

Enemy Stats

Posted by stark - 31 Oct 2014 21:33

Ant Lion

Initiative: 25

Movement: 18m

Armor: 0

Attack: 40%

Dodge: 30%

Claw & Bite Attack: 3-5, 5-6

Range 2m

Notes: Can attack twice if not moved

Hit Points 10

Perks:

Enraged - once every 4 turns it may spend a whole turn becoming enraged giving it a 10 armor resistance (k), lasts for 2 turns.

Acid Shoot - If it does not move it may shoot acid at 3-10 damage with 1-4 acid damage whenever the player moves, acid lasts 2 turns.

Dig in - if it does not move it may spend its entire turn digging into the ground for full cover -30 to hit.

Rewards: 10p, 5-10c, 1D3 (mandible, ant juice, adrenaline gland)

Ant Lion Guardian

Initiative: 25

Movement: 18m

Armor: 4

Attack: 50%

Dodge: 30%

Claw & Bite Attack: 5-10, 10-15

Range 2m

Notes: Can attack twice if not moved

Hit Points 20

Perks:

Enraged - once every 4 turns it may spend a whole turn becoming enraged giving it a 10 armor resistance (k), lasts for 2 turns.

Dig in - if it does not move it may spend its entire turn digging into the ground for full cover -30 to hit.

Shock - if not moved it may charge an entire turn releasing a shock 360 degrees around itself, use marker for 5-10 energy damage

Terror - The guardian may inflict terror on units with a roar, this forces any unit within 10m of it to roll willpower to see if they panic.

Rewards: 20p, 10-20c, 1D3 (mandible, ant juice, adrenaline gland, med kit, grenade)

Soldier Grunt

Initiative: 40

Movement: 12m (13m)

Aarmor: 2/2

Will: 30%

Attack: 40% (47%) (30%)

Dodge: 30%

Assault Carbine / 30 / 4-8 / 8-10 / 7 / 1 / 20

Pistol / 30 / 5-10 / 10-15 / -10 / 0 / 10 /

grenade 5-10 / 10-20

Hit Points: 40

Mind Points: 30

Rapid Fire: Take two shots against a single target in quick succession. Each shot carries a -15 penalty to Aim. ITZ refreshes this after every kill, and works with Bullet Swarm if used last.

Suppression: Can fire a special shot that grants reaction fire at a single target. The target also suffers a -30 Aim penalty.

MECH Hound

VASC - MARS

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Initiative: 25

Movement: 16m

Armor: 0

Will: 30%

Attack: 40%

Dodge: 30%

Blast: 3-5, 5-6

Range 2m

Notes: Can attack twice if not moved

Hit Points 16

Mind Points 12

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