

SPACE MONSTERS OF THE 27TH CENTURY

By Scott Pyle, copyright 2008, for use with Chaos on Cronos miniature battle game.

Gol-Gor Cavern Beast (76 pts)

Attack 5D

Defense 4D

Special 2D

Move 7"

Vitality 5

Weapons and Armor

Beak and Claws (+3D Attack)

Rubbery Hide (+2D Defense)

Background Traits

Brawny

Heavy Damage

Space Monster

Suckers

Description: Gol-Gor Cavern Beasts lurk in dark, dank places like natural caves or sometimes man-made locales like underground laboratories or storage facilities. These dim-witted but vicious creatures are roughly human-sized, but sport slimy suckers all over their naked bodies that allow them to cling to and scale any surface as if they were walking on level ground.

Jovian Swamp Strangler (87 pts)

Attack 5D

Defense 3D

Special 2D

Move 5"

Vitality 5

Weapons and Armor

Barbed Limbs (+3D Attack)

Tough Hide (+3D Defense)

Background Traits

Amphibious

Brawny

Extra Reach

Heavy Damage

Multi-Attack

Space Monster

Description: Native to the steaming jungles of Ganymede, Jupiter's largest moon, these plant-like creatures look like a roughly pyramid-shaped mass of leaves and tree bark, with a number of long, branch-like limbs that can reach out with surprising swiftness to batter and capture prey. The few xeno-botanists who have studied them up close and lived to report on it note that the creatures seem to take a special delight in capturing and toying with sentient prey before devouring it.

Extra Reach: This new 5 pt Background Trait gives the model's close combat attacks up to 5" of reach, allowing it to attack any model within 5" of its base after charges or during normal close combat attacks. Any model within 5" of a model with this trait counts as being in close combat with it, and is subject to the rules for leaving close combat if it moves away.

Space Ape (80 pts)

Attack 5D

Defense 4D

Special 3D

Move 5"

Vitality 5

Weapons and Armor

Crushing Fists (+3D Attack)

Thrown Terrain (+1D Attack, ranged 15")

High Pain Threshold (+3D Defense)

Background Traits

Brawny

Enhanced Senses

Heavy Damage

Space Monster

Description: No one is sure of the planet of origin of the space apes, but they have managed to spread to numerous planets and moons around the solar system. These slaving beasts come in either a two-armed or four-armed species. Xeno-biological studies reveal that these two sub-species are indeed related to an as yet undiscovered parent species of large space ape. Because of their wide distribution, space apes can be found in almost any environment, and they are quite often used as guardian beasts for evil masterminds or soulless corporations. Space apes can occasionally be domesticated, and this most often occurs when they become smitten with some attractive male or female space adventurer.

Options: Players may add the Multi-Attack background trait to the space-ape to model the four-armed sub-species. This adds 10 pts to the model's final cost.