

Introduction

I enjoy a good game of Flames of War¹ and I'm a hopeless science fiction gamer. Although you could use any 15mm alien miniatures with these rules, I have included silhouettes of the 15mm.co.uk² [Grey Alien](#) miniatures as a suggestion of how to field them under these rules. They are my favorite of the 15mm options for 1940s alien invaders.

These rules envision an alternate course for the end of WWII. The "foo" fighter visitors are not content to buzz our battlefields. The major powers have Top Secret research teams dedicated to exploring the strange phenomena reported by sailors, soldiers, and pilots. The aliens spend the early and mid wars experimenting on us and the late war and beyond killing us.

The [Greys](#) are meant to represent a near unstoppable force, at least during the time period covered. The key to fun Grey games is to play with the intended force asymmetry, in particular exploring different victory conditions. The intent is for the Grey machines to be just barely vulnerable to the most powerful human guns while giving them a high likelihood of destroying their targets. For space opera fans who want more of a fair fight, there is also a list of stereotypical Warriors to aid in battles against the Greys.

This is the second draft of the unofficial force description. Further play testing will result in suggested changes, particularly around point values and scenario balance.

It's late 1943. They have been watching us kill each other. Their calculating minds were going to wait for the dismantling of the vast worldwide machinery of war, but invading and harvesting a planet defended with nuclear weapons is messier. The strategic brains have reasoned that the invasion should begin at once.

¹ These rules are unauthorized and are in no way official. Flames of War, Intelligence Briefing, and Intelligence Handbook are trademarks of Battlefront Miniatures Limited. They are used without their permission, however no challenge to their status is intended. All rights are reserved to their respective owners.

² 15mm.co.uk is a brand name of Alector Ltd which also owns Alternative Armies, the home of the famous Flintloque and Slaughterloo fantasy Napoleonic wargames, Typhon the game of Greek Mythology, Erin the game of Celtic Mythology, Attrition the SciFi adventure game, HOT and HOF 15mm systems and Alien Squad Leader (ASQL) 15mm SciFi wargame. Also 28mm Generic Fantasy ranges and the DarkeStorme fantasy skirmish system for 15mm and 28mm gaming. Any references to or representations of 15mm.co.uk products are used without their permission, however no challenge to their status is intended. All rights are reserved to their respective owners.

Greys Special Rules

These rules apply only to Grey teams and groups.

From Another Planet

For Science

The Grey scientists are almost as prominent as their military leaders. They frequently take over part of a landing force in pursuit of new scientific knowledge.

*This doctrine functions exactly like the German **Kampfgruppe** doctrine. The 2iC Science Team can take up to half of the Sections or Squads from any single Combat or Weapons Platoon and create a new Science Platoon commanded by the 2iC Science Team.*

Advanced Aliens

The Greys are not only alien in form and technology, their very thoughts are alien to the humans who encounter them. Their strange weapons, advanced technology, and tactics rattle enemy combatants. They do not doubt their ultimate victory, nor should they.

*All Greys are **Arrogant (2+ Motivation) Advanced (2+ Skill Test, 5+ Score to Hit)**.*

Psychological Operations

The Greys are adept at undermining the confidence of their enemies. They frequently use ultrasonic and subliminal projectors to add to the effect of their strangeness and their technological superiority.

All Grey opponents add +1 to the score needed for Motivation tests.

Filthy Apes

The Greys disdain close contact with humans, except as part of cruel experiments.

Greys may not Assault.

Greys never Charge as part of a CounterAttack. Surviving Grey teams already within 2"/5cm may fight as usual. Other teams do not move.

In terms of game flavor, Greys actually prefer to Break Off from Assaults, but there are no additional rules, beyond the existing Motivation tests to force this.

Technology

Unobtanium

Alien saucers and robots are clad in alloys previously unknown to human scientists. Hails of shells barely dent them.

In addition to conferring the high all around armor protection found on most Grey units, Unobtanium confers a re-roll on all failed Armour Saves and Infantry Saves for units protected by it.

Death Rays

A bright beam of hissing, popping white light reaches out to incinerate human and steel.

When an opponent team is hit with a Death Ray weapon, Count Bail Out results as Destroyed. Passengers are automatically Destroyed (no Passenger Save) when their Vehicles are Destroyed.

Robots

Lumbering mechanical automatons form the back bone of any Grey invasion force, incinerating all before them with death rays. Robots are essentially walking tanks operating in teams. The methodical robot brains can manage the simple task of walking while shooting.

Grey Robot teams are treated like Very Slow Tanks that can't move At the Double. Grey Robots do not suffer the +1 penalty for firing an ROF 1 weapon after moving.

Each Bail Out result rolled for a Robot team represents one of the Robots being disabled, cutting the Robot team's number of weapons by one. Three cumulative Bail Out results or a Destroyed result destroys a Robot team.

Foot vehicles face tests for being Bugged Down, just like other vehicles.

Saucers

Hover

Invasion support saucers hover above the battlefield, ignoring all but the tallest buildings and terrain. They employ anti-gravity propulsion units to maneuver above the field of battle. Saucers are capable of flight between the Grey mother ships and ground conflicts, but are not designed for sustained flight operations at altitude, unlike their "Foo" Fighter cousins.

<i>Mobility</i>	<i>Road</i>	<i>Cross-country</i>	<i>Rough Terrain</i>
Hover	16"/40cm	16"/40cm	16"/40cm

Weapons that are not equipped for AA add +1 to the score to hit a Hovering Vehicle.

When a Hovering Vehicle is Bailed Out, it must pass a Skill Test or be Destroyed. If it passes the test, it is Bailed Out. A Bailed Out Vehicle with Hover has crash landed and follows the Bailed Out rules, taking to the air again when the crew Remounts. A Hovering Vehicle that crashes in Terrain must roll to avoid being Bugged Down when it crashes. Bugged Down Hovering Vehicles must free themselves before moving again, just like other vehicles.

Mobile Hover Vehicles cannot be Assaulted.

Abduction

Abductees tell horrifying stories of being strapped to metal chairs or tables and being poked and prodded in bizarre and often painful ways. Human scientists believe the abductions are part alien experiments probing for human weaknesses and part cruel sport. No one knows why the Greys release abductees, but there are two competing theories. The first theory is that the Greys are trying to spook us as part of their psychological warfare plan. The second, more sinister, theory is that the Greys are reprogramming the humans as sleeper agents to assist their invasion, when the time is right.

Abductions follow a familiar script. A Grey Saucer or Science Team gets close to one or more people. A bright light reaches out and captures the target(s). The target(s) disappear only to reappear later in some distant field, usually naked.

A team with Abduction may choose to attempt an abduction, instead of a normal Shooting or Assault attack. The team targets one Infantry team within 4"/10cm and makes a Skill roll. If they succeed, the target team is removed from the game.

Grey Aircraft

Grey "foos," as described by human pilots, are nimble, glowing saucers that can change their vectors seemingly in violation of the laws of physics, making them difficult to target. Although often seen flying in strange formations, "foos" always attack alone. "Foos" are equipped with advanced sensors and instruments to aid in finding targets on the ground and in the air.

Don't roll for the number of Grey Aircraft. A successful Ground Attack roll always results in 1 aircraft.

Grey Aircraft add -1 to the score to range in and need a 5+ for Fighter Interception.

Anti-aircraft teams add +1 to the score needed to hit Grey Aircraft.

Captured Alien Technology

Humans are resourceful. Soldiers and scientists scavenge through the wreckage of crashed saucers and burnt out robots, looking for knowledge of Grey weaknesses and weapons that can keep humanity in the fight.

In Late War games, like the Invasion scenario below, human forces may have the advantage of captured alien technology and soldiers with first hand experience fighting the Greys. Any Late War force battling the Greys may include, at no additional point cost, up to two options from the list below.

Human Death Ray Teams

We're still trying to figure out how they work, but we know which direction to point them.

Up to one Gun Platoon with no more than four Gun teams may replace its teams Guns with Captured Death Rays.

OR

Replace the main gun of up to two Tanks with Captured Death Rays.

Unobtanium Armour Plates

A single crashed Saucer can yield enough Unobtanium to clad several tanks.

One Tank Platoon in the company, with up to five tanks, can armor all of its Tanks in layers of Unobtanium plates. The effected Tanks gain Front and Side Armour of 10 or +1, if already 10 or higher and the Unobtanium special rule, allowing re-rolls to armour saves missed on the Front or Side Armour.

In addition, the Tanks are Overloaded and shift their Movement Special Rules as described in the table below.

Original Movement Special Rule	Becomes
Light Tank	Fast Tank
Fast Tank	<i>(loose Fast Tank)</i>
<i>(nothing from this list)</i>	Slow Tank
Slow Tank	Very Slow Tank
Very Slow Tank	add Plodding <i>(still Very Slow)</i>

A **Plodding** Vehicle cannot move At the Double.

Remote Control Robot

Military scientists have salvaged parts from one or more Grey Robots to reconstruct a functional Robot and replaced the Tactical Brain with wiring for remote control. Remote Control Robots are essentially Plodding Foot tanks with human controllers and a support/transport truck that can be used as a Recovery Vehicle, but only for human Remote Control Robot teams.

A company may include a single Captured Robot team, attached to the Company HQ Section, in addition to standard force organization allowances.

Bail Outs are treated normally. The humans run away and dive for cover, coming back to the Robot if it is still standing.

A **Plodding** Vehicle cannot move At the Double.

Foot vehicles face tests for being Bogged Down, just like other vehicles.

To represent a Remote Control Robot team, place a single Robot on an Infantry base with 2 human models carrying appropriate equipment, like communications gear or big wrenches.

Captured Mk1 Saucer

"I have to procure one of these for myself." -- Captain Daniel Hilliard, USAF, saucer pilot

Attach a Captured Mk1 Saucer to the Company HQ.

The only difference between a Mk1 Saucer and a Captured Mk1 Saucer is that the captured version is Unreliable. Should the Captured Saucer fail an Unreliable test, it must pass a Skill test or be Destroyed.

Alien Hunters

Many of these hardened fighters have fought the Greys before. The others have been trained in specific Grey fighting tactics. Their minds are prepared and they know where to hit the alien machines.

*Any one Platoon is immune to Psychological Operations and gains the **Anti-Unobtanium** special rule. Grey teams and vehicles do not get the benefit of the Unobtanium re-roll when hit by this Platoon.*

Alien Invasion Force

"The outcry from the hundreds of millions whose chief concern is the long future of themselves and their children will, I hope, become so universal and so insistent that no man, no government anywhere, can stand apart from this battle." -- Dwight D. Eisenhower, SACAEF

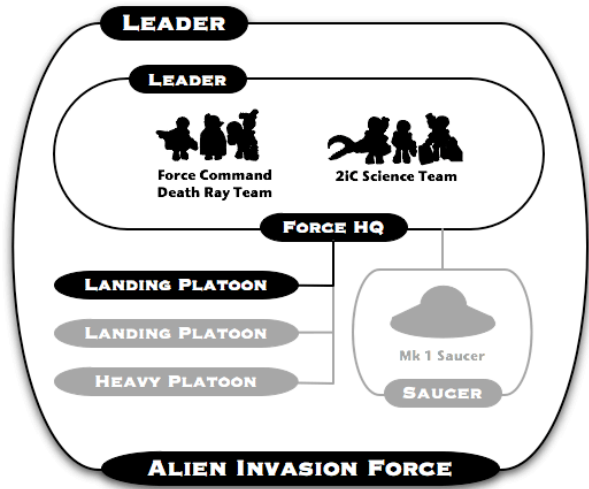
Headquarters

1 Force HQ

Headquarters
Force HQ **120 points**

Options

- Add a Mk 1 Saucer at a cost of 230 points.
- OR add a Mk 2 Science Saucer at a cost of 120 points.
- OR add "Foo" Fighter air support at a cost of 150 points for Limited Air Support or 180 points for Priority Air Support.



Combat Platoons

1 or 2 Landing Platoons

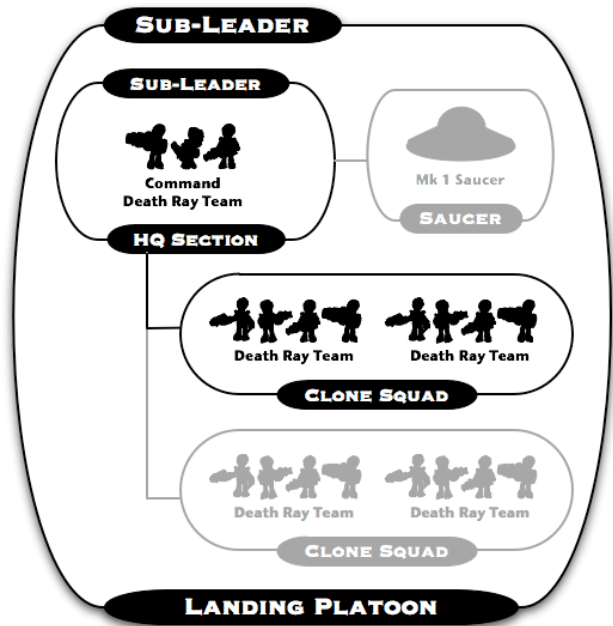
Platoon

HQ Section with

1 Clone Squad	270 points
2 Clone Squads	400 points

Option

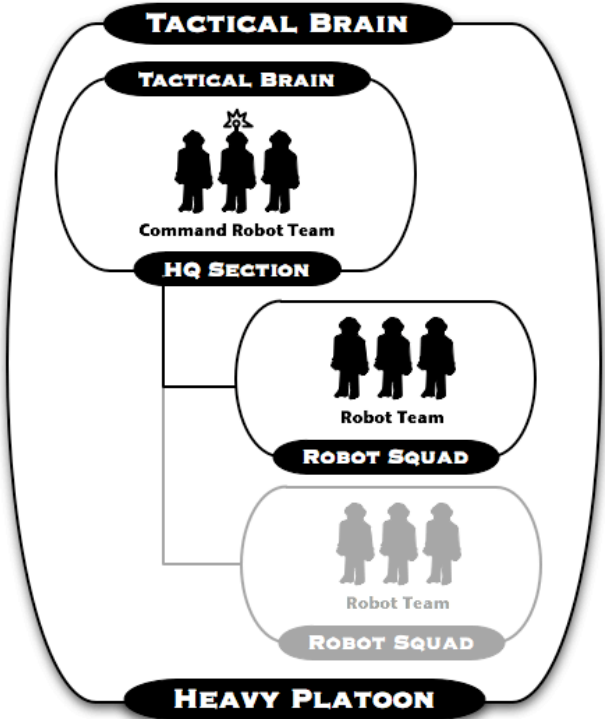
- Add a Mk1 Saucer at a cost of 230 points.



Weapons Platoons

Heavy Platoon

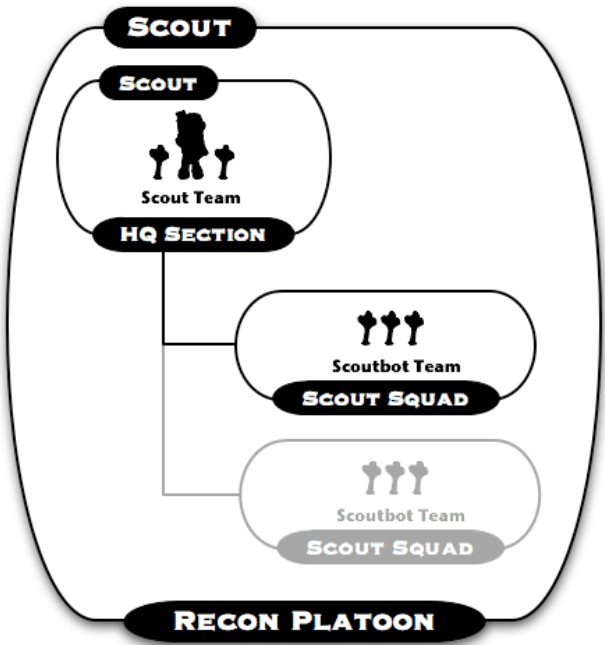
Platoon	
HQ Section with	
1 Robot Squad	1180 points
2 Robot Squads	1820 points



Force Support Platoons

Recon Platoon

Platoon	
HQ Section with	
1 Scout Squad	100 points
2 Scout Squads	150 points



Grey Arsenal

Tank Teams

Name	Mobility	Armour			Equipment and Notes
		Front	Side	Top	
<i>Weapon</i>	<i>Range</i>	<i>ROF</i>	<i>At</i>	<i>Fp</i>	
Robot team	Foot	10	10	3	Robots, Unobtanium
<i>Eye Beams</i>	<i>32"/80cm</i>	<i>1</i>	<i>13</i>	<i>2+</i>	<i>Death Ray</i>
<i>Eye Beams</i>	<i>32"/80cm</i>	<i>1</i>	<i>13</i>	<i>2+</i>	<i>Death Ray</i>
<i>Eye Beams</i>	<i>32"/80cm</i>	<i>1</i>	<i>13</i>	<i>2+</i>	<i>Death Ray</i>
Mk1 Saucer	Hover	11	11	4	Unobtanium
<i>Omni Beam</i>	<i>40"/100cm</i>	<i>2</i>	<i>13</i>	<i>2+</i>	<i>Death Ray</i>
Mk2 Science Saucer	Hover	10	10	4	Abduction, Unobtanium
Remote Control Robot Team	Foot	10	10	3	Plodding, Unobtanium, Unreliable
<i>Eye Beams</i>	<i>32"/80cm</i>	<i>1</i>	<i>13</i>	<i>2+</i>	<i>Death Ray</i>
Captured Mk1 Saucer	Hover	11	11	4	Unobtanium, Unreliable
<i>Omni Beam</i>	<i>40"/100cm</i>	<i>1</i>	<i>13</i>	<i>2+</i>	<i>Death Ray</i>

Infantry Teams

Team	Range	ROF	At	Fp	Notes
Death Ray team	16"/40cm	1	12	3+	Death Ray, Unobtanium
Science team	8"/20cm	1	8	3+	Abduction, Unobtanium
Scout team	32"/80cm	1	8	3+	Unobtanium
Scoutbot team	16"/40cm	2	8	3+	Unobtanium

Aircraft

Aircraft	Weapon	To Hit	At	Fp	Notes
"Foo" Fighter	Beam	2+	12	2+	Death Ray, Flying Tank, Grey Aircraft

Gun Team

Weapon	Mobility	Range	ROF	At	Fp	Notes
Captured Death Ray	Man-packed	16"/40cm	1	12	3+	Death Ray

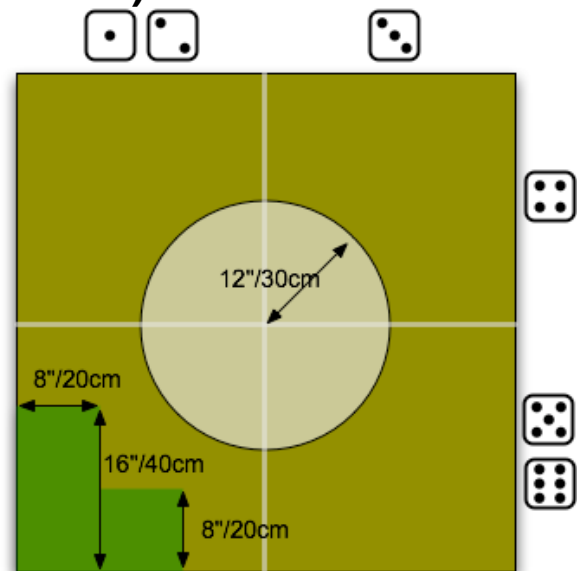
Scenarios

There is a Campaign section following the scenarios. It provides a fair narrative structure for two players to try out these rules and to play the scenarios, even if the rules and individual scenarios are still unbalanced.

Close Encounter (Early or Mid War)

The Grey scientists have been probing humanity for weaknesses, conducting experiments to find ways to speed the success of an invasion. This early or mid war scenario portrays an encounter with a small Grey "Science" party.

Close Encounter uses the **Night Fighting, Delayed Reserves, Scattered Reserves,** and **Prepared Positions** special rules.



Grey Forces (Attacker)

- (2iC) Science Team
- Mk 2 Science Saucer

Your force is has been looking for an Infantry Platoon on which to conduct experiments. During a night expedition, you spotted a Platoon separated from the rest of its Company.

You must Abduct all of the initial Infantry teams, before the rest of the Company arrives and drives you away.

Greys are not effected by the Night Fighting rules. Use of the Abduction Ability counts as shooting for purposes of visibility.

Human Forces (Defender)

You may field any legal 600 point force from any nation, provided the force includes at least one Infantry Platoon. Your forces are stretched thin on this part of the map. They have made camp for the night.

Preparation

1. The defender deploys an Infantry Platoon in the area marked in the center of the table. They are in Prepared Positions.
2. The rest of the defender's Platoons are held in Reserve.
3. The attacker deploys in the corner as marked.

Beginning the Battle

1. The attacker has the first turn.
2. The defender's initial Infantry Platoon is not Destroyed in the event of a failed Morale Check, they are only Pinned Down. They may not leave the table, except through Abduction.

Ending the Battle

The battle ends when either:

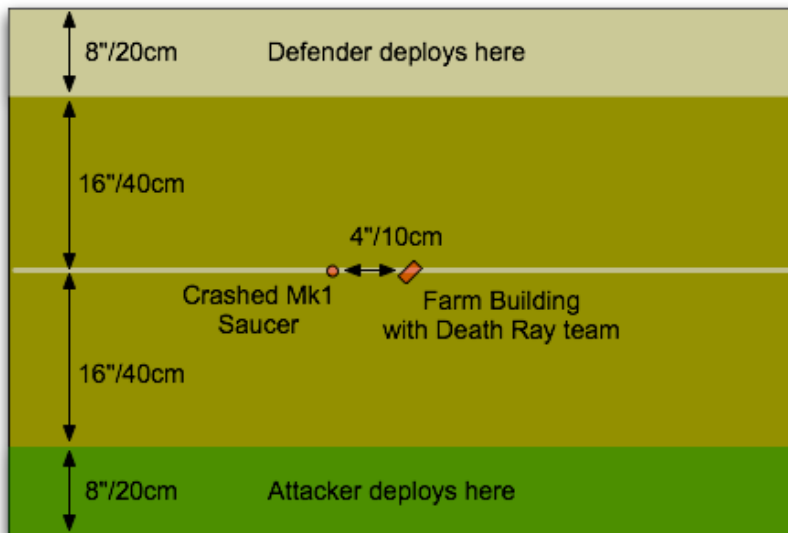
- all of the initially deployed Infantry teams have been abducted
- the 2iC Science team is Destroyed
- the Mk2 Science Saucer is Destroyed
- the Mk2 Science Saucer is hit by one of the **Reserve teams** using a weapon with Anti-tank 10 or better, regardless of the effect of the hit (the Greys bug out as the Reserves close in)

Who Won?

The attacker wins if he successfully abducts all of the Infantry teams from the defender's initial Infantry Platoon. The defender wins if at least one of those initial Infantry teams is still around at the end.

It's a Barrage Balloon (Early or Mid War)

Human pilots managed to shoot down a Grey saucer. It crash landed on a farm near a small town. As both sides race to secure the crash site, their intelligence offices prepare the same cover story, “an experimental barrage balloon crashed in a field.” As opposing sides approach they find out there were survivors. Why do these things always happen at night?



It's a Barrage Balloon uses the **Night Fighting**, **Fair Fight**, **Mobile Battle**, and **Reserves** special rules.

Attacker Force

You have a 600 point force. Secure the crashed alien saucer, preferably intact.

Defender Force

You have a 600 point force. Secure the crashed alien saucer, preferably intact.

“Neutral” Grey Forces

- Death Ray Team
- Bugged Down Mk1 Saucer

Preparation

1. In addition to the typical farmland and woods terrain on the table, place the crashed Bugged Down Mk1 Saucer objective and a farm building, as shown. There is a Grey Death Ray team **in the building**, conferring the usual Bulletproof Cover Save. The Saucer cannot free itself and will remain Bugged Down (can't move, can't fight, etc.) until it is captured or Destroyed.
2. Both players roll a die. The player with the higher score chooses a deployment zone and is the attacker. The other player is the defender and deploys on the opposite table edge.

3. The attacker places one Platoon. The the defender places one Platoon. The rest of the Platoons are held in Reserve.

Beginning the Battle

1. The attacker has the first turn.
2. During each player's shooting step, he may **shoot** with the Death Ray team. This means the Death Ray team is taking double turns until someone manages to Destroy them. The Death Ray team can only shoot, respond to Charges with Defensive fire, and Attack as part of a Counterattack.
3. If the Saucer is Destroyed by either side, leave it on the table. It can still be captured, it's just not worth as much.

Ending the Battle

The battle ends when both:

- the Death Ray team is Destroyed
- either player starts their turn holding the Saucer

Who Won?

The player who captured the Saucer wins. It is only a partial victory if the Saucer was Destroyed.

The Earth Stands Still (Mid War)

It's November 7th, 1943, the day the "foo" researchers dreaded. A single alien saucer lands in the capital of every major nation. Out of each saucer march six alien robots. The lead robot demands cessation of hostilities and total capitulation. A few nations surrender, but most respond with force. The Greys are trying to capture key civilian leaders to use as brainwashed spokesmen to pacify the masses of each nation. The human forces have detected building radio transmission that appear to be part of the invasion plan. In addition to protecting their civilian leaders the human forces want to knock out those transmitters.

The Earth Stands Still uses the Not One Step Back Street-Fighting Mission from the *Flames of War* (2 ed) book.

Grey Forces

- Heavy Platoon with 1 Robot Squad
- Mk 1 Saucer
- Priority Air Support

Human Forces

The human player assembles a 1500 point force.

Standard Mission

The players play the Not One Step Back Mission with the following small adjustments:

- The Grey player is always the attacker
- The attacker's deployment zone should be part of a central square or park, the kind of obvious central mall at the heart of a capital that has room for a saucer and some big Robots
- The attacker keeps no units in Reserve

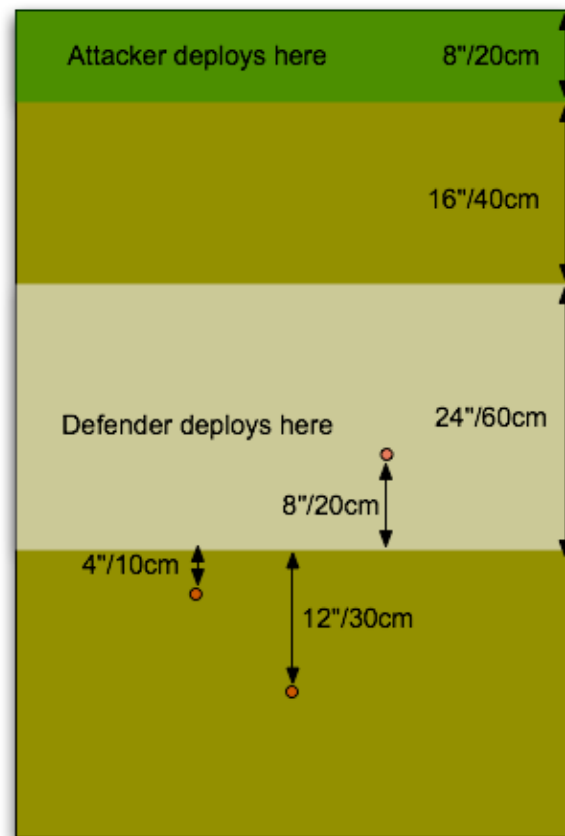
Last Hope (Late War)

Human scientists have been studying recovered Greys and Grey technology. They believe they have found a weakness that they can exploit in a super weapon that will turn back the tide of invasion. The Greys have uncovered the plan and dispatched a force to destroy the lab complex where they believe the human scientists are assembling the weapon.

The alien spearhead is closing in on the decoy lab. The defenders are trying to buy time for the scientists in the real lab to complete their work. Human life is becoming far too precious to throw away in a last stand for a decoy, but the leaders do hope to slow down the Greys enough to keep them from discovering the secret until it is too late.

If only we had listened to Grote Reber.

Last Hope uses Fighting Withdrawal Mission from the *Flames of War* (2 ed) book and the **Reserves** special rule.



Grey Forces

Any legal Alien Invasion Force worth up to 2000 points

Human Forces

Any legal 2000 point force

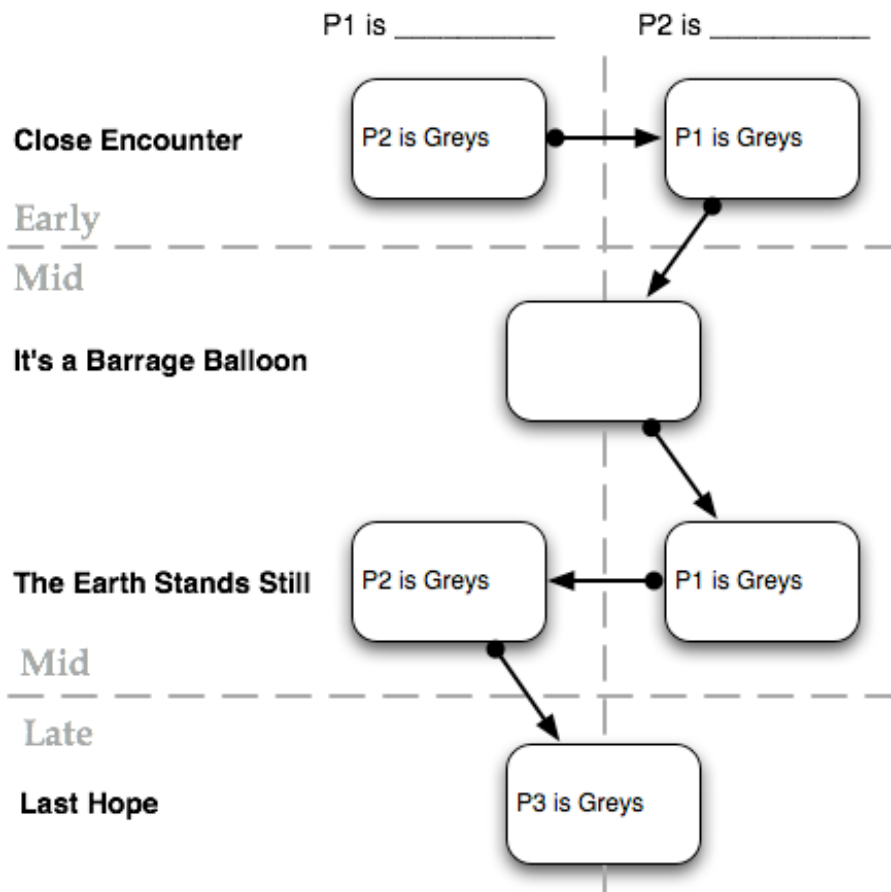
Standard Mission

The players play the Fighting Withdrawal Mission with the following small adjustments:

- The Grey player is always the attacker
- The attacker places two Platoons at the beginning and keeps the rest in Reserve
- The table is setup with the attacker coming in on a short edge, as shown
- The objectives are placed as shown, instead of the players placing them
- The defender can choose any remaining objective to remove when it is time to remove an objective

Campaign

The scenarios above can be played as an episodic invasion campaign. The campaign structure serves to even out the challenge for the two players, even if the Greys' abilities, points values, and the scenarios are not yet balanced. Start with two people and add a third for the final scenario. Players 1 and 2 may be any nations, but each player must be the same nation throughout the campaign. Players may choose completely different forces from scenario to scenario, provided each force is compatible with the time period and scenario and campaign rules.



	Close Encounter	It's a Barrage Balloon		The Earth Stands Still
	Victory	Victory	Partial Victory (roll a die)	
	Alien Hunters	Mk1	1-3: Unobtanium	4-6: Death Ray
P1				
P2				

Captured Alien Technology Table

After each battle, if a player has notched a victory, consult the Captured Alien Technology Table, marking the box for his hard won prize. These are the Captured Alien Technology advantages available to each player **in the last battle**. The player who wins the last battle wins the Campaign.

The last battle should be modified as follows to support the Campaign:

- The Greys build a 2500 point force
- P1 and P2 build 1500 point forces
- P1 and P2 are allied against the Greys and treat their forces as one for all game purposes
- P1 and P2 take their turn together
- P1 and P2 alternate being Lead Player for a turn, starting with the player who won It's a Barrage Balloon
- The Lead Player takes all of his actions first in each step
- If the defenders win the mission, the campaign winner is determined by adding up each player's points from the table below and subtracting the number of Platoons he lost, up to four. Example: A player Destroys 2 Robot teams, 1 Mk1 Saucer, and 3 Death Ray teams (11 points) and the Greys Destroy 6 of his Platoons, he earns 7 points, 11 - 4.
- P3 wins if the Greys capture an objective, but P1 and P2 still determine relative position as described above

Invasion Scoring

Alien Team	Points
(Command) Robot team	3
Mk1 or Mk 2 Saucer	2
"Foo" Fighter	2
Command Death Ray team	2
Science team	1
Death Ray team	1

If a player Destroys a Grey team, even if that team was previously "damaged" by the other player, the player who Destroyed the team is awarded points as outlined in the Invasion Scoring table.

Archetypal Warriors

Players using the Grey rules, can take advantage of the Warriors listed below in addition to the Warriors already available. Players should agree ahead of time on whether or not to allow these Warriors in their Grey games. They may significantly change the tone and balance of your games. They have undergone less play testing (if any) than the rest of the rules.

Dr. Zboden

The crazy Russian scientist is famous for his “bottled lightning” experiments with electricity. He has recently outfitted a Russian Platoon with shells that unleash horrific electrical energies in addition to their normal damage.

Characteristics

Dr. Zboden is an Infantry team and a Warrior. He can be attached to any Russian Gun or Artillery Platoon for 70 points.

Special Rules

Lightning Shells: *When any Gun team in Dr. Zboden's Platoon hits an enemy team, roll a die and add the value to the Anti-tank value for that hit. Roll a separate die for each hit. The firepower of the hit is 3+, unless it was already 2+ or 1+.*

Lanz von Liebenfels

Lanz von Liebenfels is an Aryan mystic and a powerful Thule sorcerer. Although shunned by Hitler in public to hide his importance, von Liebenfels is the Reich's foremost mystic and expert on Thule magic.

Characteristics

Lanz von Liebenfels is an Infantry Command team and a Warrior. von Liebenfels can replace any German 2iC team for +50 points.

Projection: von Liebenfels taps Thule energy to unleash a blast of technomagic power at the enemy. *He has Range 8"/20cm, ROF 2, Anti-tank 10, and Firepower 4+.*

Special Rules

Sidereal Pendulum: *Instead of shooting, von Liebenfels may reveal any one enemy platoon anywhere on the table.*

Oratory and Sophistry: *Teams in von Liebenfels Platoon add -1 to their score needed for Motivation tests.*

Warrior One

Joe Nelson was a researcher working on the Manhattan Project when he received what should have been a lethal dose of radiation from an accident during a critical mass experiment. Even as Nelson grew stronger, he began to *produce* increasing levels of radiation, occasionally emitting directional bursts. After the deaths of many doctors, nurses, and other hospital staff, Nelson was transferred to the Project 1943 labs.

The Project 1943 scientists built for Nelson first a lead room, then an Unobtainium room, then a series of Unobtainium armour suits, all of the Unobtainium coming from a crashed Grey saucer. Nelson now wears the first Warrior class suit. In addition to protecting those around him from radiation, the Warrior suit provides him with unearthly protection and helps him focus his radiation bursts into monstrous beams of radiation. Although he is merely remarkable in an Assault and has only typical speed, Warrior One is a potent force on any battle field.

Characteristics

Warrior One is a Warrior and an Independent. Warrior One can be attached to any American Company for ___ points.

*Warrior One is a **Fearless Veteran**.*

He has Range 16"/40cm, ROF 2 whether he moves or not, Anti-tank 14, and Firepower 3+.

Special Rules

Unobtainium Armour: *Warrior One makes all Infantry Saves on 2+, re-rolling failed saves. All Firepower tests involving Warrior One are taken at 6. Warrior One gets a (re-rollable) Infantry Save when hit in Assault.*

Il Professore

Il Professore is an enigmatic character who frequently appears when Earth, Italy in particular, is under alien attack. *Il Professore* and his friends always seem to know more about the menace than the military people around them.

Characteristics

Il Professore is an Infantry Team, a Warrior, and an Independent. He can be attached to any non-German Company for 350 points.

*Il Professore is a **Fearless Veteran**. He cannot shoot and never attacks in an Assault.*

Special Rules

Time Loop: *Once per game, your opponent skips a turn.*

Lore: *If Il Professore is within 2"/10cm of a friendly team, that team may roll 2 dice and add the results when they would roll a single die.*

Lucky Immortal: *Il Professore can never be Destroyed. If he would be destroyed, he is Pinned Down instead.*

Splendiferous Man

Born on another planet, sent to Earth by his parents before the Greys destroyed his home world, and secretly adopted and raised by the 9th Earl of Shaftesbury and his wife, the 10th Earl of Shaftesbury has adopted the alter ego Splendiferous Man. Given super powers by the cosmic rays that bombarded his infant body on the journey to Earth, he has chosen to use his might to help others. From his Tower of Serenity on the shores of Lough Neagh, Splendiferous Man ventures out to take the fight to the Greys.

Shaftesbury avoided the military service expected of a man of his age and status by feigning a case of exotic jungle fever. Free to change into his tights and cape at will, Splendiferous Man spends most of his time thinking about the best ways to help against the Germans. The arrival of the Greys has spurred him into real action.

Characteristics

Splendiferous Man is an Infantry team, a Warrior, and an Independent. Splendiferous Man can join any British Company for 420 points.

Special Rules

Flight/Super Speed: Splendiferous Man uses his powers to appear to be all over the field. *When you move Splendiferous Man, pick him up and place him anywhere on the table, ignoring all movement rules.*

X-Vision: *Splendiferous Man has Line of Sight to all teams on the table.*

Super Strength: *When Splendiferous Man attacks or counterattacks in an Assault, he automatically Destroys the team he attacks. He can choose to destroy two teams by throwing the first at another within 4"/10cm.*

Invulnerable: *Splendiferous Man automatically passes all Infantry and Firepower saves.*

Invincible: *Splendiferous Man automatically passes all Morale and Skill checks.*

Secret Identity: Splendiferous Man tries to hide his secret identity. Embarrassed shouts of, "Shaftesbury!" or, "Anthony?" from officer friends are a constant danger. *Each time Splendiferous Man moves to within 12"/30cm of any Command team or a Command team moves to within 12"/60cm of him, roll a die. On a roll of 3+ remove Splendiferous Man from the game. He counts as Destroyed.*

Splendiferanium: *Your opponent selects one enemy team that is carrying this alien metal. While Splendiferous Man is within 12"/60cm of this team, he loses all of his Special Rules except Secret Identity.*

Harry S. Truman

As the Greys close in on the last intact military installations, every man finds his purpose, "I'm an artillery officer, Alben. I belong on that field."

Characteristics

Harry Truman is a Warrior. Truman can replace the Command team of any Late War American Gun or Artillery Platoon for +40 points.

Special Rules

Give 'em Hell: *Harry's Platoon is **Fearless Veteran**.*

Destiny: *Each turn, you may select up to three dice to be rolled by Harry's Platoon and one die to be rolled for an enemy team in response to an action by Harry's Platoon. You place these dice on the table, choosing any value you desire, instead of rolling them. All other rules still apply, you are simply determining the value of the rolls instead of rolling the dice.*

Alternate Alien Template

“Their” von Neuman probe detected the first faint artificial radio transmissions from the system as it completed its long breaking impulse. The probe spent two silent decades maneuvering into a solar orbit near the resource rich environment of the system’s primary asteroid belt. It continued to monitor the slowly growing transmissions from the third planet, learning to translate them, as it built the first machines it would use to “convert” the system. In addition to the conversion machines template, the probe retrieved neutralization templates from its design library, starting with the space tractors and mass displacement drives.

Scenario: Alien Invasion (Late War)

Attacker Forces

- Asteroid bombardment
- Nano-cybernetic bacteria
- Clanking replicators

Defender Forces

Setup any force you want, up to any point cost.

Preparation

- The defender sets up his forces anywhere he wants.
- The attacker holds all forces in reserve.

Beginning the Game

- The attacker begins with an asteroid bombardment, Destroying everything on the table

Ending the Game

The game ends after the attacker’s first turn.

Who Won?

The attacker wins.