

Molt Play Sheet

Modified Molt Turn

Molt players should use this sheet in conjunction with a regular play sheet. Normal forces use the normal turn sequence when it is their turn. This replaces steps 4, 5 and 6 of the regular turn sequence with 4M, 5M and 6M as follows:

Phase	Action
Phase 1	Dice for movement (see p 98).
Phase 2	Dice 2 d6 plus LV of Detachment Leader). Minus for lost TUs because of 'Mounting Chaos'.
Phase 3	Artillery defence (not required).
Phase 4M	Teleporting into combat (pages 139 - 142): Phase 4Ma. Molt teleports into battlefield Phase 4Mb. Roll for detection if within detection range. Phase 4Mc. If detected, the detecting unit may fire at the Molt.
Phase 5M	Molt Movement & Attack: Move using the 1-2-4 rule (p 113) - Molt may attack at any time
Phase 6M	Molt may attempt to teleport back to its Theme nest.
Repeat above phase 2 to 6 for each player/detachment, then, simultaneously for ALL detachments:	
Phase 7	Other Weapons: Phase 7a. ATGWs: simultaneous results. Phase 7b. Mortars: simultaneous results. Phase 7c. Off-table artillery results. Phase 7d. Calling in off-table artillery.
Phase 8	Dice to remove Suppression markers.
Phase 9	Remove destroyed TUs.
END - Check for Victory or start next turn at Phase 1.	

Close Assault Modification

Molt opponents gain an additional +1 to their assault factor but may not combine their numbers.

Suppression Modification (Phase 8)

Molts receiving 1 suppression marker makes a QR to teleport to its Theme nest - all Markers removed automatically but loses its next turn. QR failure means the Molt stays on the table and follows the normal rules for suppression. On 2 suppressions Molt is destroyed.

D6	Satchel Charge Effects
1	HTU destroyed.
2	No effect.
3 - 4	1 SM on HTU & TTU – if Veh. no effect.
5	1 SM on HTU a& TTU destroyed – if Veh. FP 4.
6	1 SM on HTU a& TTU destroyed – if Veh. FP 6.

Molt Detecting & Shooting

ANY unit within 30 cm and LOS may make a QR roll to detect the molt when it is first revealed BEFORE it moves or attacks. A TU may fire at multiple detected Molts during a turn but may only fire **ONCE** at each molt.

Pickets

A picket that survives any attacks and stays on the battlefield is considered one QR better for any attacks made during the turn the Molt is revealed. The Molt loses this QR bonus for all subsequent turns and reverts to its normal QR for the rest of the battle. Hidden Molts **DO NOT** trigger the ADS on vehicles.

Outcrop DV & QR for Teleport (see page 129)					
Outcrop Type	DV	Elder	Warrior	Hunter	Adolescent
Quality Roll	-	3	4	5	6
Destroyed	-	N/A	N/A	N/A	N/A
Fragmented	4	5	6	N/A	N/A
Small	6	3	4	5	6
Medium	8	2	3	4	5
Large	10	1	2	3	4
Massive	12	1*	1	2	3
Impregnable	N/A	1*	1*	1	2
1* = No drift possible. Impregnable: no damage.					

Drifting

A Molt that exactly makes its QR may drift from its entry point. Roll 2d6 for direction (1d6 as an odd/even - even add nothing to the second die roll; odd add 6 to the second die roll to get a clock direction) and 2d6 for distance in cm. A Molt may not end its drift into prohibited terrain (see page 141).

Molt Weapons (see page 137).

Close Combat Weapon: 2/n/a. Elders add +2 to LV.

2cm powergun: Per Rules **Sh 2 FP 2/2**

Buzzbombs: Per Rules **Sh 1 FP 1/6**

Flechette Shotgun/Airfoil Grenade: **Sh 1 FP 4/1** (Close range only)

Satchel Charge: Per Rules, Bowl D6 (see page 119)

Limpet Mine: **Sh NA FP -/7** (close assault on vehicles only). Make QR roll to place (+1 to roll if vehicle did not move); mine detonates during ATGW phase using defensive value of the armour side it was placed on.

Key for Satchel Charge Chart	
SM = Suppression Marker	HTU = Host TU
Veh. = Vehicle	TTU = Target TU