

PLACING ENEMIES

When Enemies attack the Warriors you must decide where to put them on the board. Enemies appear with no warning! The first time the Warriors encounter some Enemies the leader places them.

The next time Enemies appear the player to his right places them. After that, the player to that player's right places the Enemies, and so on. In this way each player gets a chance to place the Enemies.

When you place the Enemies you can't just put them anywhere you like. That would be far too convenient for the Warriors! The player must obey the One-on-One rule. This rule simply states that a group of Enemies will always be shared equally between the Warriors.

Enemies will always appear as far from the Warriors as possible. Hoping to get pot shots at the Warriors before engaging in bloody melee. Enemies should be positioned within their shooting range, up to 1 board section away (Any further and they cannot see in the gloom). Enemies with the same range on weapons will obey the One-on-One rule and will need to be placed closer if necessary.

Enemies without ranged weapons will be placed their maximum Move (M) distance away from the nearest Warrior

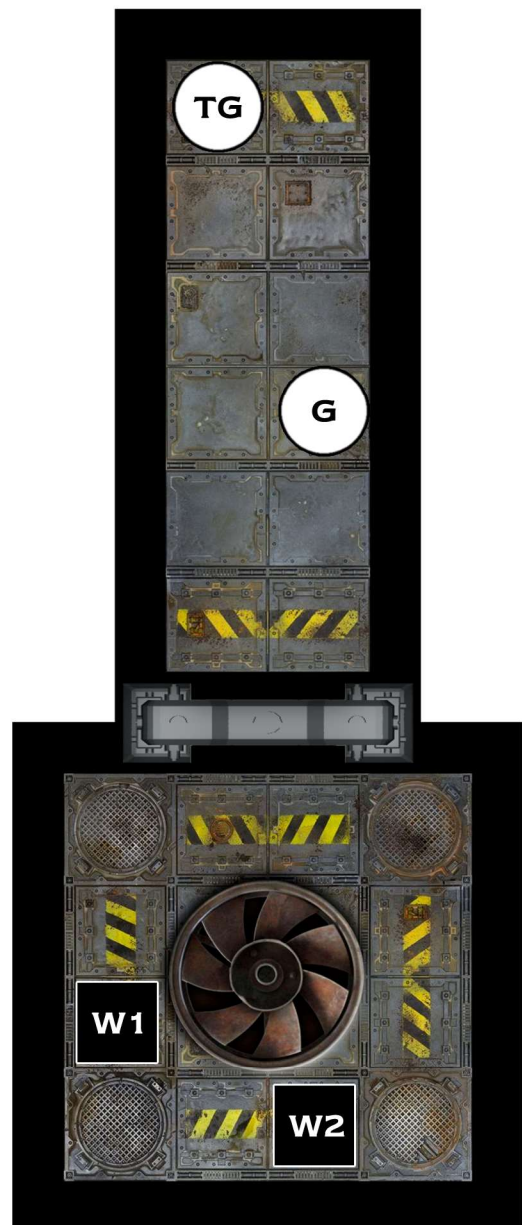
EXAMPLE - Varied Ranges

An unexpected event occurs and a Traitor Guardsman with a Lasgun (TG) and a Gretchin (G) appear.

As the Lasgun has a range of 12 squares he is placed as far as possible from the Warriors.

The Gretchin (G) only has a range of 6 squares so is placed this maximum distance from the closest Warrior (W1)

Using the One-on-One rule the Gretchin attacks the closest Warrior (W1) so the Traitor Guardsman has to attack the furthest Warrior (W2)

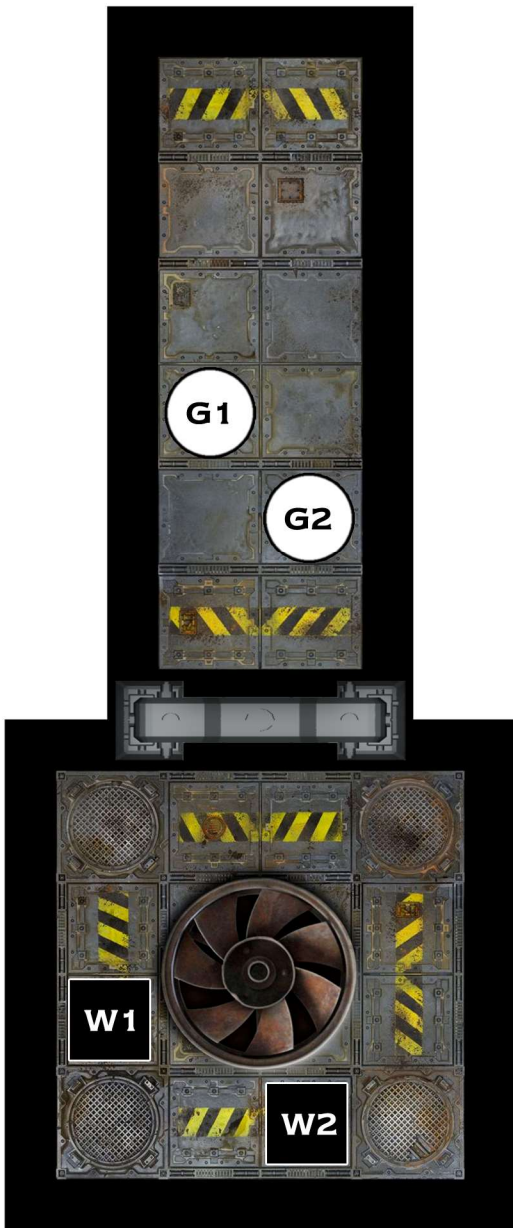


EXAMPLE - Same Range

An unexpected event occurs and 2 Gretchin (G1) and (G2) appear

The Gretchins have a range of 6 squares so (G1) is placed this maximum distance from the nearest Warrior (W2) in LOS (line of sight)

Due to the One-on-One rule the second Gretchin (G2) must attack the next Warrior (W1) even though this brings the distance to less than the maximum range of their weapon



EXAMPLE - No Ranged Weapons

An unexpected event occurs and a Genestealer (GS) and PoxWalker (PW) appear

Neither of these Enemies have ranged weapons.

Following the One-on-One rule they are both placed their maximum Move (M) distance away so that they can possibly engage a Warrior each in the next Enemy phase.

