

Kurgen

The Kurgen are a military race, broken up by Gaea Prime, and scattered about the galaxy. They have chosen the only option open to them with their mindset, mercenary. They are massive in build, and dedicated in purpose, and that purpose is to serve those who pay them. Just never double-cross them.

Because they have been scattered, they have a bit different platoon set up. Their platoon consists of 2 squads of eight men, and an additional fireteam, consisting of the platoon leader and 3 grunts. There doesn't seem to be a higher organization, though there certainly must have been before the "scattering."

They will rescue fallen comrades, but not until an action is over.

Kurgen

#	Type	Rep	Armor	Move	Weapon	Range	Target	SB	HB	Exo	BTA
6	Infantry	1 – 2 = 5	SB	8	Rifle, Assault	48"	3	3	3	2	NE
2		3 – 5 = 4			Multi-weapon	See					
		6 = 3									

The **Kurgen Multi-Weapon's** origin is unknown. They are highly revered by the Kurgen, and if the user falls in combat, it will be immediately picked up by the nearest figure, who is completely familiar with its use. The function can only be changed when the figure is active, but with no delay. The weapon can also be set for self-destruct, which occurs upon the next activation, **no matter the state of the figure, even OD.** A Kurgen **NPC** armed with the Multi-Weapon will always use the most appropriate function, based on range, target armor and target number, subject only to the function only being changed when active. The rocket launcher will always be used when firing at Exo or BTA armor. When surrounded and hopelessly outnumbered by the enemy, the **NPC** will choose self-destruct on a roll of "1". Otherwise, the **NPC** will follow normal rules.

Multi-Weapon Function	Range	Target	SB	HB	Exo	BTA
Machine Gun, Heavy	60"	4/ 1 vehicle	5	4	1	0
Rocket Launcher	48"	3" circle/1 vehicle	6	5	5	4
Arrow Launcher	24"	5" circle	2	1	NE	NE
Flame Thrower	12"	1" wide w/ 3" circle	4	3	3	2
Self-Destruct	X	5" circle	6	5	5	4

Kurgen use the Star Army QRS, except they will only rescue wounded if they are leaving the battlefield. They possess the attributes, **Hard as Nails**, **Combat Artist**, and **Subject to Fear**.

Though Kurgen may possess inter-planetary vehicles, on the battlefield they will use the vehicle supplied to them by those who hired them. Due to having the Multi-Weapon, they scorn others' support weapons, but will use them if so required by their employers.

If a Kurgen unit loses all of its original leaders, they will lower their arms and retire until they are off the board, unless they are fired upon, in which case, they return to the battle and take no reaction tests until they are all killed or OOF. Treat OOF and OD Kurgen as you would Hishen.