

Alien House Rules for Dirtside II (Ver 1.1)

Written by Jeremey Claridge 2002

Dirtside II copyright of GZG

Rules produced with permission from J.Tuffley

Miniatures shown are produced by Brigade Models



These rules are intended to represent biological alien technology on the Dirtside II battlefield.

A lot of the following systems are deliberately contradictory to existing Dirtside systems. It is hoped that this gives a better feel of any encounter making it truly alien.

It was also felt that rather than dictate Alien types and vehicles the generic feel of DSII should remain in tact with players constructing alien forces the same as they would for terrestrial ones.

Based on Biological technology as opposed to mechanical the Aliens use living vehicles and in some cases projectiles to subdue an enemy.

Unless stated otherwise all existing DSII rules apply to the aliens.

Alien Weapon Systems	2
Alien Weapon Effects	2
Alien Power Systems	3
Alien Vehicle Armour	3
Alien Signatures & Stealth Levels	4
Alien Vehicle Systems	4
Specific Alien Systems (explained)	4
Infantry & Cargo Space	4
Infantry Forces	5
Combat Walkers	5
Control Aliens	5
Capacity Requirements for Vehicle Weapons & Systems	6
Movement	6
Terrain Effects on Mobility	6
Vehicle Weapons Fire Against Infantry	6
Alien Artillery	7
Weapon Range Table	7
Weapon Systems & Valid Damage Chits	8
Points Value System	8



Cercon Plasma Artillery Vehicle

1) Spittle Launcher (SPL)

The launcher fires a sticky bile type substance over great distance. This bile then attaches itself to the target vehicle and remains there until the unfortunate crew can jump out and scrap it off. Repeated hits covering the vehicle render it immobilised. The ability of infantry to side step quickly means this weapon is useless against them.

SPLs are available in size classes 1 to 4.

2) Bio Plasma Cannon (BPC)

This weapon fires a bolt of highly charged plasma, which explodes on impact.

This weapon is equally devastating against infantry and armour.

BPC's are available in size classes 1 to 5.

3) Bio Electric Discharger (BED)

By storing up bio electrical energy this weapon can then fire the stored energy over great distance.

Even if targets are shielded against electrical attacks the sheer weight of force from the bolt can still damage lightly armored vehicles but it lacks major armour penetrating strength.

BEDs are available in size classes 1 to 4.

(The BED system can also be used as a limited ECM. See Specific Alien Systems Explained)

4) Acid Spray (ASP)

A short range burst of acid that can melt armour. The acid loses its cohesion drastically at greater ranges but its effects on infantry can be terrifying.

ASP's are available in size classes 1 to 3.

5) Bio Fuelled Rockets (BFR)

By means of biological chemically powered rockets a vehicle can fire a barrage of unguided missiles at enemy targets. These are equally effective against armour or infantry but at long ranges they lose most of their explosive ability.

BFR's are available in size classes 2 to 5.

6) Spine Missile System (SMS)

Spine Missiles are the Alien equivalent to APSW's.

On the approach of enemy infantry, spines are launched from the vehicle like a flight of arrows.

Because the spines are imbedded into the skin of the alien vehicle the larger the vehicle the bigger and more deadly the spine defence can be.

SMS's are available in size class according to the vehicle up to a maximum of class 3.

7) Swarm Launcher (SWL)

The Swarm launcher fires a compact fibrous ball, which explodes into an insect swarm on impact. The Swarm is ineffectual against reasonably armoured targets.

The Swarm Launcher is class 3 for size mounting rules.

8) Acid Tube (ACT)

The Acid Tube is an infantry weapon that is the only infantry to infantry weapon that can be fired independently of the normal infantry firefight rules. It is a one shot weapon that only Warrior infantry may carry.

ACT's are only useable by infantry.



Lygan Salvo Artillery Vehicle

Alien Weapon Effects**Effects of Spittle Weapons**

Damage chits are drawn as normal for Spittle weapons. The chance to immobilise the target is based on it's size not it's armour. Armour has no effect on the spittle weapons.

E.g. A size 3 vehicle with armour 2 still requires 3 points to immobilise it. If insufficient chits are drawn to immobilise the target then a counter recording the amount of spittle on the vehicle so far is placed next to it.

Vehicle crew may attempt to remove any spittle in the repair phase on a roll of 6.

Engineering units in base to base contact can remove the spittle on a roll of 4 or more.

If either the crew or an engineering team fail then the spittle remains and any subsequent spittle damage is added to the existing one.

E.g. a size 4 vehicle failing to remove 2 points of spittle will only require 2 more points to immobilise it.

A vehicle Immobilised by a spittle weapon cannot move or fire until the spittle is removed.

Vehicles immobilised by spittle need to be clearly distinguishable from other immobility hits by other non-spittle weapons. A purple alien immobility chit is used instead of the normal grey one.

Effects of Swarm Weapons

After choosing a target area roll 1d4 this is how much in inches the shot deviates from the chosen target

rolling a D12 as if it were a clock face indicates the direction.

The swarm attacks all un-armoured or open topped vehicles and infantry within 2" of it. 2 chits are drawn per infantry element or vehicle within the area. Red chits only are valid, ignore all special chits. After attacking the swarm marker is left in place until the end of the turn. Any units still within the swarms attack area are attacked again at the end of the combat phase before the swarm disperses. If no enemy units are within 2" of the landing swarm then the swarm remains dormant until units move within 2".

Effects of Bio Fuelled Rockets

The rockets contain a chemical propellant that also acts as its explosive capacity. This means that the rockets are of little use at long range.

The rockets must be targeted at a specific element within a unit. A 2" diameter template is used to indicate the blast area. If the initial target is hit then any other elements under the template are also hit on a 5 or more on a D6.

At long range the rockets are nothing but solid shells with no explosive qualities and so cannot harm infantry at long range.

The rockets may be fired indirectly. If the rocket unit cannot see the target but another unit does have line of sight then the control alien can relay the target details to the rocket unit. This uses the telepathic control centre (TCC) of the control alien. This uses up the activation of the unit acting as a spotter for the artillery/indirect shot.

Effects of Spine Missiles

Each spine missile defence fires out 1D4 missiles.

The number of SMS's that can be fitted to a vehicle is equal to its class size. So for example a class 3 vehicle could have a SMS/3 and roll 3D4.

The class of SMS's cannot be greater than the vehicle class size up to a maximum of class 3.

Before rolling the player must decide which targets and how many of the D4's against each one.

The defence can be used against one opponent or spread out over as many as D4's available.

The number of chits drawn is equal to the number rolled on the D4.

If more than one D4 is used against a single target then the damage is added together.

The SMS system counts as one weapon no matter what size class for the purpose of weapon number limitations.

Only one SMS system can be added to each vehicle. Vehicles do not receive a free SMS system when created.

SMS use the same rules as APSW's for purposes of valid chits, range etc.

Effects of Acid Tubes

Acid tubes fire an exploding canister of concentrated acid. Any infantry hit suffers 3 chits of damage per tube and armour suffers 2 chits. All chits are valid except special chits against infantry. Tube ammo counters for each unit are purchased before the start of the game. The maximum a unit can carry is one for every element.

When firing at enemy units the attacking unit rolls a dice equal to its quality. Infantry targets roll 1D8 if in cover otherwise 1D6 for their signature die.

ACT's cannot be used as part of infantry firefights.

Only basic Warrior infantry carrying no other special weaponry may use Acid Tubes.

Alien Power Plant Systems

Alien vehicles are entities in their own right. Their own muscles and organs provide the power needed to run their propulsion and weapon systems. Alien power sources are integrated into the vehicle size.

Alien vehicles pay more points for the ability to mount weapons larger than their class size to reflect this.



Cimexian Guard Infantry

Alien Vehicle Armour

There are 3 types of alien armour:

Hard Skin (Standard)

Segmented Chitin (Reactive)

Exo-skeletal (Ablative & Reactive)

The first is a harden skin which acts the same as normal standard armour.

Segmented Chitin Armour (SC) which due to its external interlocking plates that sit over the outer skin of an alien vehicle provides the same benefits as normal reactive armour.

Exo-Skeletal (ES) is made up of an incredibly hard skeletal structure placed over the surface of the whole vehicle. The material nature of the armour dissipates heat so effectively that the armour is almost impervious to HEL fire. Also the shear hardened structure means that missile weapon effects are

Alien Vehicle Signatures and Stealth Levels

reduced. As a result the vehicle gains the advantages of both Reactive and Ablative Armour.

Encasing a vehicle in SC or ES armour effects what other systems it can be fitted with.

Vehicles with SC armour cannot use the system Elasticity due to the inflexibility of their armour:

Vehicles with ES suffer the same restrictions as with SC armour as well as the following: chameleon stealth cannot be used nor can ES equipped elements have any cargo space.

Winged units cannot use SC or ES armour because their wing membranes need to be unhindered.

Alien stealth works on the principle of chameleonic colour changing. The vehicles range of colours available to make the camouflage more convincing depends on the level of chameleon stealth a vehicle has.

By making the outer skin on a vehicle change colour to match its surroundings the vehicle gains a degree of stealth.

Although this system provides no counter measures against guided weapons it does against unguided ones.

The chameleon stealth ability works better in cover.

The following terrain types improve the signature by one die type: Woods, Urban, and Ruins.

The improved signature die cannot exceed a D12.

Alien Vehicle Systems

Fire Controls

Fire Controls for alien vehicles are the same as per the DSII rules for determining die type.

Alien ECM's

The alien technology does not use electronically guided projectiles. But they have developed a system to attract others for mating by producing a build up of electrical energy. This has inadvertently provided the aliens with an ECM system since the build up disrupts sensitive electrical equipment.

The alien version is based on the vehicle size. The bigger the vehicle the greater the electrical field. Class 1-2 1D6, Class 3-4 1D8, Class 5-6 D10, Class 7+ 1D12. You cannot purchase an ECM smaller than the vehicle size.

If a vehicle is equipped with a BED system as a weapon they can use it as a limited ECM system.

The dice used is based on the size of the weapon: size 1-2 1D6, Class 3-4 1D8.

A vehicle equipped with a BED and ECM only throws one dice against attacks. The highest value dice is used.

Alien PDS

Aliens may employ PDS systems as per the normal rules. Alien PDS systems are small parasites that get ejected into the path of incoming projectiles and attempt to detonate them.

Specific Alien Systems (explained)

Bio Elasticity

This vehicle enhancement allows a vehicle to collapse most of its structure. The result is the vehicle can lie flat against any terrain. This ability is similar to digging in done by other vehicles. It takes a complete activation to use this ability. But can be ended at any time with no loss of movement. A secondary 1D8 signature die is gained while using this ability.

Bio Womb

The Bio Womb is what distinguishes the Control Alien from all others. Bio Wombs may only be placed in vehicles that also have a telepathic control centre.

The Bio Womb has the ability to produce alien units almost instantly during the course of a battle.

(See Control Alien)

Bio Repair Gland

This self-repairing device allows an alien to drop itself into a coma like state in order to concentrate on regenerating damage.

The damaged element must remain completely inactive for one complete activation and roll 4 or more to be able to repair for the following turn. Rolling less than 4 means the repair attempt fails. The damaged unit does not have to stay in the coma until a successful repair is made it can abandon the repair in its next activation.

Using this system the Aliens can repair any damage sustained including Immobilised and damaged chits.

While in the coma the vehicle will have a D4 signature die for all attacks made against it. Either guided or unguided.

No defensive systems may be used while repairing, including: Elasticity, PDS, BEDS or Reactive qualities of SC armour.

A unit cannot start to use the repair gland if an enemy unit has line of sight to the damaged unit. Once in the repair coma this rule no longer applies.

Infantry and Cargo Space

Alien infantry come in varied shapes and sizes.

Warrior infantry use up 3 capacity.

Claw infantry use up 5 capacity.

Guard infantry use up 8 capacity.

Alien infantry come in 3 forms.

Claw

Claw Infantry are the same as conventional assault troops carrying no ranged weapons but more efficient in close combat.

Claw infantry draw 4 chits in close assaults.

Warrior

Warrior Infantry are standard line troops. Able to engage in ranged firefights with other infantry units.

Warrior infantry carry an alien equivalent of the IAVR.

Guard

Guard infantry are larger and more powerful than warrior infantry. Guard infantry share all the characteristics of normal powered infantry with the following exceptions:

Guard infantry do not carry IAVR's but they can still attack vehicles in close assault by physically tearing apart the strongest armour.

Guard infantry draw 4 chits against other infantry and 3 chits against vehicles in close assault.

Guard infantry carry ranged weapons and can engage in ranged firefights.



Cimexian Infantry Squad

All infantry types may be equipped as Hover Infantry, giving them greater mobility.

Warrior infantry can be equipped with specialist weapons:

SMS: Carrying class 1 SMS Launchers they can inflict more damage on enemy infantry.

Acid Tubes (ACT's) can be carried by warrior infantry at one round per element in the unit. Providing they are not carrying any other specialist weapon.

Combat Walkers

Alien forces have 'Legs Squat' & 'Legs Tall' as a mobility type. Only combat walkers with 'Legs Tall' are considered to be walking upright. And therefore suffer the increased signature penalty. 'Legs Squat' refers to a lower profile. These designations are regardless of actual number of legs the vehicle has.

The Control Alien directly controls an Alien army by relaying information to each unit.

The destruction of the Control Alien has a great effect on the forces it controls.

The Control Alien is the only unit that can use the Bio Womb System and the Telepathic Control Centre.

The Bio Womb can produce replacements for destroyed units or make new ones during the course of a battle.

And the TCC is required to keep all the forces in communication with each other.

Bio Womb

The Bio Womb allows the control alien to produce units during the course of a battle. The cost of producing units is the same as the standard points value for the vehicle or infantry element being created +10%.

The Control Alien may produce completely new types of unit not currently on the battlefield.

(for the ease of play players are encouraged not to take time out to design new vehicles during a game!)

It takes one complete activation to produce a vehicle or infantry stand.

Before the start of the game, points can be stored in the Control Alien in the form of Bio-mass for the purpose of building units. Bio-mass takes up space using this ratio: 50 points = 1 capacity point.

E.g. 3000 point game so the Alien player chooses to place 500 points into the Control Alien this will therefore use up 10 capacity points.

Bio Wombs can produce any unit or infantry element, it can also make ACT rounds for infantry elements.

The size of the Bio Womb will determine what class of vehicle/element can be produced.

Claw & Warrior Infantry are class 1 for size purposes.

Guard Infantry are class 2.

ACT markers are class 1.

All new units produced are classed as Green units.

Leader quality is always 3 unless the new elements are added to an existing unit.

New units can only be added to other green units.

Telepathic Control Centre

The TCC allows the Control alien to keep in touch with all of their forces. The loss of the control alien or the TCC (through systems down chit) will have a big impact on the forces controlled. A Confidence test at a threat level of +4 must be passed. Also until the TCC unit is repaired or replaced the alien controlling player may only activate half of their forces (round down).

The units activated can change each turn but only half can be activated per turn.

Pseudo Control Aliens

Colony armies may only have one Control alien. In order to prevent total disaster every time a Control alien is killed, alien armies may also have Pseudo Control Aliens. These units are waiting for their turn to control the army. They can have all of the systems normally restricted to Control aliens but because of the rivalry they cannot carry any weapons. Defensive systems are allowed. When the control alien is killed any of the Pseudo Control Aliens with a TCC can take over running the colony.

Capacity Requirements for Vehicle Weapons and Systems

Direct fire weaponry same as DSII.

PDS Basic = 2; Enhanced = 3; Superior = 4
 Bio Womb = size class of unit to be produced x 5
 Telepathic Control Centre = 8
 Swarm Launcher = 4
 SMS = 1 point per class
 Infantry (Warrior) = 3
 Infantry (Claw) = 5
 Infantry (Guard) = 8

Terrain Effects on Mobility

Claw/Warrior/Guard Infantry

Easy = Roads.
 Normal = Open, Light Scrub, Rough, Cultivated, Urban, Hills, Light Woods.
 Poor = Mountainous, Swamp, Dense Woods.
 Difficult = Rivers/Streams (crossing only).
 Impassable = Open Water.

Hover Infantry:

Easy = Roads, Open, Light Scrub, Rough, Cultivated, Urban, Hills.
 Normal = Rivers/Streams (crossing only)
 Poor = Open Water, Light Woods, Mountainous, Swamp
 Difficult = Dense Woods.
 Impassable = Nothing.

Crawl/Slide:

Easy = Roads.
 Normal = Open, Light Scrub, Rough, Cultivated, Urban.
 Poor = Hills. Light Woods.
 Difficult = Mountains, Rivers/Streams (crossing), Dense Woods.
 Impassable = Swamp, Open Water.

Legs 'Squat':

Easy = Roads, Open.
 Normal = Light Scrub, Cultivated, Rivers/Streams (crossing only).

Poor = Hills, Rough, Urban.
 Difficult = Swamp, all Woods, Mountains.
 Impassable = Open Water.

Legs 'Tall':

Easy = Roads, Open, Light Scrub.
 Normal = Cultivated, Rivers/Streams (crossing only), Hills.
 Poor = Rough, Mountains, Swamp, all Woods.
 Difficult = Urban.
 Impassable = Open Water.

Hover:

Easy = Roads, Open, Open Water, Rivers/Streams (crossing only)
 Normal = Light Scrub, Rough, Cultivated, Swamp.
 Poor = Urban, Hills.
 Difficult = Mountains.
 Impassable = all Woods.

Winged:*

No terrain effects.

Swim:

Easy = Rivers/Streams.
 Normal = Open Water.
 All other terrain impassable.

*Wing Mobility is the same as VTOL mobility. They can make pop-up attacks.

Vehicle Weapons Fire Against Infantry

ASP, SWL: These weapons are principally anti infantry weapons and so act as normal drawing chits depending on class size against infantry.

BPC, BED & BFR: Maximum anti-personnel range is medium range band for weapon class. 2 chits per shot against target element, regardless of weapon class.

SPL: This weapon is not effective against infantry targets.



Cimexian Manto Walker

Alien Artillery

Alien artillery is different from conventional types because ammo markers are not used. The alien artillery has a number of shots contained within it. After the listed number of shots fired the unit needs to recharge for a specified amount of time before firing again. The recharge time is how long until another artillery round is available. Artillery can move while recharging but not fire any weapons.

Alien artillery can only be used if part of a vehicle. It cannot be infantry based.

Artillery

Light

Size 2 Starting Ammo 6 Recharge time 2 turns

Medium

Size 4 Starting Ammo 4 Recharge time 3 turns

Heavy

Size 6 Starting Ammo 2 Recharge time 4 turns

There are 3 types of artillery round that can be employed.

Spittle Rounds (SPR)

Acid Spray Rounds (ASP)

Swarm Rounds (SWR)

Spittle Rounds function in the same way as the Spittle Launcher.

Acid Rounds function the same as the Acid Spray system.

Swarm Rounds function in the same way as from a Swarm Launcher.

All three types use the same rules for artillery as per normal rules. Including open and converged sheaf.



Pythos Self Propelled Artillery

7

Artillery Damage Effects

Each **Light** artillery element firing is worth 1 Chit per vehicle target element, or 2 Chits per Infantry target element.

Each **Medium** artillery element firing is worth 2 Chits per vehicle target element, or 3 Chits per Infantry target element.

Each **Heavy** artillery element firing is worth 4 Chits per vehicle target element, or 5 Chits per Infantry target element.

Weapon Range Table

Weapon System	Class	Short	Med	Long
Spittle Launcher	SPL/1	6"	12"	18"
	SPL/2	8"	16"	24"
	SPL/3	10"	20"	30"
	SPL/4	12"	24"	36"
Acid Spray	ASP/1	6"	12"	18"
	ASP/2	8"	16"	24"
	ASP/3	10"	20"	30"
Bio Plasma Cannon	BPC/1	4"	8"	16"
	BPC/2	8"	16"	24"
	BPC/3	12"	24"	36"
	BPC/4	24"	36"	48"
	BPC/5	30"	42"	54"
Bio Electric Discharger	BED/1	8"	16"	24"
	BED/2	12"	20"	28"
	BED/3	16"	24"	32"
	BED/4	20"	28"	36"
Bio Fuelled Rockets	BFR/2	8"	14"	20"
	BFR/3	10"	18"	26"
	BFR/4	12"	22"	32"
	BFR/5	14"	26"	38"
	Swarm Launcher	SWL	Maximum range 32"	
Acid Tube	ACT	Maximum range 18"		
Spine Missile System	SMS	Maximum range 12"		

Spittle Launcher	Against Armour	All at Close range. Red only at Medium range. Yellow at Long range
Acid Spray	Against Infantry	No effect
	Against Armour	Red at Close range. Yellow at Medium & Long range
Bio Plasma Cannon	Against Infantry	All at Close range Red & Yellow at Medium range Yellow only at Long range
	Against Armour	All chits at close range. Red & Yellow at Medium range Red only at Long range
Bio Electric Discharger	Against Infantry	Red at any range
	Against Armour	Red and Yellow Close range. Red only at Medium range Yellow only at Long range
Bio Fuelled Rockets	Against Infantry	Yellow at any range.
	Against Armour	All at Close range. Red at Medium range. Yellow at long range.
Acid Tube	Against Infantry	Yellow & Red at Close range. Yellow at Medium range. No effect at long range.
	Against Armour	Red at any range.
Swarm Launcher	Against Infantry	All at any range
	Against Armour	No effect
	Against Powered Infantry	Yellow only at any range
	Against Infantry	Red & Yellow at any range.

Points Value System

BVP value is worked out in the same way as the DSII rules.

Hard Skin Armour 20% x class size
Segmented Chitin 30% x class size
Exo-Skeletal 50% x class size

Power plant system:

The Aliens use an internal biological chemical reaction to provide power.
This is dependent on the type of movement and weaponry to be used for its size.

Mobility Type:

Crawl/Slide 10% x class size
Legs 'Squat' 20% x class size
Legs 'Tall' 30% x class size
Hover 40% x class size
Winged 150% x class size
Swim Additional 20% x class size of vehicle.

Oversized Weaponry Additional 10% x class size of vehicle.

Direct fire weaponry:

ASP system: Cost = 8 x class of weapon
BED system: Cost = 10 x class of weapon
SPL system: Cost = 10 x class of weapon
BPC system: Cost = 12 x class of weapon
BFR system: Cost = 12 x class of weapon

Fire Control points cost same as for Dirtside II.

Other Systems:

Spine Missile System: Cost = 5 per class
Swarm Launcher: Cost = 50
Point Defence System: Basic = 30; Enhanced = 45; Superior = 60.
Bio Elasticity: Cost 20 x class size of vehicle.
Bio Womb: Cost 50 x class size of unit able to produce.
Bio Repair Gland: Cost = 20 x vehicle class size

Chameleon Stealth: Cost = 20 x class size of vehicle per level of Stealth.

ECM System Cost = 10 x class size of vehicle.

Telepathic Control Unit: Cost = 150

Infantry:

Claw Troops: Cost = 30

Warrior Troops: Cost = 30

Guard Troops: Cost = 50

Specialist elements:

Hover ability: Cost = +30

Acid Tube: Cost = 20

SMS/1: Cost = 10

Alien Chits Explained



Spittle damage chit.



Vehicle using Elasticity.



Vehicle Immobilised by spittle.



Using Bio Repair Gland.



Swarm Marker.



Acid Tube Ammo Marker