

***Stargrunt II* – Phalons – Version History**

Public Beta Test Rules

Introduction

This document describes the changes from the first version of the *Stargrunt II* Phalon public beta test rules (dated March 8, 2004) to the current version.

This document is intended for players who have already downloaded a previous version of the complete Phalon rules and don't want to bother downloading and printing another large file.

If you do not have a complete version of the rules, you do not need this document and you should download the current version of the complete rules. You can find these at <http://sg2.hyperbear.com> by following the *Bugs Don't Surf* link.

Changes from version 1.1b to 1.2b

Format Changes

A cover sheet and a table of contents were added. Spacing and header layout was changed. Although it takes more paper to print it, the layout is easier to read. The Design Notes were renamed from Part 3 to Part 4.

Acknowledgements

I added an additional acknowledgement. David Stuckey's acknowledgment was appended to thank him for his suggested paint schemes.

Personal Armour

The Personal Armour section was changed. Phalons with helmets are no longer treated as D10 armour. The text was changed to the following:

Some Phalons have been known to wear helmets. This does not shift their armour die type.

Part 3: Painting Phalon Figures

A new section was added with tips on how to paint Phalons. Here is the section's text:

Phalons don't wear uniforms, as such. Their skin is their uniform, and it can change colour, much like a terrestrial octopus or chameleon. As such, they can be painted pretty much any colour.

Jon Tuffley's trade stand samples are "painted a darkish orange-red". My own 25mm Phalons were primed in black, and "painted" with a cosmetic sponge technique in dark green and then brown.

Another option is to paint them the predominant colour of your tabletop terrain. If you have dark green trees, rust orange lichen and light green grass, use those colours. If you want the figures to stand out, paint them in colours that you do *not* use on your tabletop.

David Stuckey, a member of the Ground Zero Games Playtest List, suggests finding a good book on amphibia (frogs, toads, newts, salamanders) and use something in there as a guide. Such books can easily be found in your local library. In 1936, Karl Capek – a Czech science fiction author – wrote a book called *The War With The Newts*. The newts, as painted in Wayne Douglas Barlowe's book *Barlowe's Guide to Extraterrestrials*, have a muted blue-grey as their basic colour, with green and brown spots for camouflage. David also suggests that players look at South American Arrow frogs, which are black and orange.

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Due to their ability to change colours, Phalons allow a wide range of options for players when it comes time to paint their figures. Be creative and have fun.

Changes from version 1.0b to 1.1b

Format Changes

Due to complete stupidity on my part, I forgot to put a date and version number on the original manuscript. This has been corrected. The current version is 1.1b (the "b" stands for "beta") and is dated April 18, 2004. The header was changed to state more clearly that they are public beta test rules.

Introduction

Some minor editing changes were made in the Introduction section. These changes do not affect the rules.

Acknowledgements

I added some additional acknowledgements. I added Adrian Johnson to the list of folk who gave me some general comments about the rules. Other changes to this section are repeated, below:

I have received feedback on the rules since they were released to the overall *Stargrunt II* community. I wish to thank Matt Tope for his comments on Phalon government, Brendan Robertson for prompting me to change the support pulser settings and for supplying the description of the Phalon IAVR, Mark Donald for suggesting that I change the die roll for weapon recovery, and Oerjan Ohlson for suggesting that the weapon recovery die roll be based on the Quality Die.

Phalon Social Structure

Some minor editing changes were made in this section. References to oligarchies were removed, but otherwise it remains the same.

Cross Training

The Cross Training rules were heavily revised. They now apply to equipment as well as support weapons. A test (like a Reaction Test) is required to recover equipment. The full Cross Training rules are reproduced, below:

General Rule

This rule is optional for human forces. This rule is *required* for Phalon forces.

If a squad is cross trained, any figure in the squad can use any weapon or piece of equipment assigned to the squad. This includes support weapons, Electronic Warfare equipment, medikits, Forward Artillery Observer sighting equipment, etc. Unless stated otherwise, assume human squads are cross trained. All Phalon units are cross trained.

Weapons and equipment may be recovered. "Recovering" applies to weapons and equipment picked up from figures that are untreated casualties, figures that were wounded, or figures that were killed. It requires a Reorganise action to recover equipment. In addition to a Reorganise action, an Equipment Recovery Test is needed to recover equipment or weapons (see Equipment Recovery Test, below).

The Reorganise Action used to recover equipment can also be used for other purposes, such as bringing figures back into integrity range, creating a detached element, treating wounded figures, etc. This Reorganise action does *not* have to be used for anything other than weapon/equipment recovery, or it can be used for *some* other purposes and not others. For instance, you might want to use a Reorganise action to recover a support weapon

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from a wounded trooper, but you may not want to determine the status of the wounded trooper with that same Reorganise action as you may be waiting for a medic to join the squad before treating the squad's wounded.

Restriction: All troopers in a squad are cross-trained in the use of all equipment and weapons in that squad. Assume that troopers in one squad are cross-trained in the use of weapons and equipment in another squad *only* if both squads normally have the weapon or piece of equipment in question.

Example: A platoon has a command squad consisting of the platoon leader, an NCO, an EW trooper, a SAW trooper, and four troopers with Advanced Assault Rifles. The platoon also has three regular squads with AARs and SAWs, and a Forward Artillery Observer team with AARs and FAO equipment. During play, the EW trooper and the SAW trooper in the command platoon are wounded. Any member of the command squad can attempt to recover either the EW unit or the SAW. Any regular squad can attempt to recover the SAW, but can not attempt to recover the EW equipment. The FAO team may *not* attempt to recover the SAW *nor* the EW equipment.

Exception 1: A scenario designer may declare any weapon or piece of equipment as cross trained by some or all squads in a scenario. For instance, a scenario designer may declare that all troopers are cross trained in the operation of SAWs, even if their squad or team wasn't issued a SAW. Assume that all troopers are cross trained in the standard weapon of that force, such as the Advanced Assault Rifle for most human armies.

Exception 2: Snipers and other independent figures attached to a squad do not count for cross training purposes. For example, if a squad has a sniper attached to it, the sniper's weapon can not be recovered if the sniper is wounded, nor can the sniper recover the squad's special equipment or support weapons (unless the scenario designer allows it, as per exception 1, above).

Exception 3: Phalons are cross trained in all weapons and equipment.

The Equipment Recovery Test

An Equipment Recovery Test must be made in order to recover weapons and equipment from a wounded figure. One Equipment Recovery Test must be made for each weapon or piece of equipment being recovered. The Equipment Recovery Test is made with a Threat Level of 2 (TL2).

An Equipment Recovery Test is essentially the same thing as a TL2 Reaction Test. Roll the squad's Quality Die. The Equipment Recover Test succeeds if the the die roll exceeds the sum of the squad's Leadership Value plus the Threat Level.

- If the Equipment Recovery Test succeeds, the wounded figure's weapon or piece of equipment may be given to another figure in the squad.
- If the Equipment Recovery Test fails, assume that no other trooper can figure out the weapon or piece of equipment, or that it was damaged, lost, out of ammunition, or in some other state such that it can not be used by another trooper. In the case of a failed Equipment Recovery Test, mark the wounded figure to show that its weapon or equipment can not be recovered.

Any number of Equipment Recovery Tests can be made per Reorganise action, though only one Equipment Recovery Test can be made per piece of equipment or weapon being recovered. If the Equipment Recovery Test fails, the figure is marked to show that the weapon or equipment can not be recovered. A squad can not keep taking Reorganise actions and making Equipment Recovery Tests until the weapon is recovered.

The Equipment Recovery Test is made during a Reorganise action. The squad still conducts the Reorganise action even if all they were doing was attempting to recover equipment or weapons *and* the Equipment Recovery Test failed.

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If a casualty figure is treated and he turns out to be okay, he can use his weapon or equipment even if a previous Equipment Recovery Test failed.

Troopers with small arms may keep their small arms when they recover a support weapon or equipment. Troopers with one support weapon or piece of special equipment must discard it if they intend to use a different support weapon or piece of equipment.

Example: A Veteran/2 Phalon squad consists of a squad leader, a support pulser trooper, a plasma projector trooper, a missile trooper, and five pulser troopers. The support pulser trooper and the plasma projector trooper were wounded. The squad conducts a Reorganise action to recover the two support weapons. Since the squad's Leadership Value is a 2 and the squad is Veteran, the player must roll greater than a 4 on a D10 in order to recover the weapons. The player rolls a 4 for the support pulser and a 9 for the plasma projector. The support pulser trooper is marked to indicate that the support pulser is not recoverable. The plasma projector is recovered. If the wounded support pulser trooper has his wounds treated and he is okay, the support pulser can be used again. Otherwise, the support pulser can not be recovered.

Recovering Equipment Between Two Squads

Equipment and weapons can be recovered by a different squad as long as they follow the restriction listed above.

If recovering a weapon or piece of equipment from another squad, the squad attempting the recovery must conduct a Reorganise action. The casualty, wounded, or dead figure from the other squad must be within the integrity range of the squad attempting the recovery.

To keep things simple, assume that in science fiction scenarios it is impossible to use weapons captured from the enemy. In historical games (such as World War II games), or if the scenario designer chooses for science fiction games, weapons may be recovered from an enemy casualty, or a wounded or dead enemy.

Infantry Weapons

The order that pulser settings were listed was changed to make them easier to read. The IAVR description was changed to explain that Phalon IAVRs are plasma based, but otherwise behave like regular *Stargrunt II* IAVRs.

There is one major change involving infantry weapons: the support pulser settings have been changed. Here is that section of the rules, reproduced for clarity:

Support Pulser

The primary support weapon is the support pulser. Like other Phalon pulser weapons, the support pulser has three different settings: FP D12, Impact D6; FP D10, Impact D8; FP D8, Impact D10*. (The asterisk means that the weapon does double damage on a Major Success against point targets.) The default setting is FP D10, Impact D8.

Design Note: When I first designed the support pulsers, Jon hadn't released the 15mm Phalons. Until then, there were no Phalon plasma projector troopers. When he added those, I gave the plasma projector the same statistics as the plasma infantry gun. The problem is that the support pulser's highest impact setting makes it identical to the plasma projector. Why would the Phalons even develop plasma projectors if the support pulser had the same effect? I therefore changed the support pulser statistics. Now the plasma projector has less firepower but better impact than the highest impact setting of the support pulser. There are other weapons that have better impact for the same firepower settings. The support pulser is not the "best" weapon for each setting, but has a big advantage due to being able to change settings at will.

Due to the Support Pulser changes, the Small Arms Impact Die examples are different. An error in the examples was also fixed. Here is that section of the rules, reproduced for clarity:

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Small Arms Impact Die

The *Stargrunt II* rule book states that when a squad with a mix of small arms and support weapons fires, the small arms' Impact Die is used. Do not use this rule with Phalons. Instead, use the Impact Die of the most prevalent weapon. If there is a tie, use the lowest Impact Die.

Example 1: A Phalon squad consisting of a Phalon trooper with a pulser and two Phalon troopers with support pulsers fires at an FSE squad. The pulser is set to FP2, Impact D10. The support pulsers are set to FP D10, Impact D8. Since there are more support pulsers than pulsers, the impact die would be D8.

Example 2: A Phalon squad consisting of two Phalon troopers with a pulser and two Phalon troopers with support pulsers fires at an FSE squad. The pulsers are set to FP3, Impact D8. One support pulser is set to FP D10, Impact D8, and the other support pulser is set to FP D12, Impact D6. Since there are the same number of support pulsers and pulsers, use the lowest impact die. In this case, one support pulser has an impact die of D6, so the squad has a D6 impact.

If you have any questions or comments, please contact me at agoodall@hyperbear.com.