

Blue Moon Solar System Challenge

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Conversion Rules for use with the AEW2 Rule Book by Darkson Designs written by
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Section 0 Forward and Designer Notes

A couple of things about this: What this is meant to be is a quick little game to have some fun with a play with miniatures that we do not normally play with. If there is something that is not here that you would like to see let me know and I will bat out some rules for it.

To play this you are going to need the AEWW2 Rulebook. There are a lot of thing discussed in these rules that refer to the AEWW2 Rulebook.

As I am writing this we have run about over 50 test games. We have balanced the Plutonians, Selenites, Humans, Jovians, Mercurians, Saturnites, Uranians, Neptunians and the Europeans against each other.

With each of the race there are a couple of universal things about them: First of them being Unless it says otherwise everybody is considered a regular. That means that everybody will get two actions (except the robots at this point). All the races are individuals there are no squads to speak of (at this point).

In regards to the rules we are using the AEWW2 rules engine for the mechanics. For those that do not know AEWW2 does not use points to balance thing out. Instead they use detachments that will be equal to one another. Sometimes that doesn't work out but that is life. Needless to say we are going to try to balance things out so if you play Ionians against Humans against Jovian against whatever each faction has a chance to win. With that please remember to keep in mind that these rules are strictly in the playtest phase as you will find things that are broken. When you find these things please let me know and I will fix it.

Now remember the number one rule with this is to have fun.

Section 1 The Untested

The units here have not been playtested. If you play these units against one of the tested units please let me know how things turn out and what suggestions that you might have to balance them out against the tested units.

Ionian Infantry

M	RC	CC	A	S	DR	W
2	4+	3	4	2	4	2

	Range	Strength	ROF	Notes
Pistol	12	2+d6	1:1	
Spray Weapon	8	2xd6	1:2	Template, recharge, No cover
Special Abilities:	Walking Fire: Gains the move and fire capability.			

M	RC	CC	A	S	DR	W
3	4+	3	4	2	5	2

	Range	Strength	ROF	Notes
Martian Rifle	24	4+d6	2:1	

Tritonian Infantry

M	RC	CC	A	S	DR	W
3	4+	3	4	2	5	2

	Range	Strength	ROF	Notes
Tritonian Assault Rifle	18	4+d6	2:1	

Venusian Infantry

M	RC	CC	A	S	DR	W
4	5+	3	3	2	4	2

	Range	Strength	ROF	Notes
Venusian Chem Sprayer	8 (18-36)	d10	1:1 (1:2)	Can be fired in indirect mode but requires a spotter in that case. Template Weapon, No cover, recharge

Robot

Green Infantry

M	RC	CC	A	S	DR	W
3	6+	1	5	5	-	2

	Range	Strength	ROF	Notes
Robo-Machine Gun	18	3+d6	3:1	

Special Abilities: Slow: Unable to use the Sprint or Charge action.
Walking Fire: Gains the move and fire capability.

Chompers

Green Infantry (10 Models in units of 2)

M	RC	CC	A	S	DR	W
4	-	3	3	4	4	1

	Range	Strength	ROF	Notes
Teeth and Insatiable appetite	-		-	
Special Abilities:	Surefooted.			

Cultists

M	RC	CC	A	S	DR	W
3	4+	3	2	2	4	2
		Range	Strength	ROF	Notes	
4x Tommy Gun		18	3+d6	3:1		
1x Flamer		8	3+d6	1:1	No cover, Recharge	

Section 1.1 Forces of Nature

This section is under construction

This section will deal with forces of nature elements and their effects on the game. This sort of thing can deal with a variety of things such as weather, time of day, infestations and what ever else we can come up with.

Infestations: You are getting ready to mix it up with some aliens and all of the sudden the ground quakes and shakes. Then there is a mound forming and another, and another and so on. Next thing you know you and your enemy have something else to worry about aside from each other: a horde of mindless monsters. They are hungry and you look pretty tasty to them.

The first thing to determine is where and when these things come on the board. This can be mission specific or a dice roll can determine it. If it is a dice roll just roll a d6 if it is a six the hordes appear in turn one, on turn two you need 5 or 6, on turn three 4,5, or 6 and so on.

When the monsters arrive from under ground or drop from the skies here is how to deploy them. Roll a separate initiative check. The winner decided to go first or second in placement. Player one places the first monster and rolls a scatter dice along with a d6. The monster then arrives d6 inches away from the selected spot in the direction indicated by the scatter dice. There is no direct hit and the monster will always be "scattered"

Section 2 Saturnites



Saturnite Infantry

M	RC	CC	A	S	DR	W
3(6)	3+	3	3	2	4	2
		Range	Strength	ROF	Notes	
Tesla Gun		8	5+d6	1:1	Tesla Template, recharge, No Cover	
Special Ability		Flight (See page 41 of the AE WW2 Rule Book)				

Saturnites are the evolved form of dragonfly that originated in the upper atmosphere of Saturn and it rings. Long ago their eggs were placed on the far off planet of Eris where they thrived as well.

Section 3: Uranians



Uranian Infantry

M	RC	CC	A	S	DR	W
2	5+	3	3	4	4	2

	Range	Strength	ROF	Notes
Triple-blaster	18	6+d6	1:1	1" AoE
Maul	cc weapon +1 CC +1 S			
Special ability: Surefooted see page 41 of AEW2 Rulebook				

Section 4: Neptunians



Neptunian Infantry

M	RC	CC	A	S	DR	W
3	4+	2	2	1	4	2
		Range	Strength	ROF	Notes	
Ray Gun		24	5+d6	1:1	Recharge	
		short range	4+d6	2:1		
Grenades		6	6+d6	1:2	Indirect, 1 1/2 AoE, Swappable	

Special Ability: Aim See page 40 of AEWW2 rulebook

Section 5: Europa



Alligator Men of Europa			Soldier			
M	RC	CC	A	S	DR	W
3	4+	3	4	3	4	2
		Range	Strength	ROF	Notes	
Assault rifle		18	4+d6	2:1		

Alligator Men of Europa			Flame Thrower			
M	RC	CC	A	S	DR	W
3	4+	3	4	3	4	2
		Range	Strength	ROF	Notes	
Flamer		8	3+d6	1:1	No cover, Recharge	

Section 6: Mercury



Mercurian Infantry

M	RC	CC	A	S	DR	W
3	4+	3+1	4	2+1	4	2
		Range	Strength	ROF	Notes	
Mercurian Rifle		36	4+d6	1:1	Recharge, Can Use rifle as CC Weapon (incl. In CC score)	

Section 7: Jupiter



Jovian Infantry

M	RC	CC	A	S	DR	W
3	3+	3	3	2	4	2
		Range	Strength	ROF	Notes	
Tesla Rifles		8	5+d6	1:1	Tesla Template, recharge, No cover	
Red Smoke		0	0	1:1	One Use, Blocks LOS, 3" AoE Centered on Model	

Section 8: Earth



Human Spacemen

M	RC	CC	A	S	DR	W
3 (6)	4+	3	3	2	4	2
		Range	Strength	ROF	Notes	
Tesla Pistol		12	4+d6	1:1	Move and Fire, No cover	
Tesla Rifle		8	5+d6	1:1	Tesla Template, recharge, No Cover	
Special Abilities:		Flight (see page 41 of AEWW2 rule book), Sealed Suits (Built for hostile environments, the Human space suit gives a +2 cover bonus from Chem Sprayer and Flamer attacks.)				

Section 9: Luna (The Moon)



Selenites (Moon Men)

M	RC	CC	A	S	DR	W
3	4+	1	4	2	4	2

	Range	Strength	ROF	Notes
Paralyzer	18	4+d6	1:1	Recharge, Paralyze*
Abductifier	The Abductifier is a device that once placed on the abductee allows the Selenites to transport the abductee to their space ship. To use the Abductifier the Selenite has to be in base to base contact with the abductee. The Selenite places the Abductifier on the potential abductee (this requires an action to do so). When the potential abductee has his next activation he can remove it if he is able to do so by using an action point. If he is unable to do so and the end of his activation he is abducted, out of the game and considered a casualty for Drive considerations.			
*Paralyze	If a model is wounded by a Paralyzer it is paralyzed for 1+d3 turns. An allied model can attempt to "Snap his buddy out of it" by rolling DR+d6 and rolling equal to or over 7			

Selenites (or sometime referred to as Moon men) standard mode of operation is to abduct other races and "examine" them. Few return from these examinations. Selenites have recently taken to attempting to disguise themselves to look like humans. From a distance the disguise works but the pale skin in comparison to humans is a dead give away that these are not human.

Selenites also over the years had an obsession with Earth Cows some thought that they wished to examine them but what is really the case is that Selenites love cow liver the consider it a delicacy.



Selenites visiting earth in the early 20th century.

Section 10: Pluto



Plutonian Infantry

M	RC	CC	A	S	DR	W
4	4+	2	2	1	4	2
		Range	Strength	ROF	Notes	
Laser Rifle (long Range)		36	4+d6	2:1	Recharge	

Plutonians excel at long range fire. At a distance they can out shoot just about anybody. You will find that they are glass tanks though. Even though they have a very effective long range punch they can be easily destroyed by shooting or close combat. With Plutonians cover is your friend.

Section X.1 Force Composition

Force Composition is very easy you get 5 models of your chosen race. Unless otherwise stated all models are regulars.

Section X.2: Weapons Special Traits

Weapon Special traits can be found on pages 53 and 54 of the AEWW2 Rulebook. There are some that are either modified or new those can be found here:

Move and Fire: Weapons with the move and fire trait can be fired while on the move. These weapons can be fired before or after a normal movement is taken. Move and fire weapons cannot be used when special movements are used (i.e. flight, charge, sprint, or etc.)

Note: with a 1:2 ROF weapon the weapon would be fired anytime during the second action point.

Recharge: Weapons with the recharge trait have to spend an action recharging before firing again. The weapon charges on its own and no action point is needed to make this happen. The active model can do other things while the weapon is recharging (i.e. move, etc.).

Section X.3 Special Abilities

Special Abilities that different models have can be found in the AEWW2 Rulebook on pages 40 and 41. Those special abilities that are not in the AEWW2 Rulebook can be found here:

Sealed Suits (Built for hostile environments, the Human space suit gives a +2 cover bonus from Chem Sprayer and Flamer attacks.)

Scenarios

PLANETARY LANDING

Your ship makes a landing on a neighboring planet. The natives are not happy to see you and want you to leave

Victory Conditions

Last one standing

Deployment

The player with the landing force deploys his models within two inches of a terrain piece designated as the ship. Before the game the landing player must decide his models will be deployed from the ship. Either 2 or 3 models must be deployed per turn

ARTIFACT SEARCH

The scepter of rulership has been misplaced. You must recover this artifact and return it to your home world so that your king may claim right of ownership over the fertile gardens of Galestertra. Only problem is you only have a rough idea where the item maybe and there are other factions that know where the scepter is and are looking as well.

Victory Conditions

Find the scepter and return it to your pickup zone. The pickup zone is the player's initial deployment zone.

Deployment

Before the game starts place five 1" markers on the board to represent the possible location of the scepter. Marker placements are one as follows one in the center. The other four are placed in a cross formation with each marker being 10" from the center marker. Each player then chooses a corner and places models within a 4" x 4" deployment zone. Turn and model activation proceeds as normal

Special Rules

Must be within base to base contact of the scepter marker and spend two AP searching. To perform a search roll a d6. On a 6 the scepter is found. On the next turn the model must spend and additional AP uncovering and picking up the scepter. The model with the scepter cannot shoot. However due to the nature of the scepter the model with it gains a +1 to its armor. This is because the carrier is doing everything it can to avoid being hit while carrying its precious cargo.

ELIMINATE THE COMPETITION

Having safely landed on planet X. The travelers have ventured forth from the landing site to scout the area for signs of life as well as any resources that maybe of use. Unbeknownst to the travelers others, of a not so friendly nature, have arrived and are doing the same. It is firmly rooted that neither set of explorers want to share any possible discoveries with the other and are willing to do what is needed to stop the others.

Victory Conditions

Withstand two waves of your opponent's troops

Deployment

Both sides deploy as normal

Special Rules

The player with no models on the board fields a new unit of troops. However one of the models fielded must be the last model from the first group. So if the last model from the first group has a wound then it will retain that wound. The new models will randomly appear either on either the player's initial deployment zone or one of the two board sides on the deploying player's half the board. The deployment zone is standard 2" wide area. No model can be placed within 2" of an enemy model.

CRASHED ON PLANET X

After being attacked while scouting the mysterious planet X you were forced to crash land. Everyone survived the crash, most unhurt. Having sent off your distress call now all you have to do is wait for rescue to come and get you. Hopefully they will get there before whatever attacked tracks you down and tries to finish the job.

Victory Conditions

Last one standing

Deployment

The crashed player places a terrain piece to represent his ship. The piece must be within 6" of his side of the board. All of his models will be placed within 2" of the ship model with no model being more than 6" from their side of the board

TRAPPED

You and your enemy have been trapped in a cavern by an unknown force. The only way out is to form a tenuous alliance with your enemy and work together. But who says everything has to be totally friendly. Accidents happen...

Victory Conditions

First person to reach 10 points wins. However if your opponent is eliminated then the only a draw occurs

Deployment

Place one marker in the center of the board then another six in a circular pattern around the center post. No marker can be closer than 6" or farther than 10" from the center post. Nor can they be within 4" of another post. Players take turns placing the markers. Each player must place the markers on their opponent's side of the board.

Players set up their troops as per normal rules

SUMMONED BY THE KING OF THE PLANET OF TERROR

Deep in the cold depths of space the King of the Planet of Terror has sent out a summons to all races. Everyone is to send a group of emissaries to meet with his highness. He has a task of extreme importance for which he will need members from the bravest, smartest, and most loyal race. So each race must get their emissary to the meeting place by any means possible. Seeing how there has been no cease-fire decreed elimination of other races is acceptable.

Victory Conditions

The first player to get their emissary to the designated spot first. Or eliminate the other player's Troopers

Deployment

Select one side and denote a 2" x 2" square in the middle of the side along the edge. The player's deployment areas are on the side opposite the goal side. Each player's deployment area is a 4"x4" square located in a corner opposite their opponent

Special Rules

M:3 RC:6+ CC:2 A:3 S:2 DR:4 W:4
Command

Due to the old age of each player's Emissary they are unable to run or fly

RESCUE YOUR EMISSARY

On a seemingly peaceful meeting with your long time rival your emissary is captured and his guard is slain. Just before he was captured he was able to get a message hinting that he had discovered some vital information about your rival's new secret plans for matter disintegration ray.

Victory Conditions

The rescuers win by eliminating all the forces that are holding the emissary hostage without injuring the emissary

The Defenders win if all the rescuers are eliminated

Deployment

The player holding the emissary hostage sets up first. They also must place one additional model to represent the hostage. The rescuers set up as per normal deployment rules

Special Rules

If at any time the Emissary is caught in a template weapons discharge or an AOE is it considered killed and the rescuer automatically loses. The defender cannot in any way attack the hostage. At least one of the defender's models must be within 1" of the emissary model at all times

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