

SPACE INFANTRY BOSSES

RULES Ver 0.9.0

Bosses overview

Bosses are special and powerful Enemies, represented by a special tactical map composed of multiple zones that must be attacked independently; each Enemy zone has one or more Skill Levels and is capable of an independent attack. Moreover, each zone has its own Hit Points that must be tracked independently and can have specific abilities.

There are two type of Zones:

- **Outer** zones (inside the yellow squared arrow): can always be attacked by your men.
- **Internal** zones: can only be attacked when one or more of the connected outer zones has been destroyed (reduced to zero HP).

One or more zone is marked with the "Vital Part" icon and represents a vital area of the Enemy: a Boss is eliminated only when all the zones marked with the "Vital Part" icon are destroyed (even if other zones are still operative).



Combat phase changes

The following paragraphs supersede the standard SI rules.

An Outer zone can only be attacked by a number of Units that is less or equal to the number marked near the yellow squared arrow: Units attacking one zone of a Boss are considered Engaged with this specific zone. Internal zones can only be attacked when at least one connected Outer zone is destroyed (see below).

Units can freely engage/disengage a zone every combat turn after the range determination.

Specialist can only be engaged if there are no Basic Units available.

Damage inflicted by Engaged Units is always allocated to the attacked zone until the zone is destroyed (reduced to zero HP): Units must Engage one zone to inflict damage to a Boss.

Grenade damage is always inflicted to a single zone: i.e. you cannot split the damage between multiple zones.

Once an Outer zone is destroyed, the Units can still Engage this Outer zone if it's connected to an Internal zone: the additional damage will be allocated to the connected Internal zone. Units attacking an Internal zone though an Outer destroyed zone are considered Engaged with the Internal zone.

Every non-destroyed Outer zone must be activated with a RN (as if it were a separated Enemy). Internal



zones are activated only when one or more connected Outer zones are destroyed.

Damage inflicted by a Boss zone is allocated to the Units engaged with this zone: if no Unit is Engaged with the attacking enemy zone, then the damage will be freely distributed among the other non-engaged units (if any); Engaged Units cannot suffer damage from a Boss zone different from the one they are engaging. Damage from an Internal Zone can be freely distributed to Units engaging a connected, destroyed Outer zone; if there are no Units on a connected Outer Zone, damage from an Internal Zone is freely distributed among the non-engaged Units.

ELDER LEVIATHAN

Special Rules.

The Squad cannot gain the Ambush advantage against the Elder Leviathan.

Stone Skin. Halve (rounding down) the total damage inflicted to the Elder Leviathan.

Deadly. Each success inflicts two wounds.

RN	Set	M	F
1-	F	F	F
2	M	M	F
3-4	C	M	M
5+	C	C	C

M: MELEE
F: FIRE

Charge. A "C" range represents a charge of the Elder Leviathan. During a charge, the combat is considered at Melee range, but any attack of the Elder Leviathan gains a +1AP

MOUTH

3

MELEE

✕

5

FIRE

+
+
+
+
+

2

BODY

5

MELEE

⊕

5

FIRE

+
+
+
+
+

Outer Zone

Max number of Units that can engage the Enemy zone

Internal Zone

Vital Part Icon

Connection between the Outer zone "Mouth" and the Internal Zone "Body"