Step 1: Select template
Select one of the available templates.
Add one or two modifiers to the template (keep track of the number of modifers applied during the creation).

Step 2: Combat Abilities
Select base attack capability: RL1 to 2 can use Standard or Strong templates, while RL 3 and 4 can use any template.
Add one or two modifiers to the template

Step 3: Leader/Champion
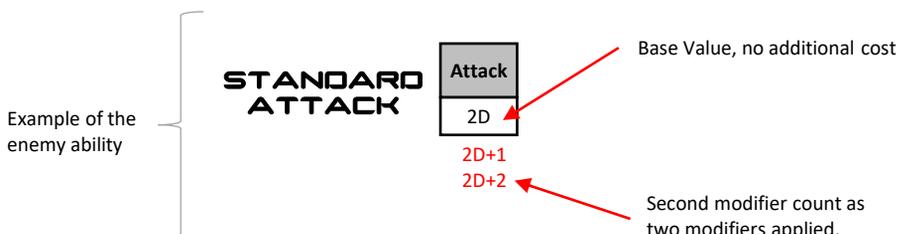Apply Leader/Champion modifiers

Step 4: Special Abilities
Select one ore more abilities for the new enemy.
Add modifiers based on the selected Abilities

Step 5: Final Touches
Give the Enemy a name and a short description.
The RL of the enemy depends on the number of modifiers used in the creation
The number of enemies to place on the battlefield is determined by the Presence Table associated to the enemy template.

Modifiers applied	RL
1-2	1
3-4	2
5-6	3
7+	4

Example of the enemy ability

STANDARD ATTACK

Attack
2D

2D+1
2D+2

Base Value, no additional cost

Second modifier count as two modifiers applied.

ENEMY TEMPLATES

HUMAN

HP	Move	TN	DR
9	5	9	0
10			

The <u>first</u> modifier selected in this section is free.

A Presence Table used to generate the Enemy forces

ROBOT

HP	Move	TN	DR
10	6	10	-2
12	7	11	-3
15	8		

Racial Trait: Cybernetics. Cybernetic Enemies are immune to sonic, poison, stun and PSI damage due to their robotic nature.

DEMON

HP	Move	TN	DR
12	7	11	-1
14	8	12	-2
18	9		-3

Racial Trait: Demonic. Demons are immune to poison, stun damage and and PSI effect damage due to their chaotic nature.

LARGE ANIMAL

HP	Move	TN	DR
20	6	9	-1
25	8	10	-2
30			

C

BUGS
Multi-legged horrors

HP	Move	TN	DR
9	8	9	0
10	10	10	-1
			-2

Racial Trait: Multi Legged. Can freely climb walls and other vertical terrains, also ending their movement on a vertical surface. Bugs will use this option every time is possible to avoid to a Melee attack by the PCs.

ORKS
Beast-like xenos

HP	Move	TN	DR
15	5	10	-1
17		11	-2
19		12	

Racial Trait: Strength. Can select the Strong Attack ability for free

SWARMS
Smaller enemies, larvae, hordes

HP	Move	TN	DR
6	6	10	0
7	7	11	
8			

B

Racial Rules. Limited to Standard Attacks only. Leaders/Champions can select a Strong Attack.
Special Tactic: Swarm
If the Special Dice is a '6', add one additional Enemy to the combat. Place the new enemy adjacent to the enemy farthest from the Player characters. If the RL=4 add two enemies..

COMBAT ABILITY

STANDARD ATTACK

Attack	DMG
2D	L
2D+1	L+1
2D+2	

STRONG ATTACK

Attack	DMG
3D-1	L+1
3D	H / Lx2
3D+1 / 2D+4	

RL1 and RL2: You need to spend 1 modifier to select this ability

VERY STRONG ATTACK

Attack	DMG
3D+2	H
3D+3	H+1
4H	H+L

RL3+: You need to spend 1 modifier to select this ability

In alternative you can select for free any weapon with a "Common" availability (exception: animals, bugs cannot use weapons)
Spending one modifier you can select also a weapon with "Uncommon" availability.
Spending two modifiers you can select any weapon

LEADER/CHAMPION

LEADER/ CHAMPION

HP	Move	TN	DR	Attack	DMG
+20%	-	TN+1	DR-1	+2	+1
+25%		TN+2	DR-2	+3	+2
+30%					

Modifiers applied to the values of the standard figure

SPECIAL ABILITIES 1

Select one or more

More than two legs: +2 MP/pair of legs (free modifier)
Fast: +1/+2 MP
More than two arms: +1/+2 Attack
Combat Skills: +1/+2 Attack
Strong: +1/+2/+3 DMG
Strong Constitution: +20%/+30%/+40% HP
Natural Armor: +1/+2 TN

WEAKNESS

*Weakness: for each selected weakness you can pick
an additional modifier at no cost in RL*

Slow: -2 MP
Weak Armor: -1 TN
Weak Constitution: -3 HP

Select max one

Paralysis
Any Unit damaged must execute a CON(8) check.
Fail: -1 to Attack and Damage for the rest of combat (cumulative)

Grapple
Any Unit hit by the enemy must execute a STR(9) check. Fail: the unit is Grappled.
A Grappled unit during its activation can only try to break free with a successful STR(9) check (this is considered a Special Action).
A Grappling Enemy will always attack the Grappled unit with a +2 Attack modifier

Charge
A not Engaged Enemy with an «Attack Nearest PC» order will rush toward its target: during its First Move this Enemy will benefit of 2MP of additional movement. If the Enemy engages a PC, the Enemy attack will benefit of a +2 modifier for the first attack (+0 to DMG)

Bash
If the Enemy attack is successful, regardless the DMG inflicted, the PC must undergo a DEX(9) skill check; failure of this check will cause the PC to become Prone.

Double Attack
On a result of 6 on the Activation Roll, the Enemy can execute two attacks during this turn: resolve each attack independently, applying a -2 modifier to the second attack

Two Attacks
The Enemy can execute two attacks during this turn: resolve each attack independently, applying a -2 modifier to the second attack
(This ability counts as 3 modifiers)

Fast
If the Special Die is "6" the unit can immediately execute a second attack with a -1 DRM.

Toxin
Any Unit damaged by the enemy attack, in addition to the standard damage must immediately execute a CON(8) check. If this check is Failed, the Unit suffers 1D+0 of damage (armor DR cannot be applied)
Characters with a Power Armor are immune to this effect.

Flying.
Character gain 2MP and is capable of flying (see flying unit rules)

Burrowing
The unit can move underground: ignore difficult terrain penalties for movement. Can move through (but not stop on) Impassable terrain features. At the end of the movement the unit can select to stay underground, where cannot be attacked nor can attack, or instead move back in surface.

Ferocity
If the Special Die is "1" you must reroll the die, using the second result (even if it's another "1").

Traits written in red can be modified (+1/+2) by spending
one or two additional modifiers.

PSI POWERS

Spending <u>one modifier</u> the Enemy will gain PSI=**2** and you can select one of the following PSI power.
Spending an additional modifier you can select a second PSI power

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Psychic Blast. Difficulty 6
Effect: causes 1D+**1** DMG if successful (no DR).

Psychic Bolt. Difficulty 5
Effect: causes 1D+**1** DMG if successful with PEN(**1**)

PSI Terror. Difficulty 6
Effect: the target must immediately execute an extra Movement action to move as far away as possible from the Enemy, ending its activation.

PSI Cage. Difficulty 6
Effect: the target unit is Paralyzed.
A Paralyzed unit during its activation can only try to break free with a successful CON(**9**) check; this is considered a Special Action.

Chaotic Ward. Difficulty 6
Select the enemy nearest to a player character: the target gains a +1 TN and -1 DR. The effect ends when the Psyko enemy is killed. Cannot target a unit already under the Chaotic Ward influence.

Chaotic Shriek. Difficulty 6
Select a random player character not yet activated within 10 MP.
The target character is marked as activated.

MUTATIONS

For each modifier, roll once I the following table

Mutations Table A
Roll a d66
[11] **Toxin**. Any unit damaged by this special attack must execute a CON(9) check. Fail: -2 DMG (no DR).
[12-14] **Weak**. Reduce 2 HPs
[15-16] **Painless**. Add -1 to the DR.
[21-23] **Increased Speed**. Add +2 to Move
[24-26] **Rage**. Add +2 to Melee Attack
[31-33] **Huge**. Add 3 HPs
[34-36] **Tentacle***. Any Unit hit by this Enemy must execute a STR(8) check. Fail: the unit is Grappled.
   A Grappled unit during its activation can only try to break free with a successful STR(8) check (this is considered a Special Action). This enemy can attack the Grappled unit with a +2 Attack modifier.
[41-43] **Strength.** Add +2 to DMG
[44-46] **Iron Skin***. Add 2 to TN
[51-53] **Fast***. If the Special Die is "6" the unit can immediately execute a second attack with a -1 DRM.
[54-56] **Fat*.** Add 1 HP but reduce Move by 2.
[61-63] **Extra Limb**. The unit can execute an extra attack while in Melee with Attack=2D and DMG=L.
[64-66] **Rending Talons***. Melee Attack has PEN(1)

* Can be selected only once.

PRESENCE TABLES

TABLE A

Roll 1d6 and apply Crew modifier

(2 or less)   Enemy(x2)
(3-4)   Enemy(x3)
(5-6)   Enemy(x3) [Leader]
(7+)   Enemy(x4) [Leader]

Human size xenos

TABLE B

Roll 1d6, adding the RL :

(2)   Enemy(x3)
(3-4)   Enemy(x4)
(5-6)   Enemy(x5)
(7-8)   Enemy(x6) [Leader]
(9+)   Enemy(x8) [Leader]

Swarms, Hordes

TABLE C

Roll 1d6 and apply Crew modifier

(2 or less)   Enemy(x2)
(3-4)   Enemy(x2) [Leader]
(5)   Enemy(x3)
(6+)   Enemy(x3) [Leader]

Large size xenos

[Leader] Place a Leader/Champion unit if available