**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 2d6 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.

**Outcrop DV & QR for Teleport** (see page 129)

<table>
<thead>
<tr>
<th>Outcrop Type</th>
<th>DV</th>
<th>Elder</th>
<th>Warrior</th>
<th>Hunter</th>
<th>Adolescent</th>
</tr>
</thead>
<tbody>
<tr>
<td>Quality Roll</td>
<td>-</td>
<td>3</td>
<td>4</td>
<td>5</td>
<td>6</td>
</tr>
<tr>
<td>Destroyed</td>
<td>-</td>
<td>N/A</td>
<td>N/A</td>
<td>N/A</td>
<td>N/A</td>
</tr>
<tr>
<td>Fragmented</td>
<td>4</td>
<td>5</td>
<td>6</td>
<td>N/A</td>
<td>N/A</td>
</tr>
<tr>
<td>Small</td>
<td>6</td>
<td>3</td>
<td>4</td>
<td>5</td>
<td>6</td>
</tr>
<tr>
<td>Medium</td>
<td>8</td>
<td>2</td>
<td>3</td>
<td>4</td>
<td>5</td>
</tr>
<tr>
<td>Large</td>
<td>10</td>
<td>1</td>
<td>2</td>
<td>3</td>
<td>4</td>
</tr>
<tr>
<td>Massive</td>
<td>12</td>
<td>1*</td>
<td>1</td>
<td>2</td>
<td>3</td>
</tr>
<tr>
<td>Impregnable</td>
<td>N/A</td>
<td>1*</td>
<td>1*</td>
<td>1</td>
<td>2</td>
</tr>
</tbody>
</table>

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.

**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 & TTU destroyed – if Veh. FP 4.
6 | 1 SM on HTU & TTU destroyed – if Veh. FP 6.

**Key for Satchel Charge Chart**

SM = Suppression Marker  HTU = Host TU  Veh. = Vehicle  TTU = Target TU