

BEAMSTRIKE CORE 1.2

ALIEN CHARTS PACK

**Reference tables, charts and Weapons for the Alien
races described in the Beamstrike Supplement
'Alien Races'**

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ALIEN MOVEMENT AND POINTS COST

The following tables can be used to integrate Alien forces into Human conflicts. The points cost is for one figure with weapons and equipment as described in the 'troop types' section for each race above. Some troop types are described above with no weapons (Denoted by a * next to the troop name), if this is the case, any weapons from the infantry weapons list may be selected from the core rules at additional cost, or from the Alien weapons in this supplement. Bear in mind points costs for individual troops takes into account racial abilities/ advantages/ disadvantages. Note that some Alien races may be restricted to which weapons and equipment they may use (See Each Alien race for details of such rules)

Basic Figure Type	Armour Type	Points	Movement rate in inches				
			Road	Open Ground	Light woods	Difficult Ground	Very Difficult
HIBEVOR Light Infantry *	LA	8	4	3	3	2	2
HIBEVOR Power Armoured Inf. *	PA	32	4	3	2	2	1
GROWWLAN Armoured Inf.	PA	40	5	3	3	2	2
GROWWLAN Inf. Chief	PA	46	5	3	3	2	2
GROWWLAN Wrok Warbird *	AD	34	10	8	6	3	2
FERRAPUR Armoured Infantry	LA	37	7	6	5	4	3
FERRAPUR marksman	LA	56	7	6	5	4	3
FERRAPUR Commander	PA	55	7	6	5	4	3
CENTALING Light Infantry*	FI	32	10	8	7	6	5
THUNTRA Armoured Infantry	PA	50	12	10	9	8	6
SPUGS							
SPUG Infantry drone/ scout rider *	LA	9	4	3	3	3	1
SPUG Heavy Weapon drone *	LA	9	4	3	3	3	1
SPUG Heavy Infantry *	AD	32	3	2	2	2	1
SPUG Comms	LA	35	4	3	3	3	1
SPUG Jump Spug*	LA	20	4+	3+	3+	3+	1(+Also has flight move)
SPUG Alpha leader *	LA	20	4	3	3	3	1
SPUG Omega leader *	LA	25	4	3	3	3	1
SPUG Theta leader	LA	55	4	3	3	3	1
GREYS							
GREY Close scout	LA	20	5	4	3	2	1
GREY Support scout (P-beam)	LA	36	4	4	3	2	1
GREY Support scout (death ray)	LA	56	4	4	3	2	1
GREY Control scout	LA	22	4	4	3	2	1
GREY Leader	AD	90	4	4	3	2	1
GREY Combat construct	PA	43	8	7	5	4	3
GREY light Saucer	Hull 3	130	12	10	8	8	3
BUGS							
BUG 'Runner'	FI	7	7	5	5	4	3
BUG 'Hunter'	LA	19	5	5	5	4	2
BUG 'Terror'	PA	30	6	5	5	4	3
BUG 'Flyer'	PA	34	14	12	12	10	7
BUG 'Cerebral'	PA	38	3/6	2/6	2/6	1/6	1/6
BUG 'Queen'	PA	35	6	5	5	4	3
BUG 'Colossus'	AD	60	9	7	6	5	3
BUG Egg cluster	LA	8	0	0	0	0	0

Basic Figure Type	Armour Type	Points	Road	Open Ground	Light woods	Difficult Ground	Very Difficult	
REPLICANS								
ENFORCER *	LA	12	4	3	2	2	2	
CPU DIRECTOR *	PA	36	4	3	2	2	2	
HVY BATTLE DROID	PA	37	4	3	2	2	2	
MIMICK	PA	32	Moves as per unit it is camouflaged within					
SHROUD*	LA	28	6	5	4	4	3	
REPAIR UNIT	LA	14	4	4	3	2	2	
ARTILLEROID*	Hull 2	55	8	8	7	5	3	
Multi-Launch Droid	LA	30	4	3	2	2	2	
Fast Attack Dreadnought	AD	75	10	9	8	6	3	
KRA'VAK								
LI WARRIOR*	LA	14	5	4	3	3	2	
LI MASTER with Gauss rifle	LA	38	5	4	3	3	2	
AXE HERO	PA	63	5	4	3	3	2	
SIA'NA Pathwalker (Unarmed)	FI	20	5	4	3	2	1	
POWER ARMOUR Gauss/grens	PA	46	5	4	3	3	2	
POWER ARMOUR Gauss/ Missile	PA	53	5	4	3	3	2	
POWER ARMOUR Plasma gun	PA	47	5	4	3	3	2	
RIDING BEAST AND RIDER	PA/LA	Total of 76	12	8	6	4	4	
GHOULANI ENSLAVERS								
COMMANDER	FI	55	6	5	4	4	3	
PSYCHER	FI	35	6	5	4	4	3	
OFFICER	FI	33	6	5	4	4	3	
SEEKER	FI	21	6	5	4	4	3	
CAPTURER	FI	21	6	5	4	4	3	
TRACKER	FI	21	6	5	4	4	3	
SLAVE	FI	8	5	4	3	2	1	
ENSLAVER INPHUGRY	FI	25	6	5	4	4	3	
ASSAULT TROOPER- shock spear	FI	26	6	5	4	4	3	
Ass. TROOPER (2 man rocket cannon team)	FI	78	6	5	4	4	3	
FLOATDISK TROOPER+ DISK	FI/Hull 1	Total of	14	14	12	10	4	
K'KREE								
Hindmost Leader*	PA	39	5	4	3	2	2	
Hindmost Staff*	FI	16	9	7	6	5	4	
K'Kree Light Infantry*	FI	18	10	8	7	6	5	
K'Kree Light armour*	LA	20	7	5	5	4	3	

Basic Figure Type	Armour Type	Points	Road	Open Ground	Light woods	Difficult Ground	Very Difficult
GOBLINOIDS							
SHIA KHAN Goblinoid infantry	LA	20	4	4	3	2	2
SHIA KHAN Hvy weapon malig	LA	27	4	4	3	2	2
SHIA KHAN Drop Trooper	PA	36	3	3	2	2	1
ORK BATTLELORD	PA	44	3	3	2	2	1
ORK CARVER*	FI	14	4	4	3	2	2
ORK OGROS*	PA	28	3	3	2	2	1
ORK TROOPER	LA	16	4	4	3	2	2
PHUGS							
PHUG QUEEN	PA	75	4	4	3	3	2
PHUG DIGGER	PA	22	4	4	3	3	2
PHUG WARRIOR	PA	32	4	4	3	3	2
PHUG EGG GROUP	LA	10	0	0	0	0	0

Points cost is for one figure with the weapons/ equipment and armour listed in the alien troop type description. Some alien types may choose alternative weapons, in which case points cost given above is for the individual with no weapons/ equipment and has a * symbol next to it.

Note that all alien races other than the Bugs and Phugs may use items like laser painters and targetters, unless specifically barred in the alien races description.

ALIEN RACES WEAPONS CHARTS

Note that ONLY the Races listed may use the weapons here, Human forces may not use these weapons normally, unless you are running very specific scenarios allowing such use. Spaces on the weapon charts have been intentionally left for you to add your own weapon variants.

Alien Races allowed to wield	HAND – TO – HAND WEAPONS	HtH 1d10 bonus	Points Cost	HtH v Vehicle	Notes
FERRAPUR/ CENTALING SPUG	Advanced Force Sword	+4	3	3	Force sword with power-laser technology.
SPUG	Power Claw	+5	7	4	Large mechanised mono claw.
Grey	Paralysis Rod	+3	2	1	Enemy paralysed not killed if win
THUNTRA	Heavy Power Axe	+5	7	4	Very large energy Axe.
Ork CARVER/OGROS	Mono Scimitar	+5	5	2	Very large monomolecular curved sword.
Ork CARVER/ OGROS	Orcish Warhammer	+6	6	3	Very large Orcish Warhammer
Ork CARVER/ OGROS	Vibro club	+4	3	2	Heavyweight club with Vibro blades.
Ork CARVER/ OGROS	Hook	+3	2	1	Large industrial Hook attached to hand

ALIEN RANGED WEAPON EFFECT CHART

Weapon	Points Cost	TO HIT SCORE NEEDED						RACES ALLOWED TO USE	DAMAGE TYPE	FIRE TEMPLATE	Remarks	
		RANGE BANDS IN INCHES										
		0-4	5-20	21-40	41-80	81+	Max Range					
Advanced Laser Pistol	4	5	6	-	-	-	12	FERRAPUR/CENTALING	HIGH	-	Power-laser technology	
Advanced Laser Rifle	15	5	6	8	-	-	40	FERRAPUR/CENTALING	POWER	-	Power-laser technology	
Advanced Grenade Launcher(Support)	5	7	8	10	-	-	30*	FERRAPUR/CENTALING	Varies	Varies	May fire any specialised grenade	
Advanced sniper cannon	20	10	6	7	9	10	105*	FERRAPUR sniper only	HIGH	-	Power-laser technology	
Power sphere projector (Support)	25	7	8	9	12	-	60*	Hibevor	TOTAL 1	1	type of missile launcher	
Shock pistol	6	5	7	-	-	-	8	Growwlan	HIGH	-	also roll 1d6 per hit, on a roll of 5 or 6 target also stunned, regardless of armour type.	
Shock rifle	8	6	8	10	-	-	30	Growwlan	HIGH	-	also roll 1d6 per hit, on a roll of 5 or 6 target also stunned, regardless of armour type.	
Shock grenade pack	3	7	9	-	-	-	6	Growwlan	HIGH	2	Also roll 1d6 for each troop in burst area, on a 4-6 they are also 'stunned'	
Sun Cannon (Support)	35	3	5	-	-	-	6*	GREY	TOTAL 1	Cone 3	Mounted on grav plates	
9-Shot missile pod(Support)	16	8	9	11	-	-	40*	REPLICAN	As AT missile	1	Fires 1-3 per turn	
P-Beam Autogun (Support)	25	7	7	10	12	-	45*	REPLICAN	POWER	-	2 shots/phase at same target or can use template 3	
KRA'VAK Gauss Rifle	10	8	7	9	11	-	80	KRA'VAK	HIGH	-	Compact version, carbine barrel.	
Head mounted missile pod (Support)	10	8	9	10	12	-	50	KRA'VAK	TOTAL 1	1	Fires AT missile only	
Anti-Armour Rifle (Support)	20	6	8	11	12	-	55	KRA'VAK	POWER	1	Advanced AT rifle	
Double barrel support Bolter (Support)	12	8	9	10	13	-	70*	ORCOID	HIGH	Any cone	3 shots/ phase at same target or can use any template	
ORK Minigun (Support)	10	4	6	8	-	-	36	ORCOID	STANDARD	Any cone	3 shots/ phase at same target or can use any template	
CARVER Revolver	10	7	9	-	-	-	10	ORCOID	POWER	-	Very large caliber shell gun.	
CARVER Blunderbuss	8	5	6	-	-	-	6	ORCOID	HIGH	Cone 3		
Shard Rifle	5	4	7	-	-	-	20	SPUG	STANDARD	-	-	
Shard carbine	4	4	6	-	-	-	10		STANDARD	-	-	
Toxcannon (Support weapon)	20	See statistics for human grenade launcher and plasma gun.							Varies	-	-	Functions as a standard human grenade launcher OR plasma gun, as dual barreled. Choose which barrel is to be used at start of firing phase.
Shard Cannon (Heavy weapon)	10	7	7	10	13	-	60		HIGH	-	Must be deployed to use.	
SPUG Heavy support weapon	25	7	6	9	10	11	120		POWER,	-	Deployed, capable of causing suppression.	
Heavy Bolt Pistol	8	7	9	-	-	-	8		THUNTRA	POWER	-	Thuntra massive handgun.
Heavy Specialised Grenade Pack	8	7	8	-	-	-	8	THUNTRA	Varies-	3	All versions use blast template 3	
Advanced Infantry Grenade Pack	4	7	8	-	-	-	8	FERRAPUR/CENTALING / SPUG	Varies-	2	All versions use blast template 2	

NOTES:

Weapons marked with * in max range cause suppression.

Heavy and Support weapons are marked next to the weapon name, else assume infantry weapon.

FIRING MODIFIER CHART

Tactical Factors – add to hit number	
Hibevor firer	+ 1
Growwlan firing at night/in dark	+ 1
Firing from a Warbird	- 1
Target is a Warbird	+ 2
Target is a Thuntra	+ 2
Target is a Centaling	+ 1
Target is Runner or Terror	- 1
Target is a Hunter/ Flyer	- 2
Target is a Cerebral/ Collosus	+ 2

DAMAGE MODIFIER CHART

Damage Factors	
Firing all Growwlan fire arms	+ 1
Firing Advanced Laser Pistol/ Rifle	+ 1
Firing Heavy Bolt Pistol/ Target is Hibevor or Grey.	+ 1
Target is Thuntra/ Orcoid	-1
Count Hibevor “PA” as “AD”	

HAND-TO-HAND CHART

Hand To Hand, 1d10 modifiers	
HIBEVOR/ GREY	- 2
GROWWLAN/ SPUG	+ 1
Warbird	+ 5
FERRAPUR/ ORCOID	+ 2
CENTALING	+ 3
THUNTRA	+ 5
KRA’VAK	+1
Hunter/ terror claws (as power sword)	+3
Collosus claws (as power axe)	+5
K’Kree	+1
K’Kree against carnivore	+3