


INVASION EARTH PROFILES

HAEMOVORES, HAEMOVAMPS & THE ANCIENT ONE

The inhabitants of earth are doomed to evolve into deformed, Zombie like creatures known as Haemovores. These creatures seem to have lost all the traits of civilised human psychology and degenerated into unintelligent monsters who spend all their time trying to feed their thirst for human blood.

The Haemovores themselves were capable of evolving further, changing their form again, into creatures known only as Ancient Ones. The Ancient Ones are revealed by normal Haemovores as leaders. They have more control over their thirst for blood and are not possessed by it; in addition they have powerful psychic abilities, which they are able to use as a weapon.



ANCIENT ONE

4 PTS.

ACTIONS AVAILABLE

MOVE // MOVE FAST // ASSAULT // MOVE & FIRE
// FIRE //

| HITS | SAVE | ASSAULT | FIRE ARC | MOVE | MOVE FAST | SNEAK |
|------|------|---------|----------|-------|-----------|-------|
| 4 | - | +2 | - | (U) 6 | (U) 7 | - |

| WEAPON | D | EFF | PB (0-2) | S (2-5) | M (5-10) | L (10-15) | E (15-25) |
|---------------|---|-----|----------|---------|----------|-----------|-----------|
| Psychic Blast | 1 | 3 | 3-6 | 4-6 | 5-6 | 6 | - |
| Claws | 2 | - | - | - | - | - | - |

Bite See below

DESCRIPTION
HemoVamps closely resemble their 'former selves', their transformation is only visible by the paling of their skin colour, the dark distant gaze in their eyes and their giant razor sharp claws (which is a bit of a give away).

SPECIAL RULES - FIRE - Mind Blast
Ancient Ones are capable of using the power of their thoughts as a deadly weapon. Using a psychic blast they are able to 'fry' the minds of a large group of targets. The Psychic Blast is used in the same way as a normal FIRE weapon with the following special rules.

LOS (Line of sight) required. Area Effect: Giant Blast Template. No template re-alignment.


ASSAULT - Claws
Causes 2 points of damage.

ASSAULT - Bite
Like the Haemovores, Ancient Ones are also capable of transforming victims into Haemovamps. The following (same) rules apply. In order to transform their victims Ancient Ones must first win an assault, if the assault is successful the following procedure is followed. The Ancient One must spend the following turn in base-to-base contact with the victim. Both models can take no further actions that turn.

The following turn, the attacking Ancient One may carry out any chosen action as normal. The victim however comes under the control of The Ancient One leader. These blood drained vampires now become HAEMOVAMPS; their profile is given below.

DESCRIPTION
Ancient Ones are similar in appearance to Haemovores, they do however tend to be taller and better dressed.

ORGANISATION AND COMMAND
Whenever Haemovores are used in battle one (and only one) Ancient One must also be present as their leader. No other form of command or organisation exists.



HAEMOVORES

1 PT.

ACTIONS AVAILABLE

MOVE // MOVE FAST // ASSAULT

| HITS | SAVE | ASSAULT | FIRE ARC | MOVE | MOVE FAST | SNEAK |
|------|------|---------|----------|-------|-----------|-------|
| 2 | - | +1 | - | (U) 5 | (U) 6 | - |

| WEAPON | D | EFF | PB (0-2) | S (2-5) | M (5-10) | L (10-15) | E (15-25) |
|--------|---|-----|----------|---------|----------|-----------|-----------|
| Claws | 2 | - | - | - | - | - | - |

Bite (see below)

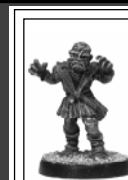
SPECIAL RULES - ASSAULT - Claws
Damage : 2

SPECIAL RULES ASSAULT - Bite
In order to transform their victims into undead vampires, Haemovores must first win an Assault (gaining the normal +1). If the assault is successful the following procedure is followed: - The Haemovore must spend the following turn in base-to-base contact with the victim. Both models can take no further actions that turn. The following turn the attacking Haemovore may carry out an action as normal. The victim however comes under the control of The Ancient One leader. The blood drain victim now becomes a HAEMOVAMP; their profile is given below.

SPECIAL RULES - Impetuous
Haemovores will become impetuous only if their 'leader' Ancient One is killed.

DESCRIPTION
Only a little of the Haemovores human origin is visible in their appearance. They resemble their predecessors in height and build, but their skin and facial features have been hideously mutated by the toxic environment of their own time. Their skin tone is blue, and their whole body is covered with welts, scars, lumps and sores. Their hands are notable for the deadly claws which grow like spiked fingernails. All sense of human intelligence has been lost in the addictive drive for blood. Haemovores dress in anything they can get their hands on, which generally means rags.

Rather than killing their blood drained victims, an assault by an Haemovore (or the Ancient One) is capable of transforming them into undead vampire creatures; HemoVamps, bereft of willpower and under the control of the Ancient One.



HAEMOVAMPS

0.25 PT.

ACTIONS AVAILABLE

MOVE // MOVE FAST // ASSAULT

| HITS | SAVE | ASSAULT | FIRE ARC | MOVE | MOVE FAST | SNEAK |
|------|------|---------|----------|-------|-----------|-------|
| 2 | - | +1 | - | (U) 5 | (U) 6 | - |

| WEAPON | D | EFF | PB (0-2) | S (2-5) | M (5-10) | L (10-15) | E (15-25) |
|--------|---|-----|----------|---------|----------|-----------|-----------|
| Claws | 2 | - | - | - | - | - | - |

SPECIAL RULES - ASSAULT - Claws
Damage : 2

USING HEMOVAMPS
Hemovamps can only be created, and used on the battlefield, as the result of a bite from a Haemovore. Any model which becomes a HemoVamp loses all its former attributes and is completely replaced with the profile given above. The model will no longer be able to use a weapon of any kind. Hemovamps can only kill, and are not capable of turning other models into Hemovamps. Any HemoVamp on the tabletop will die, immediately, if the Ancient One is killed or leaves the field of play.

DESCRIPTION
HemoVamps closely resemble their 'former selves', their transformation is only visible by the paling of their skin colour, the dark distant gaze in their eyes and their giant razor sharp claws (which is a bit of a give away).