, some people still like to handle things up close and personal. The weapons have been broken down into very broad categories. There is no difference between a cutlass and a longsword for our purposes. A sword is a sword.

Daggers, knives and bayonets are the smallest of the Close Combat weapons. Crew members armed with them win ties in close combat if their opponent is not armed with a close combat weapon.

Swords come in all shapes and sizes, but are all long, pointy, and good stabbing and slashing. Swords give a +1 to hit in Close Combat.

Spears and pole arms give the wielder a small bonus in reach. A miniature armed with a spear or other “weapon on a pole” may initiate Close Combat from 2” away, similar to the “Lunge” trait. If the pole arm user wins the combat, but doesn’t down their opponent, they can keep their target at a distance, outside the normal 1” proximity rule.

Axes can be deadly in the right hands (or tentacles). They add +1 to the Wound roll.

Clubs and bashing weapons require less skill to use. These weapons do less damage but can stun targets easier. Clubs and other bashing weapons have a -1 on the Wound roll, but add an additional Shock marker.

Whips can be used to shock, wound or entangle. A whip wielding miniature can attack from up to 6" away. Make an opposed Close Combat roll as usual, but if the defender should win, the attacker cannot be harmed.

If the attack succeeds, roll to wound as normal, but an "Out of Action" result means the target has been wrapped up in the whip and is *helpless*.

The victim must make a Recovery roll to shake off the helpless result. If another member of the victim's crew moves into contact and uses an action, the victim automatically recovers.

Power weapons can turn ordinary weapons into weapons of legend. Metal cutting edges are replaced by laser, plasma energy or rotating cutting chains.

Use the regular rules for each weapon type, but the weapons become Deadly (see above).

For example, if you wanted a Powermaul, treat it as a club, with the -1 on the Wound roll, but add an additional Shock marker. If you should roll a 10 or more on the Close Combat roll, it automatically puts the target Out of Action.

Gear

Gear can be used to upgrade a miniature or crew beyond its normal build guidelines. Gear can be acquired either by having the Gadgeteer trait, by purchasing with Glory (see below), or by gathering it as part of a scenario. What follows is but a short list. Feel free to add new pieces of equipment, as long as all players involved agree.

Gear can be randomly assigned by using the chart on the following page.

Autonomous Turrets can be placed on the battlefield, and act independently to provide cover fire. A miniature carrying one must use both actions to set up the turret. Once placed, the turret has a 360 degree fire arc, but cannot be moved again for the duration of the game. It has the range and striking power of the weapon mounted on it. This can be a Machine Gun, Heavy Blaster or Heavy Laser.

Autonomous turrets have Limited Ammo and can be disabled by an enemy contacting it in Close Combat.

The turrets fire at the beginning of the turn, before players activate. If multiple turrets are in play, players can dice off to see which fires first.

Combat drugs allow a miniature to spend an action to remove all shock, either from themselves or another miniature in contact. This functions like a *Queen of Spades* Special card. It has one use per game.

Comms jammers negate the use of *Advanced Comms* trait by the enemy.

Drones are small hovering, remote controlled devices that allow the controlling side to have line of sight, even though they might not have it themselves. They see what the drone sees.

Miniatures armed with grenades or grenade launchers may use them to target enemies they can't normally see.

If you buy or acquire a drone, roll a d10. On a 9 or 10, the drone is also armed with an autorifle.

Drones are have the *Small* and *Flier* trait, and are *Soulless*.

Drones move at the beginning of the turn, before players activate.

Exoskeletons are metal frames that allow a crew members to have increased strength and speed. A miniature with an exoskeleton gets the *Strong* and *Quick* Traits.

Extra Ammo allows you to ignore the first *Out of Ammo* result.

Heavy Armor functions much the same as the *Armored* trait. However, you have a -1 to be hit in combat, and a -2 to wound rolls against you. Most heavy armor has a power source to drive the synthetic muscles it takes to wear it, giving the wearer the *Strong* trait.

Holo-suits cover their wearer in a shimmering holographic blur, making them almost invisible. Enemies receive a -1 on their shoot rolls to target holo-suit wearers. This modifier stacks with cover, allowing a holo-suit in cover to act as a -2 modifier to Shoot rolls.

If a miniature wearing a holo-suit is wounded, roll a die. On a "1" the holo-suit is too damaged to work for the rest of the game.

Jetpacks allow crew members to have the *Flier* trait. Roll after each flight. On a "1" the jetpack is out of fuel for the rest of the game.

Medi-packs allow a miniature to spend an action to remove one wound, either from themselves or another miniature in contact. This functions like a *Queen of Hearts* Special card. It has one use per game.

Micro Launchers allow a model to have a grenade launcher attached to their primary ranged weapon.

Phase Suits allow a miniature to pass through a solid wall or object by temporarily entering another dimension. They become solid as soon as they pass through. Because of the strain on mind and body, roll a d10 each time the phase suit is used. On roll of 1 or 2, roll again on the Wound chart.

RANDOM GEAR- Roll 2 d10s and add the results.

Roll	
2	Autonomous Turret
3-4	Combat Drugs
5	Comms Jammer
6	Drone
7	Exoskeleton
8-9	Extra Ammo
10	Heavy Armor
11	Holo-suit
12	Jetpack
13-14	Medi-pack
15	Micro Launcher
16	Phase Suit
17	Power Fist
18	Psionic Helmet
19	Teleporter Belt
20	Choose One

Power Fists are large gauntlets that amplify a miniature's strength and punching power. The power fist adds a +1 to hit in Close Combat and a +1 to the Wound roll.

Psionic Helmets give the wearer one of the abilities listed below in *Psionics*.

Teleporter Belts can instantaneously move the wearer anywhere on the battlefield by using an Action to activate it. Pick a spot somewhere on the battlefield the user has line of sight to. Place a marker or die there and roll a d10.

The "point" of the d10 shows the direction the user deviates from the intended destination, and number shown on the die is the distance in inches. The farther the user "jumps", the more deviation. If the user attempts a teleport over 24" double the deviation distance shown on the die.

If the new location puts the miniature into a solid piece of terrain like wall, place the miniature next to the terrain and roll on the Wound chart.

Psionics and Power of the Universe

Sometimes the most powerful weapon in the universe can be the mind. By harnessing the raw power of the fabric of time and space, a wielder can stop bullets and laser bolts, heal wounds and cloud enemy minds.

We call these abilities *Psionics*.

There are those that believe the universe is full of wonder and light. The abundance of light and warmth can be harnessed for good. These are the Templars of Eternal Light. Their Order spans the known galaxies, spreading peace, but offering battle only when needed to help the weak and subjugated. Theirs is the Path of Light.

And there are those that see the universe as a cold, brutal place that has no pity for the weak. Only through strife can a species evolve. These are the Templars of the Infinite Void. Though their order is not as large as the Light Templars, they make up for numbers with sheer brutality. Theirs is the Path of Darkness.

Players can add psionic powers to their games. They should choose whether the miniature follows the Path of Light or Dark. Both are considered *Galactic Heroes* or *Villains*, and follow the rules for them. Light powers gain an extra action per turn for activating on a red suit card, while Dark powers use the black suits.

As an action, a Templar can use a psionic power from the list below:

Powers

Braveheart- Make a Shock Recovery roll with a +1.

Crush- (Void Templars only) Make a mental attack on any one enemy within sight. This attack has a short range of 6" and a long range of 12". Ignore cover & armor.

Deflect- If fired at and missed, the Templar immediately rolls to hit the attacker if they are within 12". The deflected shot hits on a 5+.

On a roll of "1" by the Templar, the shooter decides where the shot goes.

This power is used as a reaction, and does not require an action to use.



"Templar of Light, Wilja Stind is fired upon by an Imperial Shocktrooper 11" away. The shot misses, so Wilja tries to deflect the shot back at the

Shocktrooper. Wilja rolls a "6" and successfully sends the blaster shot back at the faceless minion. Now he rolls to wound using the +1 blasters have. Ouch!"

Heal- (Light Templars only) Use 1 action if in contact with another figure. Remove one wound or all shock markers.

Leap- The Templar can add an extra +d10" to any jump.

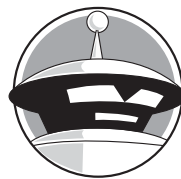
Push- Place the 3" template up to 12" away. Roll to hit any enemies under the template on a 5+. Any figures under it, receive a shock marker and are pushed 6" back. On a roll of "1", the Templar is hit with shock marker.

Shield- Use the 3" template centered on wielder. This invisible shield counts as hard cover until the Templar moves or attacks.

Telekinetic grab- A Templar can "grab" an item up to 12" away. This requires a roll of 8+ for an item 1" x 1" in size. The item requires a roll one higher for each 1" size larger. *For example, an item 3" x 3" in size requires a roll of 10+.*

The item or person can be moved 5" per action. A Templar could use this power on themselves to achieve telekinetic flight, or use on an enemy to lift and drop them (see falling rules above). The item is assumed to be on the ground at the end of the Templar's activation. It can't be held turn to turn.

Add +1 to the Wound roll for objects thrown for each size increment of 1".



"Dargo Vrath, Dark Templar, activates using an 7 of Spades. Because he is a Galactic Villain that activated on a black card, he uses the

first of his 3 actions to telekenetically grab a 2" x 2" boulder. Being a Veteran he rolls a 12-sided die and gets an 8. This would be a success if the boulder was smaller, but because it's 2 x 2", he needs a "9" or above.

Luckily, Dargo activated using a 7 card and gets to roll again. This time he gets a "9". Success! With his second action, he hurls the rock 5" towards his mortal enemy, Wilja Stind. Wilja is 6" from the boulder so Dargo has to use his third action to move it into contact with Wilja. BAM!

Now, Dargo rolls to Wound, adding a +1 for the size of the 2 x 2" boulder.

Dargo could have just charged Wilja, but that's not as dastardly."

On a roll of "1", the telekinetic grab forces the item away d10" inches.

Renown

Renown represents your Crew's reputation, good or bad, around the galaxy. Are you hardened criminals whose very name inspires terror, or laughable misfits who are jeered by the locals?

Renown points (RPs) are gained by playing scenarios or because of traits. RPs can be spent to replace or improve crew members, buy new equipment, or used as rerolls on a 1 to 1 basis during a game.

RPs don't have to be spent right away, and can be saved for later.

Spending Renown

If you need to replace a dead crew member, simply use the same rules you did when you first created your gang.

Replacement Leaders cost 6 RPs

Specialists cost 4 RPs

Regulars and Grunts cost 2 RP

It goes without saying, there can only be one Leader per Crew. There is no maximum size, but you'll find it's hard to keep track of more than 10 miniatures.

If you want to use RPs to purchase an additional trait for a crew member, it costs double what the original cost was. For example, if you want to give a favorite Regular a new trait, it will cost 4 RPs.

Renown can also be spent during a game as a reroll. Simply announce you are using a Renown Point as a reroll. Think of this as spending a little of your luck, reputation or will to influence the outcome. This can only be done once per turn. You can't reroll a reroll.

Post Game

If you want to see what happens after the game, or decide to play a campaign using Galactic Heroes, there's a good chance you'll lose a few crew along the way.

The smoke has cleared and bodies litter the ground. Now what?

It depends on whether you won the scenario or lost. Whichever player scored the most Renown for the scenario is considered the winner, no matter what the body count.

Roll d10 for each model in your gang that is wounded or knocked Out of Action and see the chart below.

d10 roll	Result
1-5	"Just winged me"
6-7	"It's not so bad"
8	"Call the medic"
9	"Shot full of holes"
10+	"It's the airlock for you"

Modifiers to the roll:

+1 If model was on losing side of scenario

+1 If model was "Out of Action"

Results:

Just winged me- Crew member makes a full recovery and is ready to fight next game!

It's not so bad- Crew member must miss the next game, but is ready the following game.

Call the medics- The crew member must miss the next game. When they return the following game, they must start the game as if already Wounded, i.e. -1 to all rolls and moves. As with any Wound, a Special Queen of Hearts card can remove the wound.

Shot full of holes- Crew member must miss the next game, but is ready the following game. However, the miniature is permanently damaged.

The crew member must choose a Negative Trait. If the crew member already has 2 Negative Traits, ignore this part of the result.

It's the airlock for you- The crew member is dead. Start looking for a replacement.

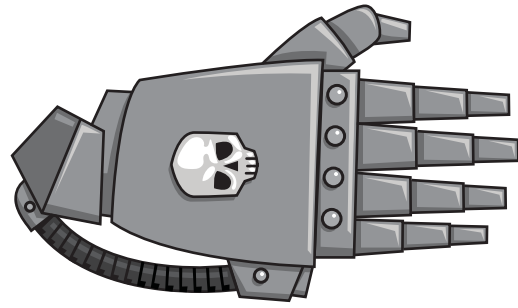
As you can see, it pays to be the winner when it comes to your crew's survival.

Luck

Have a favorite crew member that just got killed? Have no fear.

After you check the survival of each miniature, you may select one of them. Even if they suffered a *"It's the airlock for you"* result, they have managed to survive.

This miniature took the bullet to their lucky charm instead, or it hit their whiskey flask, or they're just protected by the Light of the Universe. Explain it however you want. This guy just got lucky. They can play the next game as if nothing happened.



Guns for Hire

If you start a scenario outnumbered by 3 or more models, you may bolster your numbers by adding a group of Grunts armed with pistols. These are down on their luck mercenaries or just street dregs. Either way they only stay for this scenario and are gone.

Useless Crews

There may come a time in your campaign where one crew is just too chewed up, broken or dead to continue. At any point during the campaign you may throw away your crew and start fresh.

Create your new crew the same way as the old, but there is one penalty. No new crew, started after the campaign starts, may be created with any Traits, other than the Leader. They can pick up traits later by spending Renown.

Changing things up

If you find certain scenarios are too tough, you don't have the required terrain or miniatures, or there isn't enough Renown to go around, feel free to adjust them to your liking. Just make sure all parties involved in the game agree on any changes

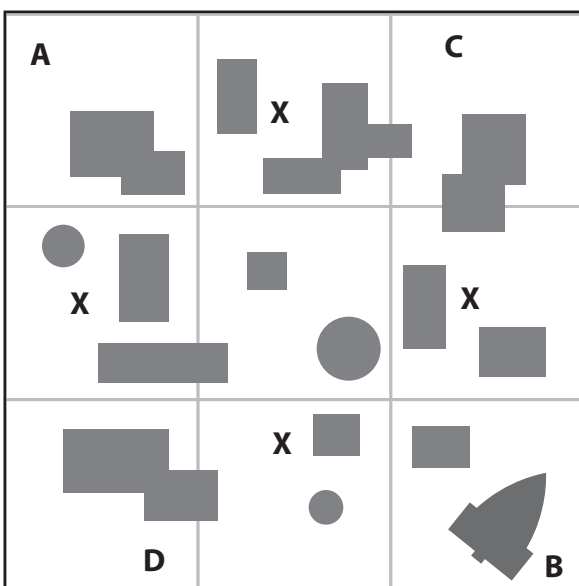
Scenarios

These Aren't the Bots You're Looking For

2 - 4 Players

3x3' Playing Area

The plans for the Empire's new Doom Moon have been stolen. The plans are on a robot that's been captured by rebel forces. The rebels must cross a notoriously villainous desert town to get to their waiting ship. If that wasn't hard enough, the plans are in fragments. The rebels only have half of the plans. The other half is being carried by another robot somewhere in town. But which one?



The Set Up

The table should feature mostly buildings. If you your collection doesn't have buildings, feel free to use what you do have, as long as there is lots of cover.

The Rebels enter at "A" and must cross to the waiting ship at "B". If you don't have a ship, just have them exit the table.

The Imperial forces enter from "C" and "D".

The extra robots start at the "X" spots.

Forces

Both sides should have a standard squad of 5 miniatures led by a Leader with a Specialist and 3 Regulars.

One of the rebel groups should contain the robot with half the plans.

Special Rules

The Robot- The rebel player(s) must assign a miniature to escort the robot they have. The robot moves with the assigned miniature. It will move when he/she does and stay within 1". The rebel player may elect to leave the robot unattended, in which case the robot will move randomly when the other robots do (*see below*).

To take possession of a robot, a miniature must contact it and spend an action.

The Joker- This scenario requires the Joker to be shuffled into the deck. It functions just like an Ace of the lowest suit, and when played it will activate the below:

Random robot movement- When a joker is played, after the miniature activates, roll a d10 for each robot on the table. The direction the die points is the direction the robot moves, and the number is the distance in inches. If the path would take the robot off the table or into a building or wall, just have it stop.

Which robot has the plans?- When a miniature contacts a robot it must spend an action. Next, roll a d10. If a "10" is rolled, this is the robot you're looking for.

If a 10 is not rolled, add +1 to the next roll

for the next robot. If no 10s are rolled when the last robot is reached, it is obviously the one containing the second half of the plans.

Victory

The rebels win if they can get both robots to the ship at location B and receive 5 Renown Points. If they are only able to get one robot to the ship, they only receive 1 RP.

The Imperial forces must capture both robots to win. They cannot destroy the robots to win. The Emperor wants to know how the plans were stolen and needs the robots intact. The Empire gets 5 RP if they are both recovered and moved to either location C or D.

For purposes of the scenario, the waiting spaceship cannot be destroyed.

Variations- If you don't have the right terrain or miniatures, you can substitute the robots for diplomats or technicians.

The game can be scaled up to 4 or more players, just make sure the forces are balanced. You may want to increase the table size to 4'x4' after 4 players.

You can also place a time limit on the game. The ship needs take off before Imperial ships blockade the planet.

At the end of turn 6, roll a d10. If the die result 6 or below, the ship had to take off. If the roll is 7 or more, that becomes the last turn number for the game.

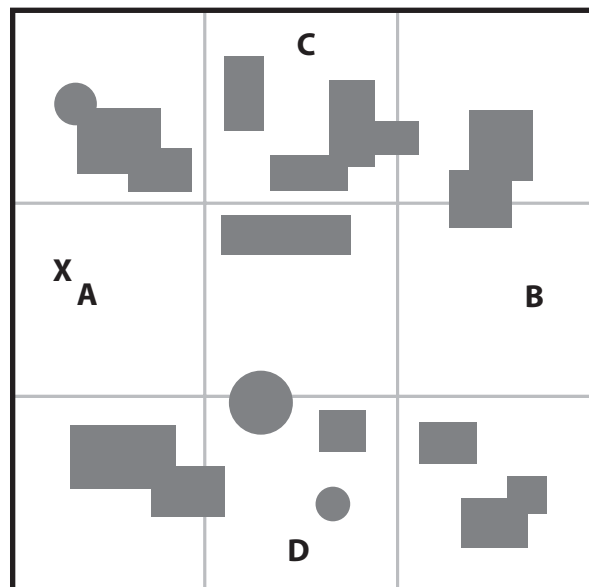
A Hive of Scum and Villainy

4 Players

3x3' Playing Area

A group of smugglers has stolen a shipment of hyperfuel from the Empire. They plan to sell it to a group of pirates at a settlement on a small, dusty, backwater planet.

Things should go smoothly, but they're unaware the Empire and some down on their luck rebels are about to interfere.



The Setup

The table should feature mostly buildings. If you your collection doesn't have buildings, feel free to use what you do have, as long as there is lots of cover.

The Smugglers enter at "A" while the pirates start at "B".

The Imperial forces enter from "C" and the rebels start at "D".

Forces

All crews start with a standard squad of 5 miniatures led by a Leader with a Specialist and 3 Regulars. One of the Regulars can be substituted for a group of Grunts.

The smugglers start with a hover sledge (or wagon, or truck, etc.) carrying the hyper fuel, which can be moved a maximum of 6" a turn.

Special Rules

Sand Storm- Shuffle one of the jokers into the deck. When a joker is played, after the miniature activates, one of the planets notorious sand storms hits. It will last until a joker is played again.

While a storm is in effect, all line of sight is reduced to 12". All weapon ranges are halved. For example, a pistol would go from 6" short range, to 3" short range.

The Locals- The denizens of the town are used to the occasional sound of blaster fire. What they don't like is when it gets in the way of their business.

Before the shooting starts, crewmembers may enter buildings freely. After the first weapon is fired, crew entering a new building must take a close range blaster shot. This can be rolled by the player moving the miniature or another. This shot represents the locals defending their turf.

After the shot has been resolved, the local disappears out back, and the building is clear to enter for the rest of the game.

Strafing Run- At the end of each turn that a sand storm is NOT in effect, the Imperial player may call in air strike from star-carrier based fighters waiting in orbit.

Simply place the 5" blast template anywhere on the table. Next roll a d10. The direction the die points is the direction the blast template moves, and the number is the distance in inches.

Roll to wound any miniatures caught under the template.

Victory

The smugglers must successfully complete their deal with the pirates. This involves getting the fuel to the pirates and making the exchange of credits. A smugglers must get the fuel into contact with a pirate, *or* a rebel and spend 2 actions to make the exchange. Then, it's up to the buyers to get the fuel off the table edge they entered.

The smugglers get 5 Renown Points for getting the exchange done. The pirates or rebels get the same for leaving the table edge with their ill gotten gains.

The Imperial crew wants the fuel back before the higher command finds its gone missing and heads start to roll. They receive 5 RPS for recovering the fuel.

For purposes of the scenario, the fuel cannot be targeted purposefully to be blown up. Although extremely volatile, it is transported in armored cases to prevent unintended explosions.

Variations- If you don't have the right terrain or miniatures, you can substitute the buildings for a wild forest planet, where the locals become hidden local fauna attacking from clumps of plants or trees.

The game can be scaled up for more players, just make sure the forces are balanced. You may want to increase the table size to 4'x4' after 4 players.

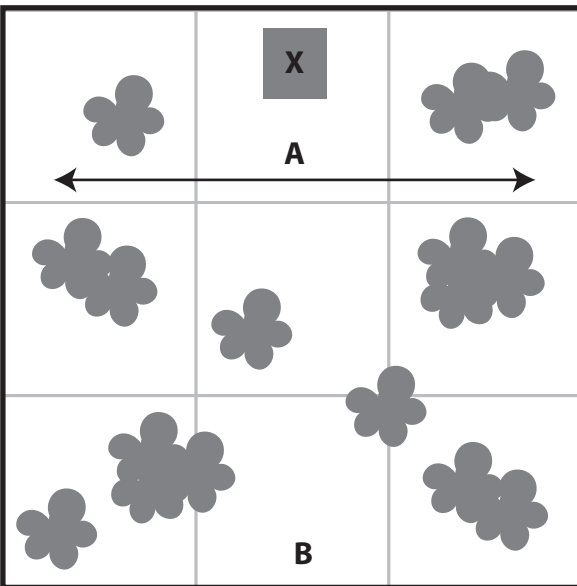
Taking Down the Force Field

2 - 4 Players

2' x 2'

Playing Area

With the plans for the Doom Moon in hand, a weakness was quickly found in the Imperial design. The Moon has a force field protecting it. The generator station has been found, and group of plucky rebels just needs to blow it up using a Nova Bomb.



Set Up

The table should be covered in woods and fallen trees. As much cover as possible.

There should be a building or large antenna array at "X".

Imperial forces can set up anywhere behind the line at "A".

The rebels enter anywhere within 6" of "B".

Forces

Both sides should have a standard squad of 5 miniatures led by a Leader with a Specialist and 3 Regulars.

In addition, the Imperial Troops are *Loyal*. They won't leave the battlefield due to a failed Shock Recovery roll.

Special Rules

The Bomb- The rebels must assign 2 crew to carry the Nova Bomb. Use the *Weapon Team* rules. The bomb is on hover suspensors and move at the rate of the crew. If the crew is reduced to one, it can still move, but at half rate.

The bomb must be placed in contact with the antenna. The rebels must spend an action to activate it. Once activated, it will detonate on the next King, Queen or Jack played.

The Natives- The rebels will have a tough time taken the Imperial position alone. Luckily, they have help from the local natives.

Shuffle both Jokers into the deck. Whenever the Joker is played, the rebel player receives a group of Grunts armed with a mix of spears and bows. These natives are placed the following turn at ANY table edge.

The rebel player is dealt an additional card for each native group added.

Time is of the essence- The rebel fleet above is fighting a losing battle. The force field around the Doom Moon must be knocked before the fleet has taken too much damage.

At the end of turn 6, roll a d10. If the die result 6 or below, the scenario is over and the fleet is defeated. If the roll is 7 or more, that becomes the last turn number for the game.

Victory

There is only one victory for the rebels. They must blow up the Imperial force field generator. This earns them 5 Renown.

The Imperial forces must repel the rebel assault for their own 5 RP victory.

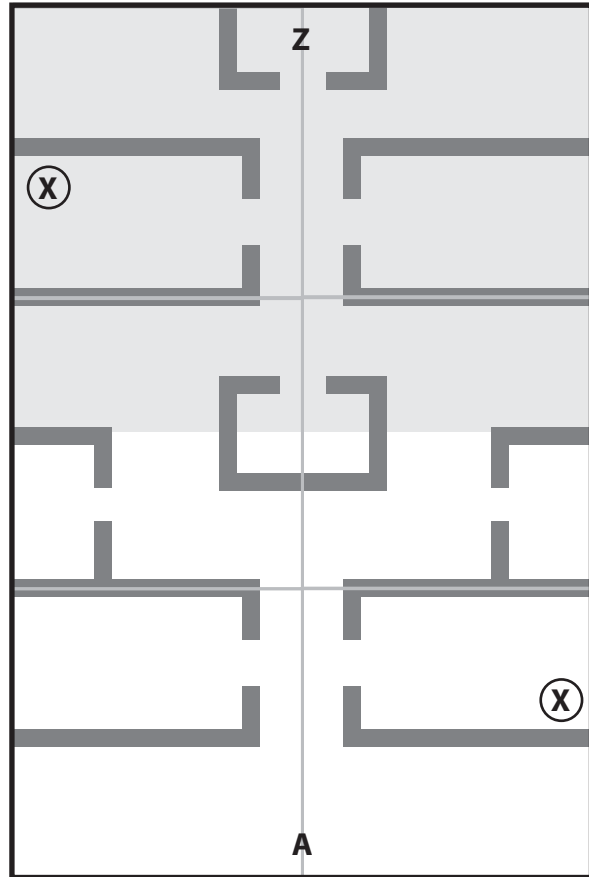
Variations- The game can be scaled up to 4 or more players, just make sure the forces are balanced. You may want to increase the table size to 4'x 4' after 4 players.

If you feel one side or the other is at a disadvantage, give the defenders more cover, or the attackers more troops.

Prepare to Repel Boarders!

2- 4 Players
2' x 3' Playing Area

Alert! Alert! The shields are down! We have hull breaches on level 6 and 13! Security teams prepare to repel boarders.



Set Up

The table should be set up as a spaceship interior with walls and corridors to block line of sight. The above map is just a guide.

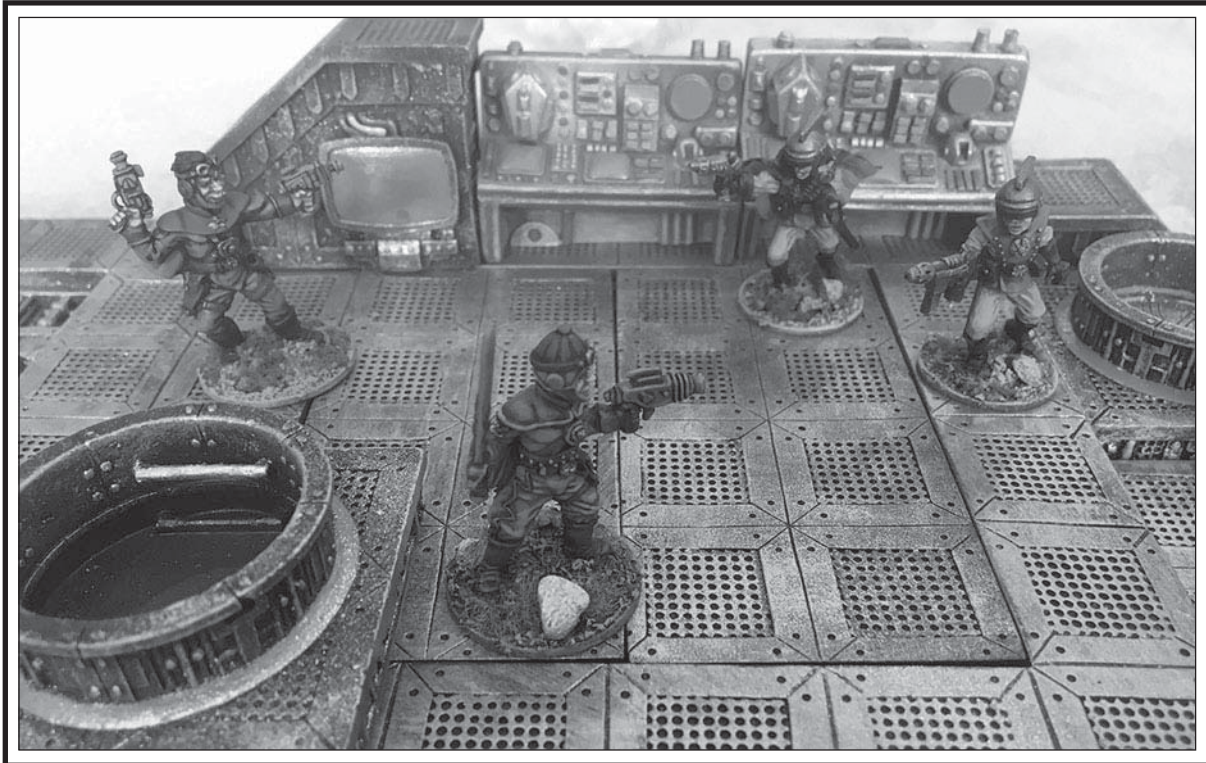
The attackers begin at the breach at "A".

Defenders may start anywhere beyond the halfway mark (gray area, above).

Forces

Both sides should have a standard squad of 5 miniatures led by a Leader with a Specialist and 3 Regulars.

The attackers are wearing hardened Vacc-suits and counted as *Armored*.



Killer B© and Wargames Supply Dump© miniatures in Dwarven Forge© terrain.

Special Rules

The boarders are trying to reach the Engine Room located at "Z". The ship has been crippled and the engines are currently off-line. The boarders are in a race against time to capture the engine room before the engines can be started and the ship jumps through Null-Space.

Teleporters- Luckily for the boarders, the ship has the latest in teleportation technology to aid moving crew and cargo around instantaneously. The two teleporter pads on the table are marked "X".

To use one, move a miniature onto the pad. The miniature is moved immediately to the other pad. Any remaining movement from the first action transfers through after the teleporter. For example, if a miniature moves 3 inches to a teleporter pad, after the "jump", the miniature still has 2" left.

Zero Gs- The gravity generator has been knocked out in the space battle. All troops are equipped with magnetic boots to hold them in place between moves.

When a miniature moves, it can *only move in straight lines* by pushing off and using momentum to drift to the next spot.

Time is Running Out- At the end of turn 6, roll a d10. If the die result 6 or below, the scenario is over and the engine is engaged, jumping to Null-Space. If the roll is 7 or more, that becomes the last turn number for the game.

Victory

The attackers need to capture the Engine Room before time runs out (see above). The defenders need to prevent this. The victor gets 5 points of Renown.

Final Transmission

Galactic Heroes grew out of decades of games of *Fistful of Lead*. In that time, my wargaming group has used the basic mechanics for dozens of periods and genres with very little tweaking. *Galactic Heroes* is a culmination of all those house rules and suggestions from “Fistful of Lead-heads” over the years.

I wanted a game where every player was involved during a turn. Rather than the traditional “rolling for initiative” followed by “I go-you go”, I chose a card driven turn system which seemed very appropriate for the Old West, and as it turns out, other periods. I left the actual mechanics of Shooting and Close Combat very simple, so players new to wargaming and old veterans alike could pick it up easily. But the game is by no means easy in tactics. Decisions change constantly based on what cards you have, or don’t have, and what each opponent does. What is left then, I hope, is a game with a nod to those heroic movies and comics on the fringe of space, and is, at its core, really fun.

The rules really are a tool box to make the games you want. I’ve used the rules to dig old Citadel lead from the early 1990s to play games set in a grim, dark future. I’ve also used them to play games set in a distant galaxy, far, far away.

During play tests, someone asked me on my blog if you could use the rules for Anime style battle suits or giant robots. The answer is yes! Simply match the traits to your style of game. I added plain old infantry to the game by making them Grunts. Each base of 3 little guys counted as a single miniature in game turns. They could still hurt the mech suits if they were lucky, but most of the real fighting was done between the “big guys”.

Galactic Heroes can be used for other Sci-Fi subgenres. I ran a game recently they could be classed as Weird War II. Using the various traits listed in this rule book, I created some Super Soldier types to fight along side the regular GIs. To face the Allied Super Science, German Death Magic spawned some zombie troops. I simply created some *Blood thirsty, Soulless* Grunts.

Want to fight a scenario in the post Apocalyptic future? Look no further. You can make it gritty and bleak with very little trouble or kooky and strange, with mutants and fantastical weapons. Who’s to say the *Eagle Eyed* trait isn’t because your mutant has eyes like an eagle? In fact, most of the traits can be used that way. It’s up to you.

Pulp and Victorian Sc-Fi or Steampunk are easy to translate, due to the use of futuristic technology both genres have. Use the *Galactic Monster* rules for all those fantastic creatures found on Mars or in the Center of the Earth. Tarzan, the Phantom, and John Carter can be classed as *Galactic Heroes*. Simply rename them “Heroes of the Age”.

That’s it! Keep a look out for more *Fistful of Lead* expansions and rules. Until then, have fun, and keep the lead flying!

Jaye

TURN SEQUENCE

- 1- Shuffle & deal one card to each player for each miniature
- 2- Activate models



CARD SUIT TURN SEQUENCING

MOVEMENT

FOOT: SNEAK 3" WALK 5"
MOUNTED: MOUNT 8"

WOUNDS: -1" of movement per wound, per action moving.

SHOCK: -1" of movement per shock marker, per action moving.

DIFFICULT TERRAIN: Half rate.

OBSTACLES: -1" for low walls and fences, full action for high walls

UP / DOWN FLOOR: -3"

SHOOTING

THE ROLL TO HIT AT SHORT RANGE IS 5+ AT LONG RANGE IS 8+

Shooting Modifiers to the Die Roll:

Cover:

Light Cover -1
Heavy Cover -2

Size:

Target is Small -1
Target is Large +1
Target is Huge +2

Wounds/Shock:

-1 for each Wound and Shock marker the shooting model has (see *Wounding*, below)

Movement:

Shooter is mounted or in moving vehicle -1
Target is mounted in moving vehicle -1
Target is on the ground* -1
Target is Creeping -1

Actions:

Shooter used first action to Aim +1

SPECIAL CARDS

Queen of Spades- Remove all Shock
Queen of Hearts- Remove 1 Wound
One Eyed Jacks- +1 Shoot rolls
Other Jacks- +1 to Close Combat rolls

CLOSE COMBAT

The two opponents both roll **d10** (or applicable die). Both models add any modifiers to the die roll. The highest modified die is the winner and subtracts the loser's die roll from his/hers. The difference in the two rolls give the following bonuses to the **Wound Roll**:

1-2: 0 3-4: +1 5-6: +2 7 or more: +3

If the score is a tie, the opponents remain locked in Close Combat in a very dramatic fashion.

Close Combat Modifiers to the Die Roll:

Wounded/Shock:

-1 for each Wound and Shock marker the figure has.

Mounted:

+1 if mounted (if defeated model is wounded, he is dragged from the mount).

Outnumbered: -1 per attacker after first (i.e. -1 for facing 2 attackers, -2 for 3 attackers etc).

Prone or no weapon: -1

Close Combat Weapon: +? according to weapon.

Defending a wall/defensive terrain: +1

WOUNDING

Roll	Result
0 or less	No effect
1-5	Shaken
6-8	Wounded
9-10+	Out of Action

























A +1 is added to the die roll for each Wound already sustained by the affected miniature.

RECOVERY

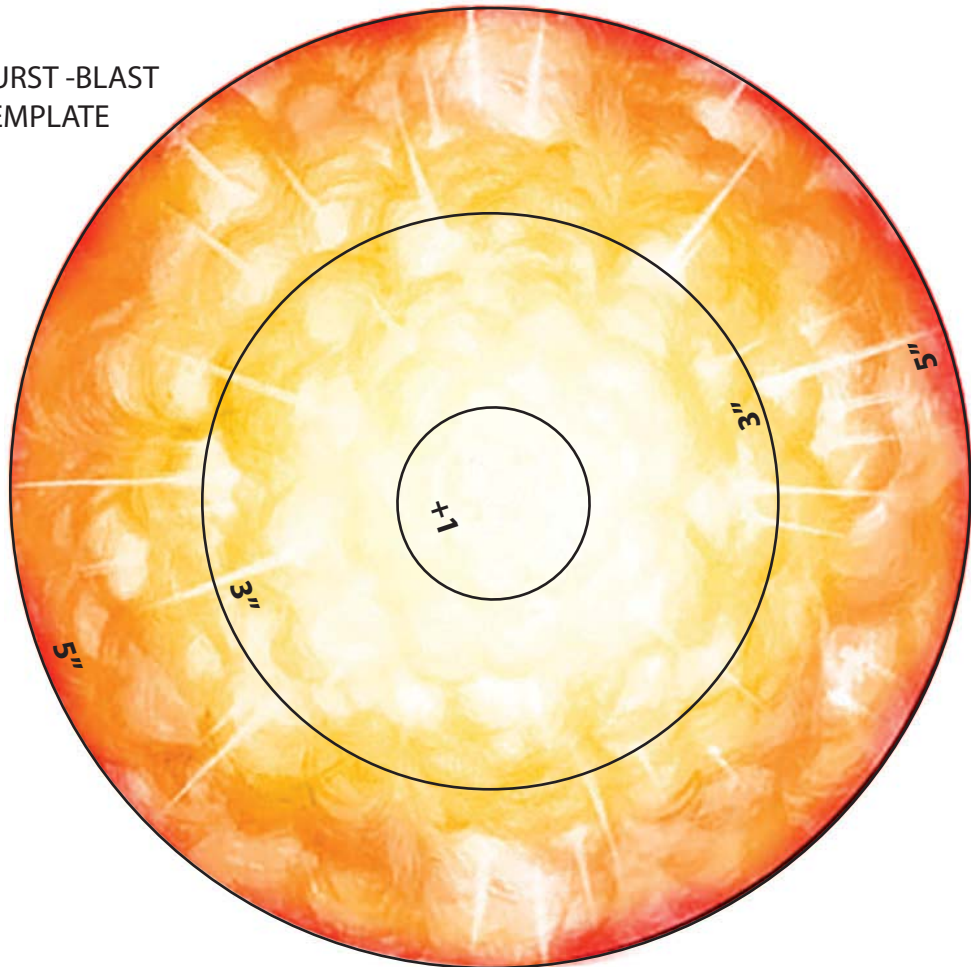
Shaken	Wounded
1: Route	Out of Action
2-5: Still Shaken	Still Wounded
6+: Not Shaken	Model may Stand

NOTE: Subtract -1 for each Wound and Shaken marker already sustained by the affected model.

7cards- Reroll one die result
6 cards- Reload Automatically
Deuce- Roll 2 dice, pick the best result
Aces- Wild

AMMO								
CREEP								
OVER-WATCH								
WOUND								
SHOCK								
								

BURST-BLAST
TEMPLATE



FISTFUL OF LEAD

GALACTIC HEROES

Fistful of Lead: Galactic Heroes is designed as a quick set of tabletop wargame rules for skirmishes in the worlds of Science Fiction. The rules are easy to learn and still keep the flavor of the genre.

What separates *Galactic Heroes* from most tabletop miniature games on the market, is the unique card driven turn mechanism. This leads to snap decisions and tense moments where all the players are involved.

For *Galactic Heroes*, we wanted the play to be fast and furious, with a Hollywood flair to it. For that reason, record keeping is kept to a bare minimum.

In most games, each player can control up to 5-6 miniatures without much trouble. Games can have up to 8 players without slowing down the game. Now, you can dig out all your old Sci-Fi miniatures gathering dust and have a game set in a galaxy far, far away or a grim, dark future. Or BOTH!

Experienced wargamers and new players alike will enjoy this game. It's perfect for convention games and just one on one skirmishes.

To play *Galactic Heroes* you'll need: this rule book (or, after a few games just the Quick Reference sheet), several 10-sided-dice, an ordinary deck of playing cards, a place to play, a measuring tape, and the miniatures representing your favorite troops. Markers to represent whether your models are Shaken, Wounded or need to Reload can be found in this rule book.

Eight-sided and 12-sided dice may also be needed for some of the advanced optional rules.

Fistful of Lead: Galactic Heroes was written with 28mm figures in mind, but you can easily use models ranging from 15mm to 54mm without any changes.

So check the seals on your vac-suit. Have your blaster at the ready. It's time to see if you're a Galactic Hero!

