



Grenades that miss their designated spot deviate. Every point the attacker misses the target number by causes the grenade to deviate 2cm in a random direction. The deviation may not exceed 6cm. Players should use the random direction chart in Appendix III: Play Aids to determine the direction of this deviation.

**Example:** Erglak Khan hurls a thermal grenade at a group of three enemies 16cm away. He rolls against a TN4 and gets 3 goals. The throw misses and deviates 2cm from the spot Kahn originally selected. Unfortunately for them, two of his targets are still potentially touched by the grenade's 3cm radius effect. They make defense goal rolls versus the standard TN4, but gain +2D defense due to the range band of the attack.

If the attacker succeeds, the grenade hits its spot and explodes, forcing any models within the radius of its effect to make TN4 defense goal rolls. If they meet or exceed the TN4, they avoid the explosion, but if they fail, they must make DR checks against the grenade's DN.

Grenades shot from a launcher also target a spot on the battlefield, but use the standard range band chart instead of the modified one presented above, and test against a standard TN4 for all ranges.

## More On Damage

Every model in B&B has a Vitality rating tracked using circles along the bottom of its Stat Profile. A model always begins every one-off battle at its peak Vitality (usually 6 for Characters). Models involved in a Campaign can sustain injuries that carry over from battle to battle. A model loses Vitality to injuries from battle or its environment—most often whenever it takes a hit in combat and then fails to match the attack's DN.

## Henchmen And Multiple Foes II

When a henchmen group and a character model outnumber a single foe and an enemy model rushes in to help by attacking the henchmen, the entire group is pulled away into a separate combat, leaving the two character models to battle each other.

**Example:** A Stalker Slay-Bot and a cadre of Assassin Servitors are locked in combat with a lone Essence Warrior. In the next round, Kal Drak charges the cadre of robots. Kal and the entire cadre are moved 1cm away into their own separate combat. The lone Stalker Slay-Bot and the Essence Warrior are left to fight on against each other.

## Henchmen in Ranged Combat

Henchmen in ranged combat make only one attack goal roll. Henchmen groups purchase ranged weapons just as character models, but they need pay the cost for the weapon only once. Due to their numbers, Henchmen have access to a special maneuver called Concentrated Fire. This allows henchmen groups with four or more members that move 2cm or less to make a ranged attack at +2D to Agility.

## Henchmen Taking Damage

A Henchmen Group's Vitality rating is based on their numbers. A group of seven alien bandits can take seven "hits" or points of Vitality loss in close combat.







## Shivan

A race of blue-skinned humanoids with horned heads and tails, the Shivan hail from a forbidding planet in the Kharn star system, Shivan IV. They exist in a planet-wide, matriarchal society, and the finest Shivan females of the warrior caste belong to a mercenary guild called the Shivan Sisterhood.

**Species Traits:** Ferocity (+1D to close combat attack rolls)

**Cost:** 1 pt.

## Slithar

These reptilian humanoids populate the desert continents of a dozen worlds along the Galactic Rim. Their

toughness and recuperative powers are legendary. Although capable fighters, they also make excellent scientists and merchants.

**Species Traits:** Tough, Slow -1cm, Regeneration (+1 to Post-Battle injury table checks)

**Cost:** 3 pts.

## Yetoids

Large, hairy brutes from the steaming jungle planet of Yett, Yetoids are also quite at home in arctic environments, and even develop white coats if they spend a prolonged period of time in the cold.

**Species Traits:** Mighty Blow, Ranger

**Cost:** 2 pts.

**SPECIAL EVENTS BOX** - Contains a matrix of 1 - 3 complications players may choose at random to add extra interest to the battle. The specific details of each Special Event are detailed in a later section. Unless noted, players always roll for Special events prior to the setup of warbands on the table.

## General Details

A number of general aspects will apply to most scenarios. These are detailed here. Unless otherwise noted, players should apply these conditions to their games.

## General Setup Guidelines

For 15mm play, players should use a 60cm x 60cm terrain board. For 28mm play, players should use a 4' x

4' terrain board. Each player should take turns placing "loose" terrain features like buildings, hills, and other obstacles. Three placements apiece should work well for a two player game, but more terrain always enhances a game.

## Choose Table Edge

Each player's designated leader makes an opposed Mind + Born Leader check. The winner gets to select the table edge his team will enter on.

## Deployment

Each player should deploy his or her team up to 8cm from his or her table edge.





## GALACTIC HEGEMONY HUNT TEAM

Charged with rooting out bands of malcontents, rebels, and criminals, Baroness Ramiela Altari works with only the most skilled, vicious, and relentless operatives drawn from the far corners of the known galaxy. Scion of a family whose blood runs strong with the Dark Essence, the Baroness wields her deadly birthright to devastating effect. Her Yetoid bodyguard Kroosh never strays too far from her side, his savage might a testament to his species' darker side. The Baroness never conducts any major operation without a unit of hardened Hegemony Shock Soldiers. These well armed and armored troopers possess the training and discipline to hunt some of the most dangerous foes in the universe. The Betallian Star Stalker Gleev acts as the Baroness' primary huntsman, utilizing his Sensor Drone Orb-9 to augment his ability to track Essence wielders.

