



Disclaimer:-

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Official mailing list - <http://games.groups.yahoo.com/group/radioactivepress/>

Game available at RPGNow - http://www.rpgnow.com/product_info.php?products_id=58344

BGG entry - <http://www.boardgamegeek.com/boardgame/12129>

Summary Information

Monster Taxonomy

Kingdom

- Alien
 - Maximum Stats (Dis 5 Dex 8 Tou 6 Ins 4)
 - Special Rule: Morph (may swap two of the followings stats in the movement phase: Distance, Dexterity, Toughness)
- Animal
 - Maximum Stats (Dis 8 Dex 6 Tou 5 Ins 6)
 - Special Rule: Rage (receives -1 bonus to hit for each wound in a phase up to -3 for a single retaliatory attack)
- Elemental
 - Maximum Stats (Dis 6 Dex 6 Tou 8 Ins 4)
 - Special Rule: Lifeless (ignore statistic reduction from attacks)
- Flora
 - Maximum Stats (Dis 5 Dex 4 Tou 6 Ins 8)
 - Special Rule: Root (cannot be knocked back, down, thrown or carried if chooses to root at end of movement phase)
- Mechanical
 - Maximum Stats (Dis 6 Dex 5 Tou 8 Ins 4)
 - Special Rule: Alternator (may reroll atomic power - this roll is halved and rounded down and must be kept)

Abilities

- Close Combat
 - Absorb (5)
 - Daze (5)
 - Knock Down (10)
 - Paralysis (25)
 - Pierce (10 per -1)
- Movement
 - Burrowing (20)

- Fast (20)
- Fins (5)
- Flight (25)
- Leap (25)
- Other
 - Cling (20)
 - Elastic (10)
 - Extended Reach (3 per 1)
 - Heavy (25)
 - Poison (10 per wound)
 - Regeneration (30)
 - Squat (15)

Powers

- Defensive
 - Corona (30) 4 energy, 1 damage, 1 turn
 - Reflection (40) 4 energy
 - Shield (30) 2 energy, 1 phase or attack
- Ranged
 - Adhesive Blast (20) spray, 1 energy, 6, 1 round
 - Bomb Blast (20) 2 energy, 2 damage, 18
 - Energy Blast (30) 3 energy, 3 damage, 24
 - Explosive Blast (25) 3 energy, 1 damage, 18
 - Freeze Blast (20) 3 energy, 2 damage 6
 - Flame Blast (25) spray, 3 energy, 2 damage, 6
 - Force Blast (15) 3 energy, 6
 - Gas Blast (10) spray, 2 energy, 3
 - Laser Blast (30) 3 energy, 1 damage 24
 - Liquid Blast (20) spray, 3 energy, 1-5 damage, 6
 - Mechanical Blast (20) 3 energy, 1 damage, 18
 - Parasite Blast (25) 2+ energy, 1-5 damage, 6
 - Psychic Blast (25) 3 energy, 2 damage, 24
 - Pulse (20) area effect, 3 energy, 1 damage, 3
 - Sonic Blast (25) 2 energy, 2 damage, 12
 - Tractor Beam (25) 2 energy, 24
- Other
 - Camouflage (25) 3 energy, 1 turn
 - Invisibility (30) 5 energy, end of round or attacks or suffers wound
 - Transform (40) 6 energy

Human Taxonomy

Units

- Aircraft (5) 5 weapons (Dis 6 Dex 4 Tou 3 Ins 3 Wou 1)
 - Always in flight, Always moving
- Armoured Vehicle (3) 3 weapons (Dis 4 Dex 3 Tou 4 Ins 3 Wou 1)

- Sink
- Infantry (1) 1 weapon (Dis 2 Dex 3 Tou 2 Ins 2 Wou 1)
 - Small targets

Upgrades

- Aircraft
 - Booster Rockets (5)
 - Hoist (3)
 - Rotors / Repulsor Lift (1)
- Armoured Vehicle
 - Amphibious (1)
 - Skimmer (3)
 - Transport (3)
- Infantry
 - Drop Troopers (3)
 - Jump Troopers (3)
 - Super Troopers (1)
- Any
 - Close Combat Attachment (1)
 - Hazard Armour (3)
 - Massive Size (5)
 - Self Destruct (1)
 - Shield Generator (3)
 - Stealth Technology (3)
 - Targeting System (3)

Firepower

- Ranged
 - Blastgun
 - 1/1 2/3 3/5 damage
 - 6"/1 12"/3 18"/5 24"/7 range
 - Burstgun
 - 2"/3 4"/5 6"/7 area
 - 1/1 2/3 3/5 damage
 - 6"/1 12"/3 18"/5 24"/7 range
 - Pulsegun
 - 1/1 2/3 3/5 damage
 - 3"/3 6"/5 9"/7 range
 - Spraygun
 - 1"/1 2"/3 3"/5 width
 - 1/1 2/3 3/5 damage
 - 3"/3 6"/5 9"/7 range
- Ranged Upgrades
 - Forcegun (5)
 - Freezegun (5)
 - Gasgun (5)
 - Poisongun (3)

- Psychegun (3)
- Stonebuster (5)

Sequence of Play

Setup

If using a monster and human first, decide which to use first. If a human force is present, no monster has a military strike phase. All human units on the same side must be within 6" of the table edge and 24" away from enemy monsters if possible.

Initiative

Add unspent command points if only using humans. If using humans and a monster, add either wounds lost or units destroyed in the previous turn, whichever is higher.

Atomic Power

Humans use Command Points

Phases

1. Orders / Military Strike
2. Movement
3. Ranged Combat
4. Close Combat
5. Reinforcements / Recovery

Play Aids

- HTML Monster creation page - Written in Javascript. Create a monster online. Currently doesn't export or save the character
- Monster Creation Sheet - Works out the points cost for you - an Excel spreadsheet

Name:		Point Total:	
Kingdom:	Alien	Player:	
Statistics		Natural Attacks	
Distance	(5)	Name	Reach Damage Abilities
Dexterity	(8)		
Toughness	(6)		
Instinct	(4)		
Powers & Abilities			
Name	Energy	Range	Damage
ATOMIC POWER			
WOUNDS			

Name:		Point Total:	
Kingdom:	Animal	Player:	
Statistics		Natural Attacks	
Distance	(8)	Name	Reach Damage Abilities
Dexterity	(6)		
Toughness	(5)		
Instinct	(6)		
Powers & Abilities			
Name	Energy	Range	Damage
ATOMIC POWER			
WOUNDS			

Name:		Point Total:	
Kingdom:	Elemental	Player:	
Statistics		Natural Attacks	
Distance	(6)	Name	Reach Damage Abilities
Dexterity	(6)		
Toughness	(8)		
Instinct	(4)		
Powers & Abilities			
Name	Energy	Range	Damage
ATOMIC POWER			
WOUNDS			

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