

RETURN TO ICE STATION STRIPEY HORSE EXPANDED



Weather Conditions

The area around the station is currently experiencing blizzard conditions, reducing visibility to only a few yards (12"). The Lt and the sniper have infra red binoculars and scope respectively and as a result can see normally when using these items.

Command

Lt Spanswick gains 1D3+1 Action Points per round that can be spent on any unit or individual in his force. Each NCO generates 1D3+1 Action points per round that can only be spent on the squads under their command.

Each squad gets 1 Action Point per round.

Name	Move	Fire	Defence	Melee	Special	Weapon / Damage Modifier
Lt	+1	-	+1	+1	Commander	Auto Rifle +2
NCO	+1	-	+1	+2	NCO	Auto Rifle +2
Specialist	+1	-	+1	+0	Radio / Medic	Auto Rifle +2
Trooper	+1	-	+1	+0		Auto Rifle +2
Sniper	+1	+1	+1	+0	Sniper	Sniper Rifle +3
HMG	+0	-	+1	+0		HMG +4
Flamer	+0	-	+1 -3 Explo	+0	Template.	Flamer +5

THE ALIEN LIFE FORMS

You must place four alien markers in each quarter of the board. Number the quarters 1-4. The aliens in that quarter activate when that card is drawn. Each Alien gets 1D3 actions every turn.

Attacking with Aliens

Aliens have a base move of 6" and may run, rolling an additional 1D6 per action.

Aliens have three forms of attack:

1. **Acid Spit:** Range 6" and attacks with a Firing Bonus of 0 and a Damage Modifier of 0.
2. **Melee Attacks:** The Aliens have two claw attacks and a tail attack, rolling three dice in melee. The Tail attack can be used to attack anyone within 3" of the victim they are in melee with or the victim himself.
3. **Acid Blood:** If killed by gunfire or explosion, place a small explosion template on the alien. Anyone within it is sprayed with acid blood as it thrashes around in its death throes. Treat as an Acid Spit as above.

Name	Move	Fire	Defence	Melee	Special	Weapon
Alien	+2	-	+4	+3	Acid Blood	None
Face Hugger	+1	-	+1	+2	Melee hit results in Hug!	None



QUICK REFERENCE SHEET

Turn Sequence

1. Roll Action Dice for every unit and allocate pips.
2. Allocate a playing card to each unit.
3. Shuffle and draw cards in turn to Activate Units.
4. Each Unit completes its actions before drawing the next card.
5. When all the cards have been drawn, begin a new turn.

Action Dice and Actions

Actions can be either Group Actions, where everyone in the squad does the same thing or Individual Actions where single figures act. No one may do more than 3 actions.

An action is any act other than pivoting on the spot or fighting back in melee. It includes:

1. Firing.
2. Moving
3. Climbing over an obstacle
4. Opening a door
5. Reloading

Group Actions: If everyone in the group is doing the same thing and they all start and end the turn within 3” of each other, they can all carry out the action for one pip.

For example - A group of 4 Marines are allocated 3 pips they could all move three times, they could fire three times, they could move twice and jump a fence, etc.

Individual Actions: These are exactly that - each action undertaken by an individual costs one pip.

Special Actions: There are the following Special Actions which can be undertaken:

1. **Overwatch:** The figure or unit may fire, should a target become available, until the figure or unit is activated again.
2. **Special Ability:** Some characters, such as the Medic, or the IT Guy, can perform a special action. This costs one pip to perform.
3. **Cover Fire:** Shooters can fire at more than one target within 2” of each other if they have an automatic weapon.

Movement

Basic Movement is 4” per action. This is assumed to be in a combat crouch, keeping low and moving from cover to cover.

If the figure wants to **Run / Sprint**, he can add 1D6” per action.

Crossing Obstacles or Climbing is achieved by rolling a D6, adding your movement bonus, and scoring higher than the terrain difficulty.

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- Low wall or rubble: 2
- Medium wall or light Undergrowth: 3
- High Wall / Dense Undergrowth: 4

If the soldier fails his roll, movement is reduced by half. If he rolls a 6 he does not move at all.

Firing

To Hit: Roll 1D6 and add your Firing Bonus (FB) - score equal to or higher than the Target Number to hit. If you hit, go to the Wound section.

Close Range (>6''): 3

Line of Sight (<6''): 4

Modifiers to Hit	
+1 Target in partial concealment (25%)	+2 Target fully concealed (50% obscured)
+1 Target is using Sprint special action	+1 Firer is on moving vehicle / moving
+2 Firer is on vehicle moving at Full Speed	+1 Firer is using Cover Fire action
+1 Firer is taking a second + shot	-1 Target is incapacitated / Not moving
+1 Target is not the closest enemy to the Character.	-1 Firer is using Aim action

Melee

Roll 1D6 per melee attack + Attack Bonus (AB) vs 1D6 for Defender + Defence Bonus (DB). You do not need action points to attack or defend in melee. Go straight to the wound table - you do not need to roll to hit.

To Wound

Shooter rolls 1D6 + Damage Modifier.

Target rolls 1D6 + Cover and Defence Modifiers.

The difference in the dice determines the wound:

- +1: Minor wound, no effect.
- +2 to +3: Serious Wound: Incapacitated but alive. A Medic roll of 4+ will allow the victim to return to action.
- 4 or more: Dead.

Cover Modifiers	
+1 Effective Cover (up to 50%)	+3 Total Effective Cover (eg: Bunker)
+1 Body Armour	

Explosions: Place a template over the target. All characters caught under the template or more than 50% under are automatically hit. Roll 1D6 + a Damage Modifier of 3.

Morale

Morale effects the number of actions a group gets. The group getting no actions reflects them being pinned down.

-1 per incapacitated member.

-1 Under HE fire

-1 Under HMG fire.