



# Bio Constructs

## Not Natural in your games



### It Should Not Be!

For most USEME Titles such as 15mm Science Fiction, Eldrich Horror, Cyberpunk

*Made in a lab by mankind or by an alien race. Evolved out of a data constructs nightmares or stitched together from bits and pieces. A Bio-Construct is a life form which did not come about naturally and rather was designed for war or terror. Here are some optional rules for your games.*

**Bio-Constructs in Game Terms:** Adding these creatures or aliens or creations to your games of USEME is straight forward. They can be of any existing TYPE. Most are Infantry though some are larger and are counted as vehicles right up to mammoth bio-constructs which rival the largest tanks. With the standard rules make up your force and then look to the optional game mechanics to see what else applies to this kind of character.

Creatures such as these are repulsive and the new optional rules reflect this. Pay the points cost..or reduce points in some cases..and then field the force of your choosing. We based ours on the fantastic Large Sadistic Demons (LSD) models in the pictures (see the rest on the website). Enjoy!

**Optional New Game Mechanics:** Add to your games with these bolt on game mechanics. Choose the ones you wish to use unless they are marked mandatory for this type of character.

**Acid Spray:** While bio-constructs can make use of normal weapons by holding them or integrating them into their bodies they are also able to spray acid in some cases. Acid spray has the range of 'Superior Infantry Rifle' or for heavy and super heavy bio-constructs it is treated as 'Heavy Vehicle Automatic Weapon'. Costs are 2 and 4 points.

**Absorption:** Some bio-constructs while in melee combat can pull an enemy into them making that enemy part of their body. After a successful melee attack which kills an enemy character roll 1D6 and on a 5-6 the bio-construct absorbs the shattered enemy. This allows one Winged result to be removed or ignored from that point in play onwards. Cost is 3 Points.

**Wings:** Like that of a dragon fly or a moth or a winged lizard some bio-constructs can fly with their wings. This is a normal movement action and the character moves in any direction without terrain effects before touching down. It may still be fired upon and engage in melee. Cost is 4 Points.

**Extra Teeth:** Double rows, triple or even maws stuffed with razor sharp teeth these bio-constructs are extra lethal in melee combat. Modifier of +1 to Penetration roll. Cost is 2 Points.

**Horror Reaction:** Some guys can't hack it and this bio-construct is so abhorrent to gaze upon that it affects enemies fighting it. Any character who is infantry or uses mortal eyes to look at an enemy may panic (not enclosed vehicles). The first time line of sight is attained with the creature the character must roll 1D6 and on a 6 it must move away from the creature in its next activation. Cost 6 Points.

**Sub Division:** It splits into two! In play this bio-construct can make more of itself! It must be of type vehicle. A light vehicle becomes two infantry, a heavy vehicle becomes two light vehicles and a super heavy becomes two heavy vehicles. It may sub-divide again in able. Create the creature as normal but when it splits each time it loses 1 Inch movement (3 Inch minimum) and 1 Elan level (to Elan 1 minimum) but otherwise is exactly the same at the new size class. Cost 18 Points.

**Conversion of Foe:** Spores, Eggs, Venom or even brain parasites this bio-construct can make an enemy fight for them. When within 3 Inches of an unarmoured enemy roll 1D6 and on a 6 the enemy switches sides for the remainder of the game. Does not work on vehicles or robots. Cost 4 Points.

**Unstable Genes:** This bio-construct is not stable..it is going to explode! Each turn roll 1D6 upon activation and on a 6 the creature detonates with a radius of 2 Inches as per Grenade. Cost is -25% of total cost.

**Hostile Environment:** Our world is not right for the creature and its life will be cut short. It cannot breath or the air pressure is too high or too low. Each turn it loses one Elan rating and after it passes from Elan 1 to Elan 0 it dies. It must fight quickly! Cost is -25% of total cost.

### CREDITS

Written By: Gavin B Syme  
Additional Contributions By: Alexander Syme, Vic Dobson  
Layouts and Photography By: Alternative Armies  
Go to [www.alternative-armies.com](http://www.alternative-armies.com) Copyright 2020.

**Notes:** Please note that bio-constructs cannot use mechanical special rules such as auto-repair. They may never call for Off Table Support.

**Pictures in this Article:** During the Covid19 pandemic of 2020 it was not possible for us to take our usual pictures of lovely models for this article. Instead stock images were used from our website and already in existence of LSD02, LSD03 (to the right) and LSD07. Plus HOF144 and HOF143 Security Force Alpha to the right as well

