



## Black Sun Rulebook Errata

Page 10 Rally Action: Whole line changed to be clearer. “Rally - this Action is used by a Suppressed or “Hitting the Dirt” Groups to attempt to stand up from being Suppressed and get back into moving. They spend the whole Action recovering but can begin to move as normal on their next Action or Reaction if they pass a Frostiness Test (see page 22). It is also used to remove Pinned and Duck Back results. This is done automatically by using this Action. It is that figures whole Action.”

Page 12 Reactions: “it may Shoot as if moving (which may not be possible),}” deleted and replaced with “it may Shoot (with the Shooting as a Reaction -1 modifier)”

Page 17 Weapons Table: The Combat Shotgun and SMG have a +1 Damage at Short Range.

Also please note: there is no maximum range in the game. That is why there is a Short Range listed. Maximum Range is line of Sight and whatever is Spotted. Dice you roll for your weapon are less when you are over the range listed (this is in the “dice per shot without moving” column). Also, if you move your range is cut and you are given a maximum. It is harder to move and shoot and see things so your range is cut appropriately.

Page 19 Example was Rewritten:

Example: Later in the game Bob’s group has taken two hits on two of his Grunts. He rolls for each of the Grunts who have taken Hits. The first Grunt, rolls a 4 and 6 and adds +1 to each. This Grunt receives two -1FV Light Wounds, for a total of -2 FV which is called a Wound. The second Grunt rolls a 1 and a 2. With the +1 modifier both of these results are Pinned. The Grunt can only be Pinned once so he receives a Pin marker. He can return fire in his next Action with a -1FV modifier if desired, or take a Rally Action to remove the Pin.

Page 21 Suppression: “Some weapons (primarily HMGs) which are listed as “Suppressive Weapons”” Changed to “If Wounded by some weapons (primarily MGs)” - there are no HMGs and this clarifies that a wound must actually be done.

Page 22 Rally Action: rewritten for clarity.

“This Action can be used in two different ways.

A Group that has been Suppressed may try to Rally in order to recover. To do this, perform a Nerve Test against the Frostiness of the Group leader. Success means the Group has recovered and can act normally on its next Action or Reaction. If not, it remains Suppressed until its next Action or Reaction, when it can try again. You can perform a Rally Action to attempt to remove Suppression as a Reaction.

Any figures that are pinned or Duck Back are removed (as the Rally Action) before the test is made.

Example: On his next turn Sgt Bruce’s Group spends his second Action to roll against his Frostiness of 4 to Rally from being Suppressed. If he passes, his Group will be able to act in their next Action or Reaction. However, he rolls a 6 and fails and may attempt to Rally again on his next Action.

A Rally Action may also be used to remove any earlier Pinned or Duck Back results on individual figures in an unsuppressed Group. This is their entire Action. Other figures in the group previously unaffected by Pins or Duck Backs may perform normal Actions instead. Example: In a Group of four soldiers, one is pinned and one is duck back and two are fine but the Group is not suppressed. A Rally Action may be used and remove the Pin and Duck Back off the two affected figures. The other two figures may now Shoot or Move or take any other Action listed.”

Thanks to Jan-Willem van der Pijl for editing support.

## Black Sun Quick Reference Sheet

Activation Table					Observation Table	
Die Roll	Hive Mind	Inspired	Standard	Demoralised	Target in:	Spotted On:
1	All Groups	All Groups	All Groups	All Groups	Open	5 or less
2	All Groups	All Groups	All Groups	Any Groups led by Top or higher	Concealed	4 or less
3	All Groups	All Groups	Any Groups led by Top or higher	Any Groups led by Top or higher	Cover	3 or less
4	All Groups	Any Groups led by Top or higher	Any Groups led by Top or higher	One Group	Hardest to Spot	2 or less
5	All Groups	Any Groups led by Top or higher	One Group only	One Group led by the Boss	Observation Modifiers	
6	“What The..?!”	“What The..?!”	“What The..?!”	“What The..?!”	Target Running	+2
					Target Walking	+1
					Spotter in Ambush	+1
					Target is Firing from Cover or Concealment	+1

**Movement in inches per Action:**

Movement Table		
Action	Movement	Notes
Warriors Running	3D6: 2 Highest dice	No Shooting or Observation allowed.
Warriors Walking Normally	2D6: Higher die	Shooting: Use the “shoot while moving” column on the Weapons Table.
Warriors Moving Cautiously	2D6: Lower die (maximum 3”)	Shooting and Observation as normal.
Civilians, children, heavily burdened, etc	2D6: Lower die	Includes carrying supplies overland.



Shooting To-Hit Modifiers	
Condition	Modifier
Target is an Easy Target	+1 to FV
Shooting at Long Range, into Concealment or as a Reaction	-1 to FV
Target is Pinned or Hit the Dirt	-1 to FV
Shooting into Cover	-2 to FV
Shooting into Fortified	-3 to FV

Weapons Table				
Weapon	Short Range	Damage at Short Range	dice per shot without moving	dice per shot while moving
Pistol	9”	+1	1	1
Bolt-Action Rifle (BR)	36”	+2	2 up to 36”	N/A
Combat shotgun (slug)	18”	+1	2 (1 at 18” or beyond)	1 (up to 9” max)
Combat shotgun (shot)	18”	+1	3 (2 at 18” or beyond)	2 (up to 9” max)
Sub-machine gun	24”	+1	2 (1 at 24” or beyond)	2 (up to 12” max)
Standard Assault Rifle	36”	+2	3 (1 at 36” or beyond)	2 (up to 18” max)
RPG*	48”	+3	5	Cannot move and perform Shooting
Machine Gun*	72”	+4	6 (only if set up on a bipod, set-up takes 2 Actions)	Cannot move and perform Shooting
Grenade Launcher*	9-36”	+1	2” or 3” Template	Template weapon
Flame Thrower*	24” max	+2	Template weapon	Cannot move and perform Shooting

\* Counts as a Suppressive Weapon – roll a Nerve Test for Suppression by target Group.

Shooting Damage Table							
Roll	0 or less	1	2-3	4-5	6-7	8	9+
<b>Small Arms</b>	Retaliate – target can take a free Shot	OK!	Pinned – Target may not move but may fire for its next Action	Duck Back – the target loses its next Action	-1FV Wound	-2FV Wound	Out of Action
<b>Concussive</b>	OK!	Pinned – Target may not move but may fire for its next Action	Duck Back- the target loses its next Action	-1FV Wound	-2FV Wound	Out of Action	Out of Action

Heavy Weapons (Roll on Concussive)	Range	Damage Bonus	Dice per Shot (Stationary)	Dice per Shot (Moving)
Light Mortar	12-72"	+1	4" Template	N/A
Heavy Mortar	12-72"	+2	6" Template	N/A
Light Artillery	6-72"	+2	4" Template	1 (if vehicle mounted)
Medium Artillery	No limit	+3	6" Template	1 (if vehicle mounted)
Heavy Artillery	No limit	+4	8" Template	1 (if vehicle mounted)

Penetration Modifiers	
Effect	Modifier
Aimed Shot (Marksmen or Sniper only)	+1 on die roll
Explosive Shell or Grenade inside an enclosed space	+1 on die roll
Artillery or Mortar shell against a target in cover	-1 on die roll
Flack vest and Helmet or Tough Skin	-1 on die roll
Exoskeleton or Light Armor	-2 on die roll
Chitin Armor	-3 on die roll

**Nerve Test** - The losing player now makes a Nerve Test. He must roll against the Frostiness of the best warrior left standing:

Nerve Test Results Table	
Nerve Point Difference	Roll Against Frostiness
Less than 2-1	Frostiness
2-1	Frostiness-1
3-1	Frostiness-2

Nerve Points Table	
Cause	Nerve Points
Wounds Caused	+1/ FV Loss
Caused a Gory Wound	+1
Fall Down, Wounded or Gory Wound to a Boss or Top	+1
Caused a Fall Down Model	+1
Inspired	+1
Demoralized	-1

Nerve Test Table	
<b>Pass</b>	Both sides move their figures back 2" from the spot of the melee. Defenders do not have to leave Cover.
<b>Fail by One</b>	<p>The losers retire one Action at Walk pace and may take their casualties with them.</p> <p>Any unchecked "Out of Action" figures must have a comrade to drag them away or they are left behind.</p> <p>The winners remain in place. They may recover any dropped weapons or capture fallen enemies.</p>
<b>Fail by Two</b>	<p>The losers retire one Action at a Walk. They must leave any "Out of Action" unchecked figures at the spot of the Close Combat. Fallen Down figures must have a comrade to drag them away or they are left behind.</p> <p>The winners remain in place. They may recover any dropped weapons or capture fallen enemies. The Squad becomes Inspired.</p>
<b>Failed by Three</b>	<p>The losers flee one Action at a Run. The Squad becomes Demoralized. They must leave any unchecked "Out of Action" or Fallen Down figures at the spot of the Close Combat.</p> <p>The winners become Inspired. They have the choice of:</p> <p>Remain in place, recover weapons and bind prisoners; this ends their Action.</p> <p>or</p> <p>Pursue the enemy Group at a Run. If they reach the fleeing enemy, a second round of close combat immediately takes place. If they do not catch the enemy, their Action is over and the turn continues.</p>

If the Inspiration Level changes, it affects the entire Squad (whether involved in the close combat or not).

## Out of Action Table

Die	Result	If Treated	If Untreated
1	<b>Stunned</b>  If not in Cover the model can move to safety (4" per Action). Cannot shoot or fight at all until returned to action.	The model returns to action automatically at the end of their next turn. No other effects.	The model returns to play automatically on an Activation roll of 1 or a "What The..?!" result.
2	<b>Hurt (Receives -1 FV Wound)</b>  If not in Cover the model can crawl to safety (2" per Action). Cannot shoot or fight at all until returned to play	Test vs. Frostiness:  <b>Pass</b> - The model returns to play. -1 FV from now on  <b>Fail</b> - test again next turn.  If a 1 is rolled for activation, the model returns to play automatically.	If a 1 is rolled for Activation, the model returns to play automatically at -1 FV.  If "What The..?!" comes first, the model becomes Out of Action.
3	<b>Seriously Wounded (-2FV Wound)</b>  The model cannot move unaided.  Cannot shoot or fight at all.	The model can be stabilized by a comrade testing against Frostiness. Test can be repeated until successful.  The model can be revived by a <i>Doc only</i> . Test against medic's HV:  <b>Pass</b> – The model is now considered <b>Hurt (with a -2FV wound for the remainder of the game)</b> . He may return to play.  <b>Fail</b> – The model is stabilized but out of action for the rest of the game.  <b>Fail on roll of "6"</b> – the model dies during treatment.	The model bleeds out and dies at the next "What The..?!"
4-5	<b>Killed in Action.</b>	Already dead.	Already dead.
6	<b>Gory Death.</b>  Notably bloody death in combat.	Nerve Test vs. Freakability for all friends within 6" who have LOS to this model.  <b>Fail</b> – choose to be Suppressed or retreat one Walk Action <i>immediately</i> .	



## BROTHER CHARLIE CHILDREN OF HASTUR BOSS

Brother Charlie found an old and tattered copy of The King in Yellow. Reading the book has definitely affected his cool. He now has access to knowledge that shouldn't be in the hands of mere mortal men.



Equipment: The King in Yellow Book, Beads of Protection

Points: 150

Abilities: "Beads of Protection" - provide Charlie with an extra Wound. Take this off as his first - If-V wound when he is hit.

"Spell - Scared Spirit" - Make an opposed roll against one figure vs Freak ability. If only Charlie successful then the figure Runs to rear. If both succeed then the figure Duck's Back. If Charlie fails then no effect.

## COMMANDANT VON HEISING LIG BOSS

Commandant Von Heising was in charge of the ill fated Himalayan Mountains expedition in 1931. He quickly realized the dangers of the region and led his people into scientific research and attempting to harness the power of the crystals. His daughter was with him on the expedition and together they continue all kinds of experiments attempting to increase the longevity of the pure blood Arian Race among the crew and enslaved peoples of the LIG faction.



Equipment: Pistol

Points: 150

Abilities: "Iron Will" - Groups led by Von Heising will not Close Combat Nerve Tests. "Fall to One" - they will instead perform a second round of Close Combat (as per Tie: Even result - page 30).

"Never Surrender" - If attached to a Group that Runs from Close Combat he may attach himself to another closest Group instead.

## SERGEANT SCHULTZ LIG TOP

Sergeant Schultz has been with the Commandant since he was a young private in the LIG Youth Explorer's Club. As such, he is familiar with the sort of behaviour that the Commandant uses the phrase "I see nothing, I know nothing" when things go amiss.



Equipment: Pistol

Cost: 10

Abilities: "Betuddled" - When performing an Action roll a Freakability Test. On a failure then Schultz does nothing for this turn.

## SHOCK WAVE ZOMBIES - LIG

Shock Wave Zombies are created by the LIG Scientists and attempt to provide the exacting results as they endeavour to provide their pure blooded brethren a chance to make it back to the real world. Meeting with limited success these creatures are the product of fles infused with the restorative benefits of the Power Crystals. It is not an exact science.



Equipment: Tough Skin (-1 PEN)

Cost: 45

A pair of Shockwave Zombies. They are unaffected by pinned or Duck Back results. Movement is 16d+3" only and always.

Abilities: "Regeneration" - When knocked down to zero wounds roll a D6 on their next Action. On a roll of 1 or 2 they stand up again at FV 1. With one wound. Continuous

## CHILDREN OF HASTUR SQUADDER CARD - GANG

This is a small group of four cultists armed with assorted weapons all with the same stats.

Sub Machine Gun	Assault Rifle:
R D S M	R D S M
24" 0 2D 2D	36" +2 3D 1D



Equipment: Assault Rifle or Sub Machine Gun

Cost: 30

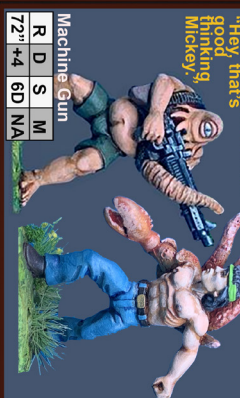
Four Troopers, two are armed with Assault Rifles and two armed with SMGs.

3/4

## CHILDREN OF HASTUR SQUADDER "HEAVY" TEAM

A Heavy Weapons team for the Children. They put a monster with a big gun together with a melee monster to come up with this flexible team.

"You think's good thinking Mickey"



Equipment: MG, Claws Tough Skin (-1 PEN)

Cost: 25

One figure with a MG and One figure as a leader with the "Claw".

Abilities: "Claw" Once per game on a roll of "6" the Claw causes a Gory Death if in Close Combat.

3

## MICKY CHILDREN OF HASTUR TOP

Micky is Brother Charlie's right hand man. He carries an old Machine Gun around with him which he refers to as his "Judgement Machine". Micky is usually found in his favourite t-shirt and singing his favourite song. Imagine all the people, living for today, yeeecourtee".



Equipment: Machine Gun

Cost: 30

Abilities: "Leads the Way" - If Micky is the frontmost figure in his Group then he provides a +1 modifier on any Nerve Tests.

"Ominous Presence" - On a Successful Freakability Test Micky causes a -1 Frostiness Modifier on any enemy figures making a Nerve Test that are within 12".

3/4

## CHILDREN OF HASTUR SQUADDER - MOB

This is a small mob of four cultists armed with Assault rifles or BA Rifles, all with the same stats.

Assault Rifle:	Shotgun:
R D S M	R D S M
36" +2 2D NA	18" +1 2D 1D



Equipment: Assault Rifle, Bolt Action Rifle, Shotgun.

Cost: 30

Four Hippies, two are armed with Assault Rifles, one has a Bolt Action Rifle, and one a shotgun.

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## VC HEAVY WEAPONS SQUADDIES



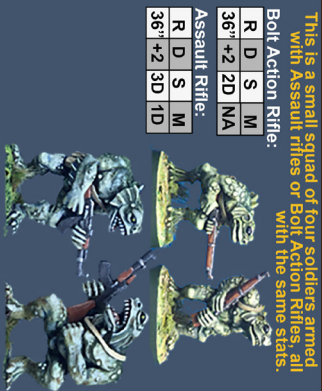
Machine Gun:				Assault Rifle:				RPG:			
R	D	S	M	R	D	S	M	R	D	S	M
72"	+4	6D	NA	36"	+2	3D	1D	48"	+3	5D	NA

Equipment: Machine Gun, Assault Rifle, RPG

Cost: 50

This is a five-man team armed with two Machine Guns and the two loaders for the Machine Guns.  
Two Troopers armed with Machine Gun, Grenadesx2, and Knife.  
Two Troopers armed with an Assault Rifle, Ammo, and Knife.  
One Trooper armed with an RPG.

## ADARO SQUADDIES - FIRE TEAM



R	D	S	M
36"	+2	2D	NA

Assault Rifle:

R	D	S	M
36"	+2	3D	1D

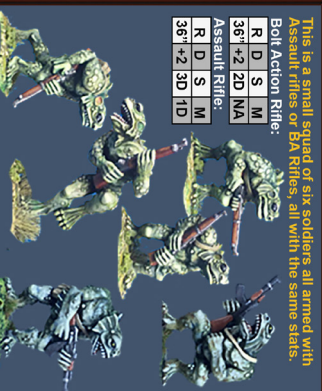
This is a small squad of four soldiers armed with Assault rifles or Bolt Action Rifles; all with the same stats.

Equipment: Assault Rifle or Bolt Action Rifle, Claws and Tough Skin (-1 PEN)

Cost: 40

Four Troopers, two are armed with Assault Rifle and two armed with Bolt Action Rifle and two armed with Claws and Tough Skin (-1 PEN)

## ADARO SQUADDIES - TROOP



R	D	S	M
36"	+2	2D	NA

Assault Rifle:

R	D	S	M
36"	+2	3D	1D

This is a small squad of six soldiers all armed with Assault rifles or BA Rifles, all with the same stats.

Equipment: Assault Rifle or Bolt Action Rifle, Claws and Tough Skin (-1 PEN)

Cost: 60

Six Troopers, two are armed with Assault Rifles, and four armed with Bolt Action Rifles. Each has Claws and Tough Skin (-1 PEN)

## ADARO SQUADDIES HEAVY WEAPONS TEAM



RPG				Bolt Action Rifle			
S	D	L	D	R	D	S	M
12"	+3	48"	+2	36"	+2	2D	NA

A Heavy Weapons team for the Adaro. The Communists found that as American soldiers became more prominent in Black Sun that heavier weapons were needed for the Adaro. They began to supply RP-G's.

Equipment: RPG, Bolt Action Rifle, Claws, Tough Skin (-1 PEN)

Cost: 25

One figure with an RPG and 2 rounds of ammo One figure as loader with 2 rounds of ammo and a Bolt Action Rifle.  
Abilities: "Lucky Shot" - Once per game on a roll of "6" the RPG can be declared to hit the target instead.

## VC SQUADDIES SQUAD



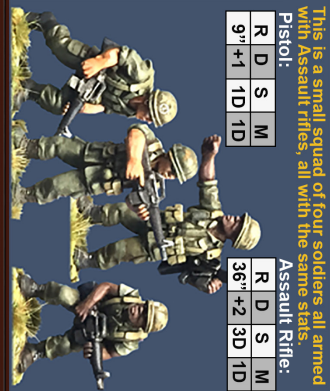
Bolt Action Rifle:				Assault Rifle:				Sub Machine Gun			
R	D	S	M	R	D	S	M	R	D	S	M
36"	+2	2D	NA	36"	+2	3D	1D	24"	0	2D	2D

Equipment: Various Weapons

Cost: 70

This is a squad of ten soldiers. Four are armed with Assault rifles, four are armed with Bolt Action Rifles and two are armed with SMGs. All have individual stats as listed.

## US ARMY SQUADDIES FIRE TEAM



Assault Rifle:				Assault Rifle:			
R	D	S	M	R	D	S	M
9"	+1	1D	1D	36"	+2	3D	1D

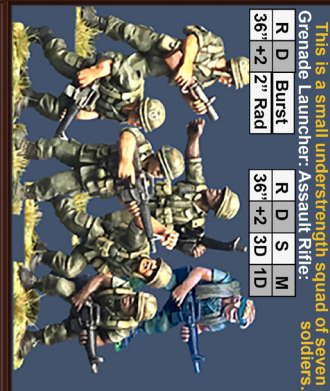
This is a small squad of four soldiers all armed with Assault rifles, all with the same stats.

Equipment: Assault Rifle, Pistol, Grenadesx2, Flak Vest

Cost: 45

Four Troopers armed with Assault Rifles. Each has two Grenades and a pistol and a Flak Vest.

## US ARMY SQUADDIES SQUAD



Assault Rifle:				Assault Rifle:			
R	D	S	M	R	D	S	M
36"	+2	2"	Rad	36"	+2	3D	1D

This is a small understrength squad of seven soldiers.

Equipment: Assault Rifle, Pistol, Grenadesx2, Flak Vest (-1 PEN)

Cost: 75

Seven Troopers armed with Assault rifles, all with the same stats listed above. One more soldier is added he is armed with a Grenade Launcher or Shotgun, owners choice.

## US ARMY SQUADDIES HEAVY WEAPONS TEAM



Assault Rifle:				Assault Rifle:			
R	D	S	M	R	D	S	M
72"	+4	6D	NA	36"	+2	3D	1D

This is a Heavy Weapons Support team for a Squad.

Equipment: Machine Gun, Grenadesx2 Rifle, Flak Vest (-1 PEN)

Cost: 30

The Gunner is armed with the Machine Gun. The Loader is armed with an Assault Rifle, Ammo, Knife and Flak Vest.  
Description: This is a two-man team armed with a Machine Gun and the loader for the Machine Gun.



### CPL TOMMY "DOC" BLACK - US ARMY

While serving in Nam he was transported to the Black Sun event and he now finds himself helping establish an American enclave on the old mine caves on a complex. They have found a great place to set up the medical treatment in one of the old caves.

Assault Rifle:

R	D	S	M
36"	+3	3D	1D

Pistol:

R	D	S	M
9"	+1	1D	1D



Equipment: Medic Pack, Pistol, Flack Vest

Cost: 25

Abilities:

"Fast" - When taking a Run Movement add +3 inches to his movement die roll.



### LT. THEODORE TROUT - US ARMY BOSS

Theodore Trout is the typical new guy Lieutenant. He is Westpoint trained and has no actual combat experience. He was top of his class in Orienting and is still trying to find the villages and roads of Nam even though he is in the Black Sun universe.

Pistol:

R	D	S	M
9"	+1	1D	1D



Equipment: Pistol, Map, Compass, Knife, Flack Vest

Points: 200

Abilities:

"It's on the Map" - Trout has a map and knows how to use it. As a Reaction he may call in a mortar strike, which will appear from somewhere off board on a designated spot on the tabletop. Place a marker. The Mortar rounds fall on the following US Army Action. Lousy Shot - Trout has a pistol but is afraid to use it. Known to freeze up in combat. Make a coin toss test. If someone fails a coin toss test, the target if he fails roll a random target.



### COLONEL JACKSON - US ARMY BOSS

Colonel Jackson leads a scientific mission to the Black Sun. He and his troopers are the "muscle" for the a US lead group from Miskatonic University. They have been tumbling around in the jungles of Cambodia looking for a way into the event. They must have found a pathway but can they now get home?

Pistol:

R	D	S	M
12"	+1	1D	1D



Equipment: Pistol, Knife

Points: 400

Abilities:

"Vengeance Seeker" - If Colonel Jackson has faced a Squad in a former game then he gets +1D6 when Shooting at any targets in that Squad. Shooting at any targets in that Squad. "Mean Mojo" - In Close Combat add +1d6 extra for Colonel Jackson.



### CAT LEROY - US ARMY SPECIALIST

Cat was on assignment photographing the Black Sun event when she disappeared into the Black Sun. The physics of her camera has changed in the event and she now can use it to defend herself when needed.

Pistol:

R	D	S	M
12"	+1	1D	1D

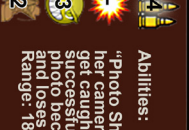


Equipment: Camera, Pistol, Knife, Flack Vest (-1 PEN)

Cost: 25

Abilities:

"Photo Shoot" - Cat takes pictures with her camera which causes her subject to get caught in a wrinkle in time. After a successful photo the target of cats and loses their next action. Range: 18" use shooting modifiers.



### LT. STEVE HANSON - US ARMY BOSS

Lt Steve Hanson traveled into the Black Sun with the 4th Engineering Division when they were assigned to Operation Big Red Road in the Cambodian jungle. Stunned out of Pleiku they were airlifted into the Cambodian jungles to perform interdiction. Although not a professional soldier, he has a good unit per se the Engineers were on the trail meant to stop movement by the NVA.

Pistol:

R	D	S	M
9"	+1	1D	1D



Equipment: Assault Rifle, Pistol, Knife, Flack Vest

Points: 145

Abilities:

"Engineer" - Lt. Hanson's squad can have 1d6+3" of emplacements built prior to a game. This is in addition to any other scenario defenses. These would be placed prior to the start of the game within the Squads deployment zone or scenario deployment rules.

"Eagle Eye" - +1 Modifier when Spotting.



### LT. CHEROKEE PARTS - US ARMY BOSS

Lt. Cherokee Parts is a hardened veteran of the conflict in Vietnam. He is your typical square blonde, he's a hero of the story. He is very good at his job and is a natural born leader.

Assault Rifle:

R	D	S	M
36"	+2	3D	1D

Pistol:

R	D	S	M
9"	+1	1D	1D



Equipment: Assault Rifle, Pistol, Grenadesx2, Flack Vest

Points: 95

Abilities:

"Lucky" - gets one free reroll per turn.

"Leader" provides a +1 modifier to all Groups of the Squad on Frostiness Tests.



### SGT CASEY BRUCE - US ARMY TOP

Bruce is a professional army soldier in the Black Sun. He has some conflict with particularly commanders in the past. The men under his command are alive. He is a very good at his job and is a natural born leader.

Assault Rifle:

R	D	S	M
36"	+2	3D	1D

Pistol:

R	D	S	M
9"	+1	1D	1D



Equipment: Assault Rifle, Pistol, Grenadesx2, Flack Vest

Cost: 25

Abilities:

"Camouflage" - Any Group trying to spot the Group that Bruce is in receives a -1 modifier on its Spotting Roll.



### COLONEL KILLDEAR - US ARMY BOSS

Colonel Killdear has a suspicion that something is amiss in the war as his chopper pilots keep going missing and then coming back to land at home with wounded or soldiers on board that claim to have visited some other dimension of sight and sound. He is attempting to get to the bottom of the situation as he has seen the disappearance of many of these witnesses.

Assault Rifle:

R	D	S	M
36"	+2	3D	1D

Pistol:

R	D	S	M
9"	+1	1D	1D



Equipment: Assault Rifle, Knife

Points: 350

Abilities:

"Charlie Don't Surf" - Being a surfing enthusiast Killdear adds +1 to any Nerve tests made within 12" of his position on the table.

"Squad Instinct" - Killdear can see the big picture in the battle and comes up with strategies. Add one random Force Card to his pool after the first turn of the game. This unit may enter on Killdear's next Activation from the starting board edge.





GUNNY - US ARMY TOP

The Gunny is a specialist in motivation and training of good army soldiers. No one knows how he got into Black Sun but he has been shipping soldiers to our shape ever since he arrived.



Pistol:

R	D	S	M
12"	+1	1D	1D

Equipment: Pistol, Knife, Flack Vest (-1 PEN)

Cost: 35

Abilities:

- 1 "I am Hard but I am Fair" - Gunny keeps everyone in line, Figures in Gunny's Group can move faster, they ignore the first inch of difficult terrain and add +1" movement to any movement Action.
- 3
- 5

LT. VŨ ĐANG DAT - VC BOSS

Lt. Dat was leading his men on a raid against an ARVN outpost in the Quang Nam Province. He and his light surrounded him and stuck in Black Sun and has become disoriented by the experience. His fight is now to survive.



Bolt Action Rifle: Pistol:

R	D	S	M
36"	+2	2D	NA

R	D	S	M
9"	+1	1D	1D

Equipment: BA Rifle, Pistol, Knife, Vest

Points: 160

Abilities:

- 4 "Disoriented" - If a "What the.." roll occurs and Dat is not Fragged by his Squad, then he makes an immediate Run move in a random direction. He creates his own Group for Activation purposes.
- 3 "Use the RPG Man" - Once per game, as his Action, Dat remains stationary and directs his men to use the RPG. He can find an RPG, and give it to one figure in his Group. This RPG is good for one phase of Shooting only.
- 3
- 4

LT. VŨ BÀ THÀNH - VC BOSS

Lt. Thanh entered the Big Sun when stationed with the 4th "Đông Nai" Regiment. A dedicated Communist he hates the Imperialists more than the monsters.



Pistol:

R	D	S	M
9"	+1	1D	1D

Equipment: Pistol, Knife, Flack Vest

Points: 100

Abilities:

- 5 "Fast" +4 ID6 inches movement when running.
- 2 "Marksman" +1 FV when Shooting while Stationary.
- 2 "Cursed" - Opponent may demand one re-roll in any round of close combat.
- 2
- 5

CPL NGUYEN QUOC BINH VC SPECIALIST

Corporal Nguyen was trained as a field medic by the French Forces in Vietnam. He has honed his craft and was helping wounded soldiers for the Viet Cong before being transported to Black Sun.



Pistol: Sub Machine Gun:

R	D	S	M
9"	+1	1D	1D

R	D	S	M
24"	0	2D	2D

Equipment: Sub Machine Gun, Pistol, Knife, Flack Vest (-1 PEN)

Cost: 25

Abilities:

- 1 "Fast" +16 inches of movement when Running.
- 2
- 3
- 4

CPL. DINH TRUNG - VC TOP

A young and excitable man CPL Dinh believes that the communist movement will bring freedom to his country. He is known for his passionate pleas for freedom and solidarity.



Pistol: Sub Machine Gun:

R	D	S	M
9"	+1	1D	1D

R	D	S	M
24"	0	2D	2D

Equipment: Sub Machine Gun, Pistol, Grenades x2, Knife

Cost: 20

Abilities:

- 2 "Spray that Bush" +1 FV when Shooting at a target in Concealment.
- 4
- 3

CHIGDAK LGT TOP

Chigdak is the grandson of the great ghoul leader that originally met the LGG Expedition and made their deal of friendship with the Germans. He works closely with the LGG enjoying being the strongarm of the German leaders.



SMG:

R	D	S	M
24"	0	2D	2D

Equipment: SMG, Thick Hide(-1 PEN)

Cost: 25

Abilities:

- 4 "Charge" - Chigdak gets an extra 1d6 when Charging into Close Combat.
- 1
- 4
- 3



## XIAHTOV – SOVIET LEADER

Xiahtov leads a Squad that are based there supported by the Chinese and Russians and is helping them forward Communist initiatives in the Black Sun.



Assault Rifle:

R	D	S	M
36"	+2	3D	1D

Equipment: Assault Rifle, Claws, Tough Skin(-1 PEN)

Points: 195

- Abilities:
- 1 "Cowardly" - FV-1 for Nerve Tests in Groups he controls.
  - 3 "Leads from the Rear" - If all figures are in the front arc (180 degrees), or Xia then all figures in his Squad get +1" of movement from his exhorting leadership.
  - 4 "Snister" - If the Group that Xia is with causes a Nerve Test from Shooting then the testing Group takes a -1 Nerve Test modifier on that Test.

## KIKO – ADARO BOSS

Kiko leads a Squad of Adaro that are original tribes of Adaro that are supported by the Communist forces. As such they have "negotiated" with some stranded NVA units to acquire modern arms and equipment including the AK-47 and French Bolt Action Rifles.



Assault Rifle:

R	D	S	M
36"	+2	3D	1D

Equipment: Assault Rifle, Claws, Tough Skin(-1 PEN)

Points: 120

- Abilities:
- 1 "Fast" +1D6 inches to move when running.
  - 1 "Strong" - FV+1 for Close Combat.
  - 4 "Hates Her Foe (Adaro)" - Will always charge and attempt to melee with hated opponent. Hated opponent is other Adaro who are allied with Russian or Chinese forces.

## CHANGILOV – SOVIET TOP

Chang is a large Adaro. He is imposing on the battlefield and other Adaro follow him with no second thoughts. He supports the new "Communist" movement within his people, and observes the changes the Adaro into a powerful force.



Assault Rifle:

R	D	S	M
36"	+2	3D	1D

Equipment: Assault Rifle, Claws, Tough Skin(-1 PEN)

Cost: 25

- Abilities:
- 4 "Fighter" +1D6 when defending in Close Combat.
  - 3 "Never say Die" ignores his final wound if he rolls a 4, 5 or 6.

## FURY BUG LEADER AND FOLLOWERS

Poison Spray

R	D	S	M
18"	+2	-	-



Equipment: Claws, Chitin Armor (-2 PEN)

Note: Follower Bugs have an FV Cost: 120 of 3" and get one wound each. If Follower Bugs get Killed roll 1d6, on a roll of 1, 2 they are replaced.

- Abilities:
- 3 "Fast" +1d6 to movement for Bugs.
  - 4 "Mental Blast" - When performing a Charge Action can blast the target group, they must make a successful Frostiness test, if they fail then perform a Run move away.

## HUSANI – ADARO TOP

Husani is eggbrother of Elodith and eggson of Kiko. He is loyal to his family and works for peace among the Adaro people. He sees the Communists as leading his people away from the "Old Ones" and yearns for unity within the clans.



Assault Rifle:

R	D	S	M
36"	+2	3D	1D

Equipment: Assault Rifle, Claws, Tough Skin(-1 PEN)

Cost: 25

- Abilities:
- 1 "Marksman" +1 on FV when Stationary
  - 2 "Peacemaker" +1 Frostiness when fighting against other Adaro.

## ELODITH – ADARO TOP

Elodith is a fierce fighter and loyal to his race and Kiko as his Den Mother. He is against the Communists influence on his people.



Assault Rifle:

R	D	S	M
36"	+2	3D	1D

Equipment: Assault Rifle, Claws, Tough Skin (-1 PEN)

Cost: 20

- Abilities:
- 1 "Eggbrother" When in the same Group as Husani both Adaro get +1d6 each in Close Combat.

## CHAILYA – SOVIET TOP

Chailya is a shady little Adaro with a disreputable past that likes being supplied with all the items he wants. Glory to the "People" most often comes out of his mouth when his foe comes into question.



Assault Rifle:

R	D	S	M
36"	+2	3D	1D

Equipment: Assault Rifle, Claws, Tough Skin(-1 PEN)

Cost: 20

- Abilities:
- 3 "Skulker" can set up in Ambush in a terrain piece within 12" of any one of his Squad's Groups regardless of set-up restrictions.

## YULAVIN – SOVIET TOP

Yulavin believes his new comrades from Russia bring with them the technology that the people needs to become the ruling race in the Black Sun, thus he follows his orders unquestionably.



Assault Rifle:

R	D	S	M
36"	+2	3D	1D

Equipment: Assault Rifle, Claws, Tough Skin(-1 PEN)

Cost: 25

- Abilities:
- 1 "Marksman" +1 on FV when Stationary
  - 2 "For the People" provides a -1 modifier on Activation rolls for Reaction only when in a group with a Boss.





### FURY BUG LEADER AND FOLLOWERS

**Poison Spray**

R	D	S	M
18"	+2	-	-

This is one large Fury Bug and ten small Follower Bugs. They operate as a Group and the Fury Bug is the last to Die.

Equipment: Claws, Chitin Armor (-2 PEN)

Cost: 100

Note: Follower Bugs have an FV of "3" and get one wound each. If Follower Bugs get killed roll 1d6, on a roll of 1, 2 they are replaced.

Abilities:  
"Marksman" +1 Shooting Modifier with Poison Spray  
"Rock Worker" - Once per turn when Stationary may create a 3" long by 1" thick wall that provides Cover (-2) to those behind it. Range 6"

### FURY BUG LEADER AND FOLLOWERS

**Poison Spray**

R	D	S	M
18"	+2	-	-

This is one large Fury Bug and ten small Follower Bugs. They operate as a Group and the Fury Bug is the last to Die.

Equipment: Claws, Chitin Armor (-2 PEN)

Cost: 30

Note: Follower Bugs have an FV of "3" and get one wound each. If Follower Bugs get killed roll 1d6, on a roll of 1, 2 they are replaced.

Abilities:  
"Fighter" - Adds +2d6 in Close Combat.  
"Frenzy Bug" - On a Successful Freakability Check this bug causes Follower Bugs in its group to become viscous. +1d6 in Close Combat.

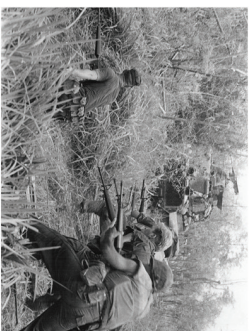


## BROKEN WEAPON



The opposing player picks one of your figure's weapons. This weapon is out of action until the end of your next turn.

## GET YOUR HEADS DOWN!



All of **one group** pop their heads up. If they are shot at they are a +1CV target until your next turn.

## HORNET'S NEST!



Choose a Group. Test against the **FV** of the foremost figure to spot and avoid the nest. Failure: all figures in the group roll on the Shooting Damage table with a -2 modifier on the die roll.

## IMPENETRABLE THICKET



Lay out a six inch circle to represent an area of tangled forest anywhere on the table. Half movement distance, no running or shooting, visibility 3" when within the marked area.

## Booby Trap



Choose a Figure. Test against the Frostiness of the Figure. If the roll fails the figure takes a -1FV Light Wound. Roll of 6: -2FV Wound.

## FALL INTO SWAMP



Choose a figure. Test against **FV** to spot the sucking ground. Pass: No action this turn while climbing out. Fail: Begin to sink. If a friendly figure comes to help, rescue takes one action. If not rescued, the figure sinks at the end of its next turn and is dead.

## HIDDEN DITCH



Choose one of your figures at the front of his group. Your opponent lays an obstacle within 3" of that figure, 1" across by 6" wide. It takes one action to cross this.

## Huey 1B Gunship on Station



If US ARMY then pop smoke to designate target. If not then choose a random figure. Perform a turn of Shooting at this figures Group.



## MUDDY GROUND!



Lay out a 6" circle  
to represent an area of  
Thick Mud.  
Half Movement, no running.

## ROUGH GROUND



Pick an area of the table up to  
6" x 6" that no figures have  
passed through yet.  
Declare it 'Difficult Terrain'  
according to the usual rules of  
movement. Place a suitable terrain  
feature on the spot. This must  
be at least 6" from any  
enemy figures.

## SNAKE!



Choose a figure.  
Test against FV to kill the figure.  
If the roll fails the figure  
takes a Light Wound -1FV,  
roll of 6: Wound -2FV.

## Weapons Stash



Choose a figure.  
Place a weapons stash 3"  
away from this randomly  
chosen figure. Roll 1d6 to  
see what is in the stash  
1,2 - RPG,  
3,4 Three Grenades,  
5,6 - Empty Stash.

## Huey 1B Medivac



A US ARMY Medivac copter  
flies in.  
He will dust off at a designated  
LZ any wounded. Pop Smoke.  
If not US Army then they  
surrender the helicopter.

## Random 105mm Shell



Choose a Figure.  
Roll to Hit that spot with  
a FV of 3.  
If miss roll deviation.  
Roll Damage against any  
figures in the Burst Area

## Sleeping Tiger



The tiger will awake on a roll of 1-4  
and attack the nearest figure.  
It attacks as FV4, two dice.  
It fights until wounded or killed.  
If it kills or wounds its victim, it  
will attack another within 3".  
Once two figures are attacked,  
it will leave.  
If it does not wake, mark the tiger's  
location and roll again if any warrior  
comes within 6"

## TORRENTIAL RAIN



12" visibility.  
FV-2 if Shooting  
Half Movement.



## "WE'RE FRIENDS!"



One of your groups misidentifies a friendly group as enemies. (Both are chosen by your opponent). Use an action to shoot once at that target group.

## BUNCHING UP



Choose one of your enemy's groups and move all figures to within 1" of one another. Count as a +1 FV to any warriors shooting at them during their next turn.

## Hazardous Organism Attacks



Choose a figure. Place the Hazardous Organism adjacent to the figure. Perform a Close Combat. FV is 4 with Hard Carapace Armor.

## Napalm Strike



Choose a figure. Place a 3" x 18" rectangle 1d6 inches from the figure in a random direction. Roll on the Concussive Damage table with +2, 3d6 against any figures caught in the blast radius.

## WEATHER CLEARS UP!



Bad weather passes. If you have been playing in Rain or Fog, it clears and no longer affects the game. (Unless you pull another card in which case return this card to the deck.)

## Who Ordered That?



One of your groups makes an immediate retreat (one action at 'moving' speed). Roll 1D6: 1-5 -You choose the group 6- Your opponent chooses

## WEATHER CLEARS UP!



Bad weather passes. If you have been playing in Rain or Fog, it clears and no longer affects the game. (Unless you pull another card in which case return this card to the deck.)

## Pungy Sticks



Choose a figure. Place this card, as the "pit", in front of the figure. Roll a Frostiness Test. If failed the figure falls in the trap and takes a -1CV wound. One Action to recover the model.