

IMPERIAL

Playtest Force List for Retro Raygun Version 1.0 Published January 3, 2018

Overview

This document contains official playtest materials for fielding the Empire of Marduk (Imperials) in Retro Raygun. It includes new properties and a whole host of cool, new units and characters. Many of the models are not yet released and their profiles are highlighted in yellow. For now, you will probably have to use proxy models from other ranges, but we intend to complete this range in 2018.

Please share your playtest session photos and comments on the Hydra Miniatures' Facebook group page. Alternately, please email your comments and playtest notes directly to lead designer John Douma at commandermp@gmail.com

Once we receive your feedback and mull it over, we'll make adjustments and publish a final PDF supplement (similar to the Space Pirates PDF for War Rocket) with updated rules and point costs. Hopefully, we will have some additional material like new scenarios.

We've had a great time designing the Imperials and we hope you'll like them as much as we do!

Faction History

Marduk the Eternal is a godlike, tyrannical dictator obsessed with conquest of the universe. He gathers his forces from conquered worlds and it may only be a matter of time before the humans are crushed, brought under control, and absorbed into his ever-expanding empire.

The Imperial army is colorful and varied. Alien auxiliary troops are used to bolster the solid Imperial army. Imperial Dragoons rush across the field on ferocious mounts and energy cannons fire massive power bolts. However, the real strength of the Imperial army lies in its varied and powerful leaders, each with their own powers and skills.



Imperial Squads

Most of the Imperial army is composed of native Mardukhan troopers who are known for their exceptional skill with the scimitar. Originating from a harsh, desert homeland, these hardy troopers can now be found in all reaches of Marduk's empire.



Name				Type		Base	Points
Imperial Squad (Basic)				Squad		1"	35
Models	Speed	Dir. Fire	Ind.Fire	Defense	Brawl	Skills	
5	12	4	3/12"	2	4	None	
Special Properties		Shooter +1, Climb					

Name				Type		Base	Points
Imperial Squad (With Magi)				Squad		1"	50
Models	Speed	Dir. Fire	Ind.Fire	Defense	Brawl	Skills	
6	12	4	3/12"	3	5	Demo (8), Science (8)	
Special Properties		Shooter +1, Climb					

Name				Type		Base	Points
Imperial Immortals (Elite Guard of Marduk)				Squad		1"	45
Models	Speed	Dir. Fire	Ind.Fire	Defense	Brawl	Skills	
6	12	4	3/12"	2	5	Science(5)	
Special Properties		Shooter +1, Climb, Steadfast					

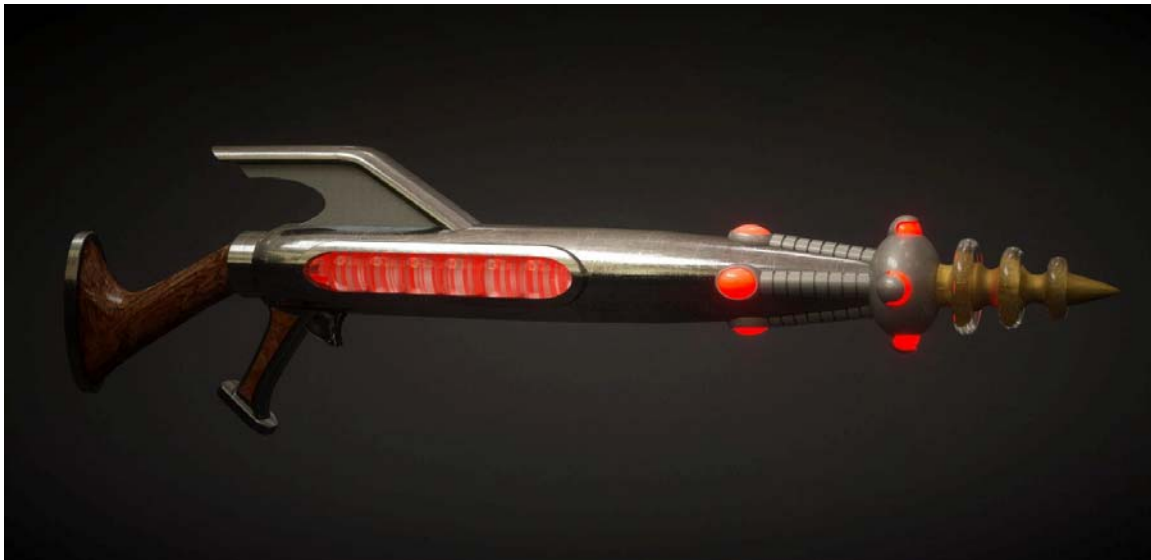
Note: These elite guards only accompany Marduk when he is on the table. You cannot field this unit unless your army includes Marduk himself.

Name				Type	Base	Points
Imperial Dragoons (Imperial beast cavalry)				Squad	1.5"	45
Models	Speed	Dir. Fire	Ind.Fire	Defense	Brawl	Skills
3	16	2	2/12"	3	5	None
Special Properties		Fighter +1				

Note: Like the knights of ancient Earth, these elite warriors ride atop dinosaur-like creatures and attack with energy lances.

Name				Type	Base	Points
Imperial Energy Cannon				Squad	2.5"	55
Models	Speed	Dir. Fire	Ind.Fire	Defense	Brawl	Skills
Gun + crew	6	4	3/30"	2	2	Demo(10)@18"
Special Properties		Shooter +1				

Note: This model consists of one gun and two crew, usually mounted on a large single base. The unit is not very mobile and is not fielded in large numbers.



Imperial Auxiliary Squads

As Marduk's empire expands, alien races are conscripted into the Imperial army as auxiliary troops. Two of the most common auxiliary races are the brutal Dragon Men and subterranean Worm Men.

Name				Type		Base	Points
Dragon Men				Squad		1.5"	55
Models	Speed	Dir. Fire	Ind.Fire	Defense	Brawl	Skills	
3	12	6	0	5	6		
Special Properties		Auxiliary, Climb					

Note: The Dragon men are equipped with a raygun/polearm hybrid weapon allowing them to shoot or cleave their enemies to death.

Name				Type		Base	Points
Worm Men				Squad		1"	55
Models	Speed	Dir. Fire	Ind.Fire	Defense	Brawl	Skills	
5	10	4	3/12"	5	3	Demo(5)@0"	
Special Properties		Auxiliary, Burrow, Climb					

Note: The worm men burrow underground and spring forth to surprise opponents. They can undermine objects to demolish them.



Imperial Heroes

Murduk the Eternal is a tyrannical ruler with godlike powers. His mystical third eye can project powerful rays that can melt metal and warp time itself. In the Empire, three personalities vie for Marduk's influence and power: Zarek, a brilliant warrior, Belus, the leader of the Imperial cult of Marduk, and Azeemah, the cold, calculating daughter of Marduk. However, Marduk is a master of manipulation and pits them against each other to ensure his unyielding rule.

Name				Type		Base	Points
Marduk the Eternal				Hero		1"	50
Models	Speed	Dir. Fire	Ind.Fire	Defense	Brawl	Skills	
1	12	2	2/12"	3	2	Demo(10)@0, Science(5)	
Special Properties		Time Warp, Teleport, Climb					
Attachment Bonus		Add 1 die to direct fire and 1 die to indirect fire					

Name				Type		Base	Points
Lord Zarek, Imperial Noble				Hero		1"	40
Models	Speed	Dir. Fire	Ind.Fire	Defense	Brawl	Skills	
1	12	2	2/36"	2	2	Pilot(8),Science(6)	
Special Properties		Fighter +1, Climb					
Attachment Bonus		Add one die to brawl, Fighter +1					

Note: Zarek is one of the most skilled swordsmen in the Eastern fringe, but he also hunts victims from afar with his draco-hawk Azdaka (providing an indirect fire attack with a 36 inch range).

Name				Type		Base	Points
Belus, High Magi of Marduk				Hero		1"	35
Models	Speed	Dir. Fire	Ind.Fire	Defense	Brawl	Skills	
1	12	2	2/12"	2	2	Demo(10)@12,Sci(8)	
Special Properties		Deflector Shield, Climb					
Attachment Bonus		Deflector Shield, Add one die to defense					

Name				Type		Base	Points
Azeemah, daughter of Marduk				Hero		1"	25
Models	Speed	Dir. Fire	Ind.Fire	Defense	Brawl	Skills	
1	12	2	1/12"	2	2	Science(6)	
Special Properties		Climb, Teleport					
Attachment Bonus		Add one die to direct fire					

Note: Although Marduk has had hundreds of concubines over the years, he has only sired one child: the beautiful and mysterious Azeemah. Nobody is sure about the identity of her mother, but palace servants speculate that her mother may have been a noble Valkeeri empress due to Azzemah's athletic stature and lighter complexion.

Name				Type		Base	Points
Drakka, King of the Dragon Men				Hero		1.5"	45
Models	Speed	Dir. Fire	Ind.Fire	Defense	Brawl	Skills	
1	12(24)	2	2/12"	2	3	Demo(6)@0	
Special Properties		Chieftain, Climb, Fighter+1					
Attachment Bonus		Fighter+1					

Note: You must include Drakka if you are going to field 2 or more units of Dragon Men in your force. His extreme strength allows him to demolish at close range.

Name				Type		Base	Points
Slithus, King of the Worm Men				Hero		1"	45
Models	Speed	Dir. Fire	Ind.Fire	Defense	Brawl	Skills	
1	12	2	2/12"	2	3	Demo(8)@0	
Special Properties		Chieftain, Burrow, Climb					
Attachment Bonus		Add one die to brawl					

Note: You must include Slithus if you are going to field 2 or more units of Worm Men in your force.

New Special Properties

Auxiliary

- If more than one slave unit from a particular race is used in an army, then a "Chieftain" from this race must also be used.
- If a Chieftain unit of the same race is scattered during play, the Auxiliary units in play will be stunned and receive a stun token.
- If an attached hero is "scattered" this Auxiliary unit will be stunned and receive a stun token.
- This unit (like any other stunned unit) can be un-stunned if a friendly unit (from the Imperial army) spends an action while in base-to-base contact.

Burrow

- This unit may move underground. This allows the unit to be unaffected by intervening terrain so the unit can move under objects such as walls, doors, and rough terrain.
- At the beginning of its activation, the burrowing unit may immediately go underground. Mark an underground unit with a token to keep track of its status.
- The unit may choose to stay underground at the end of a turn unless it makes a direct fire, indirect fire, or brawl attack. A unit that is underground cannot be attacked using a direct fire or brawl. An enemy may use an indirect fire attack on a unit that is underground.

- In order to make a direct fire, indirect fire, or brawl attack the burrowing unit must surface. It may remain underground throughout its move until the point it wishes to attack. It must remain on the surface throughout the rest of the turn. At the next activation it may choose to immediately burrow underground.
- An underground unit may make a demolition action.

Chieftain

- This hero unit can only attach to a squad or hero from the same race.
- A “Chieftain” unit is needed in order to use more than one “Auxiliary” unit from that race.

Steadfast

- A unit with “steadfast” ignores the effects of any rolloff loss result from a “4” or “5”. For example, a loss from direct fire caused by your opponent rolling and unopposed “4” does NOT result in you losing your initiative token.
- NOTE: If this unit wins a combat with a “4” or “5”, the result is handled normally.

Time Warp

- At the beginning of a player’s activation round this unit may surrender its activation token to enter a powerful trance. This trance allows a player to perform one of two possible actions:
 1. Reorder any of their own activation tokens. The player may look at any of their tokens while making this change
 2. Reorder any two enemy activation tokens. The player may not look at their enemy’s tokens while making this change.

Teleport

- Once during the game this unit may take an action to teleport.
- The teleport action allows the unit to move to any part of the playing area. This includes areas that are separated by doors, walls, or any other obstruction.
- A teleport action can be taken if the unit is attached to another unit(s). The other unit(s) do not get to teleport and remain in place (with no remaining activation token)