



Playtest Expansion Three

- Infiltrate and Assassinate -

HOF Fire Team is the first miniature wargame in the 'Hordes of the Future' 15mm series. A new series of linked rules systems which will encourage the diversity and small press professionalism inherent in those to whom 15mm scale science fiction is the wargaming mode of choice. Got an idea? Get it in print with 15mm.co.uk!

PLAYTESTING HOF FIRE-TEAM

HOF Fire Team is being supported by *Drop Ship Horizon* blog and is purpose hosted on a special new *HOF Yahoo Group*. Playtesting runs until Friday 19.03.10 and the game will be released in time for *Salute 2010* in April of this year.

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Mark Hannam <http://dropshiphorizon.blogspot.com>

HOF Yahoo Group (Apply to Join Now!)

<http://games.groups.yahoo.com/group/hof15mmsci-fi/>

GETTING INTO HOF

In conjunction with Drop Ship Horizon blog we at 15mm.co.uk are offering all testers the chance to pick up some miniatures and more for the testing period with a unique 10% discount code from all online purchases. Until 19.03.10 enter this numeric code on the white checkout screen of www.15mm.co.uk, in the discount / voucher box, and all items in your cart will automatically be discounted by 10%:

HOF Fire-Team Promo Code: '190310'

This code covers all HOF, Laserburn, Asgard miniatures and vehicles along with any other items such as Bases from all our ranges.

USING THIS EXPANSION

This expansion fits right into the HOF Fire Team playtest PDF and can be used straight away by you to test out the rules and mechanics presented in it. Enjoy!



CYBORGS AND POLYMORPHS IN HOF

Not all in war is open and transparent, not everyone wears a uniform and stands up in plain sight to be shot down. Some enemies make use of assassins and infiltrators; the battles of the future do this also just with a bit more of a high tech approach.

The Automata Block uses Cyborgs to impersonate Human and other Alien soldiers and civilians. Seeding them on to the battlefield they often seek help and shelter from their 'allies' before beginning their programmed mission of killing all who oppose them. These Cyborgs are very hard to spot though some of the earlier models in a new conflict can be spotted by having poor facial features or rubbery skin.

Polymorphs are composed as an unknown metal alloy which through magnetism can change its form and colouration like a metal chameleon. They often hide disguised as statues, street light posts, small bikes and so forth before changing and using their limbs as great metal blades to stab in to the backs of unsuspecting enemies.

Cyborg Automata						
No	TT	NUM	M	PC	A	MOR
	Fire	1	1	2	3	1
WG	Angis 12.5mm AP Rifle, Powered Melee Weapon. 24.5 Points Each For twice normal points value this figure may be deployed in the enemy deployment zone after enemy set up is complete. Enemy players may not fire upon or attack this figure until it engages in melee or ranged fire against a target. However an enemy player may 'suspect' and detain the figure by moving one or more of his figures adjacent to the Cyborg and declaring 'suspect'. Once detained the Cyborg may peacefully remain with and move with the detaining figure(s) or make an attack. After any attack the Cyborg is treated as normal in the rules.					

Polymorph Automata						
No	TT	NUM	M	PC	A	MOR
	Fire	1	1	2	3	1
WG	Powered Melee Weapon. 15.5 Points Each For twice normal points value this figure may be deployed in the enemy deployment zone after enemy set up is complete as per Cyborgs OR disguised as a single square occupying nominated piece of TERRAIN. The Polymorph player notes down the location of the hidden Automata as he would note down the location of an Air Strike. Thereafter whenever the player activates a Team he may choose to activate the Polymorph as well. Once activated the Polymorph remains in play and follows the regular rules of HOF.					



HOF32 and HOF33

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