

INTERLOPERS

Normally, in a game of Giant Monster Rampage, the military forces have very little chance of stopping a rampaging monster, likewise with the government intervention forces in Atomic Super Humans, but that is about to change with the addition of the interloper rules.

The interlopers rule gives the military and government forces a more threatening presence in the game by representing those forces as a special type of combatant called interlopers.

THE INTERLOPERS

The interloper rules are designed to simulate a wide range of threats that the players' combatants could face. This means you can use any figures you want to represent the interlopers, although it is suggested that you use figures appropriate to the battle that is taking place.

Before the game begins, you must decide if the interlopers are aerial interlopers or ground interlopers. The choice will determine how the interlopers are moved during the interloper movement phase. **NOTE:** You may use a mix of both aerial and ground interlopers providing you use different figures to represent the different interlopers.

PLACING INTERLOPERS

After you have decided which figures should represent the interlopers, you need to place 2 of those figures on the playing field for every 100 points used to create

the game's combatants. For example, if you were playing a 300 point game you would place 6 interloper figures on the playing field.

When placing interloper figures, they should be placed as close to the center of the playing field as possible, at least 3" away from each other, and as far away from all other combatants as possible.

TURN SEQUENCE

If interlopers are being used, all players must use the following turn sequence instead of the normal turn sequence.

PHASE 1: INTERLOPER MOVEMENT

During this phase of a player's turn, the opposing player that would go next in initiative order gets to select one interloper figure on the playing field, which has not been moved that round, and move it 6" in any direction.

How an interloper figure is moved depends on if it is an aerial interloper or a ground interloper. Aerial interlopers ignore all terrain features and combatants as they move, but cannot end their move in treacherous terrain or terrain that cannot normally be occupied. Ground interlopers follow all of the normal rules for terrain, but they cannot be moved into treacherous terrain.

PHASE 2: MOVEMENT

There is no change to a player's movement phase.

Interlopers are considered to be blocking terrain for movement purposes.

PHASE 3: RANGED COMBAT

There is no change to a player's ranged combat phase.

PHASE 4: CLOSE COMBAT

There is no change to a player's close combat phase.

PHASE 5: INTERLOPER COMBAT

During this phase, any interlopers that are within range of the combatant whose turn it is must make a single attack against that combatant, providing they have line of sight to that combatant. All interloper attacks are performed as a normal ranged attack.

All interlopers have a range of 24". The damage inflicted by a successful interloper attack depends on the distance the target is away from the interloper. A target that is within 0-8" will suffer 3 wounds on a successful hit, target that is within 9-16" will suffer 2 wounds on a successful hit, and a target that is within 17-24" will suffer 1 wound on a successful hit.

PHASE 6: RECOVERY

There is no change to a player's recovery phase.

ATTACKING INTERLOPERS

Any combatant may use its attacks against an interloper. Any attacks made

against an interloper have a to hit target number of 6. No modifiers are applied to attacks made against an interloper. An attack roll of 6 or higher always hits them and an attack roll of 5 or less always misses them.

If an interloper is in the area of effect of an attack that does not require a to hit roll, the interloper is considered to have been successfully hit.

Whenever an interloper is successfully hit, it is considered to have been destroyed and is removed from the playing field

INTERLOPER REINFORCEMENTS

Whenever an interloper is destroyed, the figure representing that interloper is given to the player whose combatant is next in initiative order. For example, if you destroyed an interloper, you would give the interloper's figure to the player whose turn is after yours.

At the end of every round, any player that has been given an interloper figure may place that figure within 3" of any edge of the playing field. If more than one player has an interloper figure, those interloper figures should be placed in initiative order.