

Blood on the Snow

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- Setup: The Players are requested by Leonid Kuchman, a Capitol Offical to investigate the surprising Transfer of the Bauhaus Scientist Vitaly Prytyka to an unimportant Geological Facility on the Mars Pole near Mundburg. Since Prytyka is a well known Scientist specialised in Genetics it is surprising that he travels some thousand miles to the geological research station <u>Adelie 14</u> in the coldest climate of Mars. Kuchman suspects Bauhaus to use the isolated research station for biological experiments in order to create a new RDHA (Rapid Decay Hemorrhagic fever Agent). Since the creation of biological Weapons has been abolished for many centuries, creation of such RDHAs can only be done in the most remote areas. The players task is to get to the research site and investigate Prytykas real assignment in Adelie 14. They are expected to bring back hard evidence, thats why Kuchman arranged a Cybertronic Video Camera for the Team in order to film the investigation. Kuchman arranges the flight to San Dorado on Mars. There they will travel on to Mundburg. In Mundburg they will be expected by an Capitol Undercover Agent called Ferris. Ferris arranges anything the players need. Since he is offically running an expediction equipment center he has all the tools the players need for the very cold climate (from -40° C to -70° C). Ferris will arrange a midnight meeting on the ice with a hired Pilot who will take the players near the Facility whenever they are ready. The Pilots Name is Will Stokes. Stokes has no idea that Ferris is a Capitol Agent. He thinks that he will carry some rich Guys for hunting out of the city. He will take the players to the Landing Site about 5 km from the Bauhaus Facility away. The flight takes about an hour at highspeed travel. Stokes don't know anything about Adelie 14. He will drop the players and ask them when they want to be picked up again. He can be radioed only with the Stations radio via Ferris and he doesn't know that the Station is near so he will ask for the exact time of pickup. He makes some anotations to the comming bad weather but since he thinks he will pick up the players in a few hours he doesn't seem to nervous.
- **The Action:** Vitaly Prytyka has been requested by the Adelie 14 Scientist when they found a <u>Bio Giant</u> frozen within the eternal ice crust of Mars. Alltogether there are 6 Scientists and about 10 Technicians, Cooks, Radio Opperatiors at the Facility. Since the Scientist are not too familiar with Dark Legion Monsters the suspected the frozen being to be some sort of Mars Alien Race and before asking the Brotherhood for help (and with that loosing any chance to investigate this beeing); they thought it would be a good idea to ask a genetic specialist to take a look. The Problem is only that Prytyka is under constant watch of Capitol since he is a known Specialist and his Abilitys can easy be used for military purpose. Prytyka has arrived on Adelie 14 only 4 Days bevore the Players arrive at the site. The Last Days he and his colleages were occupied with tests on the frozen body. At the Day of Arrivel of the players the Scientists are about to defrost the body so that further tests can be done. Everyone is pretty sure that the Bio Giant must be some sort of ancient Mars inhabitant. Which is apparently wrong.

6 Hours after defrosting the Body he will get back to life (or Death). The defrost of the Body automatically triggers an artefact carried by the Giant which will call the Dark Legion. A group of Demnogonis Undead Legionaires (feel free to adjust the number of Troopers to your players group) under the Lead of a Destroyer. The Giant will not move until he thinks he might be able to get his way out of the Facility. Since he is not very Intelligent this might be anytime. The <u>Dark Legion Group</u> has not been sent to rescue the Giant, all they want is the artefact which the Giant carries around his right wrist. This very large wrist-band of very dark and extremly cold material (touching inflicts 1D6+2 damage) is a case for a long lost <u>virus</u> able to kill even within the cold of space. The Virus "eats up" the dimensional integrity of space. If one of the players tries to open the encasement the virus gets free. A green, shining mist will get out of the encasement. Slowly it will spread its way. Every touching object slowly desintegrates. (The players should be able to escape the deadly mist pretty good except if the are cornerd) The Mist can only be stop-

ped by Fire. Normal fire of a lighter is not enough. A combined damage of 40 is neccessary to stop the Mist from going any further into that direction. Unfortunaly a very strong storm started just after the players reach the Facility. The Storm will last for at least 1 1/2 Days. So they will have to stay at the facility. Calling anybody will be of no use since the Radio Antenna got damaged within the first minutes of the Storm. The Scientists will tell the players that they can repair the antenna but not while the storm has its cold hands on Adelie 14. In order to save energy and heat; the scientist will propose to get into one room and stick together.

Getting outside the Building is real hard work (movment is possible at 1/3 rate). Any unprotected Area of the body (not clad in cold protection gear) will take 1D4 of Damage every round. The Vision is limited to only a few meters at best.

Besides the Problem with the awaking Bio Giant (... and maybe the Disastrous Mist) the Dark Legion Extraction Group is on its way through the Storm (if you are already Dead you can't die of cold air) and may sneak into the Facility creating an additional threat to anybody within the Research site.

This is the Situation and now its the players Task to survive the day.

Scienti	st/ Te	chnician		
-		en combat		
		rk Legion		
STR	[10]	<u>Area</u>	AV	BPs
	08]	Leg	2	7
COR	15]	Arm	2	6
PHY	[12]	Stomach	2	6
	[10]	Chest	2	7
	[07]	Head	2	3
Movem	ent:	3/ 225		
O.B.:		+ 1		
Act./ C.	R.:	3		
Avoid/	Parry:	5/5		
Attacks	: Aggr	essor (1d6)		
Skills:		guns 10, Pe ling 8	erceptio	on 8,
BioTek:	none			
Dark:	none			
Special	Tech	Scientist and nicians are d of the Situ	very	
Names:	Jose Walte Ludm Paul Peter Anna Nigel Filipp Rhett Todd Juan Alex Akiko Victo	y Prytyka - (Lubra - Geo er Ahrendt - hilla Smy - (Louise - Bio White - Ph Dupin - Ra Tully - Rad Garza - M t O'Kieffe - 1 Moore - Ele Ramos - El Sorel - Doc Dikeda - Sp r Leclerc - H Novak - En	ology Seisn Geolog Iogy ysics dio Iechan Mecha ectroni ectron ument becial F Engine	nology y ic nic cs ics ation Equip. ering

Vitaly Pryty	yka / Jo	ose Lubra	a / Wa	alter A	hr	en	dt												
Ini:																			
Actions:																			
	Melee	Missle	AV	BP's			С	ou	nte	dov	лw								
Left Leg		1-3	2	6	1	2	3	4	5	6	7	8	9	10	1	11	23	14	15
Right Leg	4–6	4–6	2	6	1	2	3	4	5	6	7	8	9	10	1	11	23	14	15
Left Arm	7–9	7–8	2	5	1	2	3	4	5	6	7	8	9	10	1	11	23	14	15
Right Arm		9–10	2	5	1	2	3	4	5	6	7	8	9	10	1	11	23	14	15
Stomach	13–15	11–14	2	5	1	2	3	4	5	6	7	8	9	10	1	11	23	14	15
Chest	16-18	15-19	2	7	1	2	3	4	5	6	7	8	9	10	1	11 2	-	14	15
Head	19–20	20	2	3	1	2	3	4	5	6	7	8	9	10	1	11	23	14	15
Ludmilla S	mv / Pa	aul Louis	e / Pe	eter W	hit	е													
Ini:													Т		_				
Actions:											Γ		T	Т					
netions.	Melee	Missle	AV	BP's			C	ou	nte	dor	wn		_	_	_				
Left Leg		1-3	2 AV	6 br 5	1	2	3	4	5	6	7	8	9	10	1	11	23	14	15
Right Leg		4-6	2	6	1	2	3	4	5	6	7	8	9	10	1	11	23	14	15
Left Arm		7-8	2	5	1	2	3	4	5	6	7	8	9	10	1	11	23	14	15
Right Arm	-	9–10	2	5	1	2	3	4	5	6	7	8	9	10	1	11	23	14	15
Stomach		11-14	2	5	1	2	3	4	5	6	7	8	9	10	1	11	23	14	15
Chest	16-18	15-19	2	7	1	2	3	4	5	6	7	8	9	10	1	11	23	14	15
Head	19-20	20	2	3	1	2	3	4	5	6	7	8	9	10	1	11	23	14	15
A	- / Ът	-1	E:1:					1							-				
Anna Dupi	n / Nige	el Tully /	Filipp	be Gar	za					T			-			_			_
Ini:			<u> </u>								-	-		_					
Actions:								_											
	Melee	1	AV	BP's			1	ou		lov		1	1	1	1	1	1	1	1
Left Leg		1-3	2	6	1	2	3	4	5	6	7	8	9	10		11	23	14	15
Right Leg		4-6	2	6	1	2	3	4	5	6	7	8	9	10	1	11	23	14	15
Left Arm		7-8	2	5	1	2	3	4	5	6	7	8	9	10	1	11	23	14	15
Right Arm Stomach	10-12 13-15	9–10 11–14	2	5	1	2	3	4	5	6	7	8	9	10	1	11	23	14	15
Chest	16-18	11-14	2	5	1	2	3	4	5	6	7 7	8	9	10 10	1	11	23 23	14 14	15 15
Head	19-20	20	2	3	1	2	े 3	4	5	6	7	8	9	10	1	11	23	14	15
						_									_				
Rhett O'Kie	effe / T	odd Moo	re / Jı	uan Ra	am	os				.			_						
Ini:																			
Actions:																			
	Melee	Missle	AV	BP's			С	ou	nte	dov	мn			1	1	-	_	1	
Left Leg		1-3	2	6	1	2	3	4	5	6	7	8	9	10	1	11	23	14	15
Right Leg		4-6	2	6	1	2	3	4	5	6	7	8	9	10	1	11	-	14	15
Left Arm	7-9	7-8	2	5	1	2	3	4	5	6	7	8	9	10	1	11	23	14	15
Right Arm	-	9-10	2	5	1	2	3	4	5	6	7	8	9	10	1	11	23	14	15
Stomach Chest	13-15	11-14	2	5	1	2	3	4	5	6	7	8	9	10	1	11	23	14	15
Head	16-18 19-20	15-19 20	2	7	1	2	3	4	5	6	7	8	9	10	1	11 2	-	14	15
пеаб	19-20	20	2	3	1	2	3	4	5	6	-7	8	У	10	1	11	23	14	15
Alex Sorel	/ Akiko	Ikeda /	Victo	r Lecl	erc	/	Ric	ck I	No	cal	k								
Ini:																			
Actions:																			
	Melee	Missle	AV	BP's			С	ou	nte	dov	<u>wn</u>								
Left Leg		1-3	2	6	1	2	3	4	5	6	7	8	9	10	1	11	23	14	15
Right Leg	4–6	4–6	2	6	1	2	3	4	5	6	7	8	9	10	1	11	23	14	15
Left Arm		7–8	2	5	1	2	3	4	5	6	7	8	9	10	1	11	23	14	15
Right Arm		9–10	2	5	1	2	3	4	5	6	7	8	9	10	1	11	23	14	15
Stomach		11–14	2	5	1	2	3	4	5	6	7	8	9	10	1	11	23	14	15
Chest		15–19	2	7	1	2	3	4	5	6	7	8	9	10	1	11	23	14	15
Head	19-20	20	2	3	1	2	3	4	5	6	7	8	9	10	1	11	23	14	15
											-								

Bio-G	liant			
• Giar	nt War M	achines ma	de of f	lesh
• Imn	nense St	rong and St	tupid	
STR	[100]	<u>Area</u>	AV	BPs
INT	[04]	Leg	10	15
COR	[09]	Arm	-	14
PHY	[100]	Stomach	10	14
MST	IT [04] Leg 10 DR [09] Arm - HY [100] Stomach 10 ST [10] Chest 10 ER [20] Head 10 ovement: 9/ 700 9/ 700			15
PER	[20]	10	8	
Mover	nent:	9/ 700		
O.B.:		+11		
Act./	C.R.:	3		
Avoid	/ Parry:	N/A		
Attack	0	Clawed Ha		-

	alternative heavy machine guns or other heavy guns
Skills:	Combat 10, Firearms 9, Comm. 5, Movement 0, Technical 0
BioTek:	none
Dark:	none

Special: Everyone seeing this creature must roll beneath his MST or flee for 1d6 minutes

-	oyers			
		man warrior		
• lead	lers of g	roups of init	iates	
STR	[13]	<u>Area</u>	AV	<u>BPs</u>
INT	[11]	Leg	10	7
COR	[14]	Arm	10	6
PHY	[11]	Stomach	10	6
MST	[11]	Chest	10	7
PER	[14]	Head	4	3
Mover	ment:	3/ 225		
O.B.:		+ 1		
Act./	C.R.:	3		
Avoid	/ Parry:	6		
Attacl	s: Mele	e weapon or	firear	m,
		t potent darl		
Skills:	Com	bat 17, Firea	arms 1	7,
	Com	m. 13, Move	ement	13,
	Tech	nical 11		
BioTe	k: 1d6+	-3		
Dark:	1d6+	-3 (each MS	T+1d6	3)
Specia	steel norm and red o re ga	royers wear and brass. ' nally short, r several weap on their belts auntlets whic nuckle-Duste	The ha ed cloa oons h s. They ch have	aks olste- v wea- e built

Bio Giant																			
Ini:																			
Actions:																			
	Melee	Missle	AV	BP's			С	ou	nto	dov	лv								
Left Leg	1-3	1-3	10	15	1	2	3	4	5	6	7	8	9	10	1	11	23	14	15
Right Leg	4–6	4–6	10	15	1	2	3	4	5	6	7	8	9	10	1	11	23	14	15
Left Arm	7–9	7–8	-	14	1	2	3	4	5	6	7	8	9	10	1	11	23	14	15
Right Arm	10-12	9–10	-	14	1	2	3	4	5	6	7	8	9	10	1	11	23	14	15
Stomach	13–15	11–14	10	14	1	2	3	4	5	6	7	8	9	10	1	11	23	14	15
Chest	16-18	15–19	10	15	1	2	3	4	5	6	7	8	9	10	1	11	23	14	15
Head	19-20	20	10	8	1	2	3	4	5	6	7	8	9	10	1	11	23	14	15

Destroyer																			
Ini:																			
Actions:																			
MST: 2	4 6	8 10 12	14 16	18 20 2	22	24	26	28	30	32	34	36	3	8 4	0	42	44	46	48
	Mele	e Missle	AV	BP's			С	ou	nte	dov	vn								
Left Leg	1-3	1–3	10	7	1	2	3	4	5	6	7	8	9	10	1	11	23	14	15
Right Leg	4–6	4–6	10	7	1	2	3	4	5	6	7	8	9	10	1	11	23	14	15
Left Arm	7–9	7–8	10	6	1	2	3	4	5	6	7	8	9	10	1	11	23	14	15
Right Arm	10-12	9–10	10	6	1	2	3	4	5	6	7	8	9	10	1	11	23	14	15
Stomach	13-15	11-14	10	6	1	2	3	4	5	6	7	8	9	10	1	11	23	14	15
Chest	16-18	15-19	10	7	1	2	3	4	5	6	7	8	9	10	1	11	23	14	15
Head	19-20	20	4	3	1	2	3	4	5	6	7	8	9	10	1	11	23	14	15

Blesse	ed Legi	onaire		
		filthy Legio	naires	
• full o	f bacter	ias and viri	i	
STR	[11]	Area	AV	BPs
INT	[03]	Leg	4	6
COR	[12]	Arm	4	5
PHY	[05]	Stomach	4	5
MST	[10]	Chest	4	6
PER	[05]	Head	4	3
Movem	nent:	3/ 225		
O.B.:		-		
Act./ C	C.R.:	3		
Avoid/	Parry:	4		
Attacks		e weapon or 5 (1d6+2)	firear	m,
Skills:	Com	oat 8, Firear n. 4, Mover nical 2	-	,
BioTek	: none			

Dark: none

Special: Anyone who takes at least 1 hit from blessed Legionaire must make a normal PHY-roll or will suffer -3 on all Skills due to an infectious wound until a Art of Excorcism of at least 2rd Magnitude is cast.

	gionaire	e#1																	
Ini:																			
Actions:																			
	Melee	Missle	AV	BP's		_	C	ou	nte	lor	wn	_	_		_				
Left Leg	1-3	1-3	4 AV	6 br s	1	2	3	4	5	6	7	8	9	10	1	11	23	14	1 5
Right Leg	<u>1-3</u> 4-6	<u> </u>	4	6	1	2	3	4	5	6	7	8	9	10	1 1	11	23	+	+
Left Arm	4-0 7-9	- <u>4</u> -0 7-8	4	5	1	2	3	4	5	6	7	8	9	10	1	11	23	+	
Right Arm		9–10	4	5	1	2	3	4	5	6	7	8	9	10	1	11	23	-	-
Stomach	13-15	11-14	4	5	1	2	3	4	5	6	7	8	9	10	1	11	23	-	-
Chest	16-18	15-19	4	6	1	2	3	4	5	6	7	8	9	10	1	11	23	-	-
Head	19-20	20	4	3	1	2	3	4	5	6	7	8	9	10	1	11	23	-	-
							-												
Blessed Leg	gionaire	e#2																	
Ini:						Τ							Т						
Actions:											1		T		T				
Actions.											-	_	_		_				
	Melee	Missle	AV	BP's				ou		lov	wn		1	1	1	1	1	1	1
Left Leg	1–3	1–3	4	6	1	2	3	4	5	6	7	8	9	10	1	11	+	14	+
Right Leg	4–6	4–6	4	6	1	2	3	4	5	6	7	8	9	10	1	11	23	+	+
Left Arm	7–9	7–8	4	5	1	2	3	4	5	6	7	8	9	10	1	11	23	-	-
Right Arm	10-12	9-10	4	5	1	2	3	4	5	6	7	8	9	10	1	11	23	+	-
Stomach	13-15	11-14	4	5	1	2	3	4	5	6	7	8	9	10	1	11	23	+	-
Chest Head	16-18 19-20	15-19 20	4	6 3	1	2	3	4	5	6	7	8	9	10	1	11	23	-	-
neau	19-20	20	4	3	1	2	3	4	5	6	7	8	9	10	1	11	23	14	15
Blessed Leg	gionaire	#3																	
Ini:	,								_		_				_				
Actions:																			
	Melee	Missle	AV	BP's			C	ou	nte		wn	-	-	_	_				
Left Leg	1-3	1-3	4 A V	6 br s	1	2	3	4	5	6	7	8	9	10	1	11	23	14	15
Right Leg	<u>1-3</u> 4-6	<u>1-3</u> 4-6	4	6	1	2	3	4	5	6	7	8	9	10	1	11	23	+	+
Left Arm	- <u>1</u> −0 7–9	- <u>+</u> -0 7–8	4	5	1	2	3	4	5	6	7	8	9	10	1	11	23	-	
Right Arm		9–10	4	5	1	2	3	4	5	6	7	8	9	10	1	11	23	-	-
Stomach	13-15	11-14	4	5	1	2	3	4	5	6	7	8	9	10	1	11	2.3	-	-
Chest	16-18	15–19	4	6	1	2	3	4	5	6	7	8	9	10	1	11	23	14	15
- Chest		20	4	3	1	0		4	5	6	7	8	9	10	1		-	14	15
Head	19–20	20			-	2	3	-								11	23		
Head					-	2	3	-				-				11	23	_	
Head Blessed Leg				, 	-	2	3									11	23		
Head Blessed Leg Ini:					-	2	3	*								11	23		
Head Blessed Leg						2	3	*								11	23		
Head Blessed Leg Ini: Actions:	gionaire		AV	BP's		2		ou	nto	dov	wn					¥1 [23		
Head Blessed Leg Ini: Actions: Left Leg	gionaire Melee 1-3	#4 Missle 1-3	4	6	1	2	C	ou 4	5	6	7	8	9	10	1	11	23	+	-
Head Blessed Leg Ini: Actions: Left Leg Right Leg	gionaire Melee 1-3 4-6	•#4 Missle 1-3 4-6	4 4	6 6	1	2	C 3	ou 4 4	5 5	6 6	7	8	9	10	1	11	23	14	15
Head Blessed Leg Ini: Actions: Left Leg Right Leg Left Arm	gionaire Melee 1-3 4-6 7-9	•#4 Missle 1-3 4-6 7-8	4 4 4	6 6 5	1 1 1	2222	C 3 3 3	ou 4 4 4	5 5 5	6 6	7 7 7	8 8 8	9 9	10 10	1		23 23 23	14 14	15 15
Head Blessed Leg Ini: Actions: Left Leg Right Leg Left Arm Right Arm	gionaire Melee 1-3 4-6 7-9 10-12	•#4 Missle 1-3 4-6 7-8 9-10	4 4 4 4	6 6 5 5	111111	2 2 2 2 2	C 3 3 3 3 3	ou 4 4 4 4 4	5 5 5 5	6 6 6	7 7 7 7	8 8 8 8	9 9 9	10 10 10	1		23 23 23 23	14 14 14	15 15 15
Head Blessed Leg Ini: Actions: Left Leg Right Leg Left Arm Right Arm Stomach	gionaire Melee 1-3 4-6 7-9 10-12 13-15	•#4 Missle 1-3 4-6 7-8 9-10 11-14	4 4 4 4 4	6 6 5 5 5 5	1 1 1 1 1 1	2 2 2 2 2 2 2 2	C 3 3 3 3 3 3 3	ou 4 4 4 4 4 4 4 4	5 5 5 5 5	6 6 6 6	7 7 7 7 7	8 8 8 8 8	9 9 9 9	10 10 10 10	1 1 1		23 23 23 23 23 23	14 14 14 14	15 15 15 15
Head Blessed Leg Ini: Actions: Left Leg Right Leg Left Arm Right Arm Stomach Chest	gionaire Melee 1-3 4-6 7-9 10-12 13-15 16-18	#4 Missle 1-3 4-6 7-8 9-10 11-14 15-19	4 4 4 4 4 4	6 5 5 5 6	1 1 1 1 1 1 1 1 1	2 2 2 2 2 2 2 2 2 2 2 2	C 3 3 3 3 3 3 3 3 3 3 3	ou 4 4 4 4 4 4 4 4 4	5 5 5 5 5 5	6 6 6 6 6	7 7 7 7 7 7 7	8 8 8 8 8 8 8	9 9 9 9	10 10 10 10 10	1 1 1		23 23 23 23 23 23 23 23	14 14 14 14 14	15 15 15 15 15
Head Blessed Leg Ini: Actions: Left Leg Right Leg Left Arm Right Arm Stomach	gionaire Melee 1-3 4-6 7-9 10-12 13-15	•#4 Missle 1-3 4-6 7-8 9-10 11-14	4 4 4 4 4	6 6 5 5 5 5	1 1 1 1 1 1	2 2 2 2 2 2 2 2	C 3 3 3 3 3 3 3	ou 4 4 4 4 4 4 4 4	5 5 5 5 5	6 6 6 6	7 7 7 7 7	8 8 8 8 8	9 9 9 9	10 10 10 10	1 1 1		23 23 23 23 23 23	14 14 14 14 14	15 15 15 15 15
Head Blessed Leg Ini: Actions: Left Leg Right Leg Left Arm Right Arm Stomach Chest	gionaire Melee 1–3 4–6 7–9 10–12 13–15 16–18 19–20	•#4 Missle 1-3 4-6 7-8 9-10 11-14 15-19 20	4 4 4 4 4 4	6 5 5 5 6	1 1 1 1 1 1 1 1 1	2 2 2 2 2 2 2 2 2 2 2 2	C 3 3 3 3 3 3 3 3 3 3 3	ou 4 4 4 4 4 4 4 4 4	5 5 5 5 5 5	6 6 6 6 6	7 7 7 7 7 7 7	8 8 8 8 8 8 8	9 9 9 9	10 10 10 10 10	1 1 1		23 23 23 23 23 23 23 23	14 14 14 14 14	15 15 15 15 15
Head Blessed Leg Ini: Actions: Left Leg Right Leg Left Arm Right Arm Stomach Chest Head	gionaire Melee 1–3 4–6 7–9 10–12 13–15 16–18 19–20	•#4 Missle 1-3 4-6 7-8 9-10 11-14 15-19 20	4 4 4 4 4 4	6 5 5 5 6	1 1 1 1 1 1 1 1 1	2 2 2 2 2 2 2 2 2 2 2 2	C 3 3 3 3 3 3 3 3 3 3 3	ou 4 4 4 4 4 4 4 4 4	5 5 5 5 5 5	6 6 6 6 6	7 7 7 7 7 7 7	8 8 8 8 8 8 8	9 9 9 9	10 10 10 10 10	1 1 1		23 23 23 23 23 23 23 23	14 14 14 14 14	15 15 15 15 15
Head Blessed Leg Ini: Actions: Left Leg Right Leg Left Arm Right Arm Stomach Chest Head Blessed Leg	gionaire Melee 1–3 4–6 7–9 10–12 13–15 16–18 19–20	•#4 Missle 1-3 4-6 7-8 9-10 11-14 15-19 20	4 4 4 4 4 4	6 5 5 5 6	1 1 1 1 1 1 1 1 1	2 2 2 2 2 2 2 2 2 2 2 2	C 3 3 3 3 3 3 3 3 3 3 3	ou 4 4 4 4 4 4 4 4 4	5 5 5 5 5 5	6 6 6 6 6	7 7 7 7 7 7 7	8 8 8 8 8 8 8	9 9 9 9	10 10 10 10 10	1 1 1		23 23 23 23 23 23 23 23	14 14 14 14 14	15 15 15 15 15
Head Blessed Leg Ini: Actions: Left Leg Right Leg Left Arm Right Arm Stomach Chest Head Blessed Leg Ini:	gionaire Melee 1–3 4–6 7–9 10–12 13–15 16–18 19–20	•#4 Missle 1-3 4-6 7-8 9-10 11-14 15-19 20	4 4 4 4 4 4	6 5 5 5 6	1 1 1 1 1 1 1 1 1	2 2 2 2 2 2 2 2 2 2 2 2	C 3 3 3 3 3 3 3 3	ou 4 4 4 4 4 4 4 4 4	5 5 5 5 5	6 6 6 6 6	7 7 7 7 7 7 7	8 8 8 8 8 8	9 9 9 9	10 10 10 10 10	1 1 1		23 23 23 23 23 23 23 23	14 14 14 14 14	15 15 15 15 15
Head Blessed Leg Ini: Actions: Left Leg Right Leg Left Arm Right Arm Stomach Chest Head Blessed Leg Ini:	gionaire Melee 1-3 4-6 7-9 10-12 13-15 16-18 19-20 gionaire	#4 Missle 1-3 4-6 7-8 9-10 11-14 15-19 20 #5 	4 4 4 4 4 4 4	6 5 5 6 3	1 1 1 1 1 1 1 1 1	2 2 2 2 2 2 2 2 2 2 2 2	C 3 3 3 3 3 3 3 3	OU 4 4 4 4 4 4 4 4 4 4	5 5 5 5 5	6 6 6 6 6	7 7 7 7 7 7 7	8 8 8 8 8 8	9 9 9 9	10 10 10 10 10	1 1 1		23 23 23 23 23 23 23 23	14 14 14 14 14 14	15 15 15 15 15
Head Blessed Leg Ini: Actions: Left Leg Right Leg Left Arm Right Arm Stomach Chest Head Blessed Leg Ini: Actions:	gionaire Melee 1-3 4-6 7-9 10-12 13-15 16-18 19-20 gionaire gionaire Melee	#4 Missle 1-3 4-6 7-8 9-10 11-14 15-19 20 #5 Missle	4 4 4 4 4 4 4 4 	6 5 5 6 3 		2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2	C 3 3 3 3 3 3 3 3 C	4 0	5 5 5 5 5	6 6 6 6 6	7 7 7 7 7 7 7	8 8 8 8 8 8 8	9 9 9 9	10 10 10 10 10	1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1		233 233 233 233 233 233 233	14 14 14 14 14 14 14 14	15 15 15 15 15 15 15
Head Blessed Leg Ini: Actions: Left Leg Right Leg Left Arm Right Arm Stomach Chest Head Blessed Leg Ini: Actions: Left Leg	gionaire Melee 1-3 4-6 7-9 10-12 13-15 16-18 19-20 gionaire gionaire Melee 1-3	#4 Missle 1-3 4-6 7-8 9-10 11-14 15-19 20 #5 Missle 1-3	4 4 4 4 4 4 4 4 4 A V 4	6 5 5 6 3 		2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2	C 3 3 3 3 3 3 3 3 3 3 3 3	4 4	5 5 5 5 5 5	6 6 6 6 6	7 7 7 7 7 7 7 7 7	8 8 8 8 8 8 8	9 9 9 9 9	10 10 10 10 10	1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1		23 23 23 23 23 23 23 23 23 23	14 14 14 14 14 14 14 14 14	15 15 15 15 15 15 15 15 15 15
Head Blessed Leg Ini: Actions: Left Leg Right Leg Left Arm Right Arm Stomach Chest Head Blessed Leg Ini: Actions: Left Leg Right Leg Left Arm Right Arm	gionaire Melee 1–3 4–6 7–9 10–12 13–15 16–18 19–20 gionaire gionaire 1–3 4–6 7–9 10–12	#4 Missle 1-3 4-6 7-8 9-10 11-14 15-19 20 e#5	4 4 4 4 4 4 4 4 4 AV 4 4 4	6 5 5 6 3 		2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2	C 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3	4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4	5 5 5 5 5 5 5 5	6 6 6 6 6 6 7 7 7 7 7 7 7 7 7 7 7 7 7 7	7 7 7 7 7 7 7 7 7 7 7 7 7 7	8 8 8 8 8 8 8 8 8	9 9 9 9 9 9	10 10 10 10 10 10 10	1 1 1 1 1 1 1 1 1		233 233 233 233 233 233 233 233 233	14 14 14 14 14 14 14 14 14 14	15 15 15 15 15 15 15 15 15 15 15
Head Blessed Leg Ini: Actions: Actions: Left Leg Right Leg Left Arm Right Arm Stomach Chest Head Blessed Leg Ini: Actions: Left Leg Right Leg Left Arm Stomach	gionaire Melee 1–3 4–6 7–9 10–12 13–15 16–18 19–20 gionaire gionaire Melee 1–3 4–6 7–9 10–12 1–3 4–6 7–9 10–12 1–3 4–6	#4 Image: 1-3 4-6 7-8 9-10 11-14 15-19 20 e#5 •#5 •#5 •#5	4 4 4 4 4 4 4 4 AV 4 4 4 4	6 5 5 6 3 3 BP's 6 6 6 5		2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2	C 3 3 3 3 3 3 3 C 3 3 3	4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4	5 5 5 5 5 5 5 5 5 5 5 5 5	6 6 6 6 6 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7	7 7 7 7 7 7 7 7 7 7 7 7 7 7 7	8 8 8 8 8 8 8 8 8 8 8 8 8	9 9 9 9 9 9	10 10 10 10 10 10 10 10	1 1 1 1 1 1 1 1 1 1		233 233 233 233 233 233 233 233 233 233	14 14 14 14 14 14 14 14 14 14 14 14	15 15 15 15 15 15 15 15
Head Blessed Leg Ini: Actions: Left Leg Right Leg Left Arm Right Arm Stomach Chest Head Blessed Leg Ini: Actions: Left Leg Right Leg Left Arm Right Arm Stomach Chest	gionaire Melee 1–3 4–6 7–9 10–12 13–15 16–18 19–20 gionaire gionaire Melee 1–3 4–6 7–9 10–12 1–3 4–6 7–9 10–12 1–3 4–6	*#4 Missle 1-3 4-6 7-8 9-10 11-14 15-19 20 *#5 Missle 1-3 4-6 7-8 9-10	4 4 4 4 4 4 4 4 AV 4 4 4 4 4	6 5 5 6 3 3 BP's 6 6 6 5 5 5			C 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3	4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4	5 5 5 5 5 5 5 5 5 5 5 5 5 5 5	6 6 6 6 6 6 6 6 6 6 6 6 6 6	7 7 7 7 7 7 7 7 7 7 7 7 7 7 7	8 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8	9 9 9 9 9 9 9 9	10 10 10 10 10 10 10 10 10 10	1 1 1 1 1 1 1 1 1 1 1 1		233 233 233 233 233 233 233 233 233 233	14 14 14 14 14 14 14 14 14 14 14 14 14 1	15 15 15 15 15 15 15 15 15 15 15 15 15 1
Head Blessed Leg Ini: Actions: Actions: Left Leg Right Leg Left Arm Right Arm Stomach Chest Head Blessed Leg Ini: Actions: Left Leg Right Leg Left Arm Stomach	gionaire Melee 1–3 4–6 7–9 10–12 13–15 16–18 19–20 gionaire gionaire Melee 1–3 4–6 7–9 10–12 1–3 4–6 7–9 10–12 1–3 4–6	#4 I-3 4-6 7-8 9-10 11-14 15-19 20 #5 Missle 1-3 4-6 7-8 9-10 11-14	4 4 4 4 4 4 4 A A A A A A A A A A	6 5 5 6 3 3 BP's 6 6 5 5 5 5			C 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3	4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4	5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5	6 6 6 6 6 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7	7 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7	8 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8	9 9 9 9 9 9 9 9 9 9 9 9 9 9 9	10 10 10 10 10 10 10 10 10 10 10 10	1 1 1 1 1 1 1 1 1 1 1 1		233 233 233 233 233 233 233 233 233 233	14 14 14 14 14 14 14 14 14 14 14 14 14 1	15 15 15 15 15 15 15 15 15 15 15 15 15 1



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