



## Playtest Expansion One

### - Sheep, Dogs and Wolves: A Mission -

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 for four weeks from Friday 19.02.10 until Friday 19.03.10 and the game will be released in time for *Salute 2010* in April of this year.

Ask 15mm.co.uk directly for the **HOF Fire Team playtest PDF** (20 pages with full rules, example force list, blank example battle boards) and we will email it to you directly for free. Otherwise go to the Yahoo Group and find it in the files section. Its an 'easy print' document which will not lean heavily on your printer resources.

*Article Follows on Next Page*

When making comments on this document please follow this simple guide which will allow our developers to answer all questions quickly and effectively.

1. What is the subject of your comment? Use this as your title.
2. What page of this draft does your point relate to? Quote the page.
3. If possible outline your point and how YOU would deal with it.
4. A direct question on mechanics? Phrase it for a YES or NO response.

So...begin and become part of the creation of this game.

Gavin Syme & Bob Minadeo

[www.15mm.co.uk](http://www.15mm.co.uk)

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 check-out screen of [www.15mm.co.uk](http://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!



## HOF58 Stellar Refugees

[Want to know more about these miniatures?](#)

# HOF FIRE TEAM

## SHEEP, DOGS, AND WOLVES: A MISSION

*They say "the first casualty in war is truth". Maybe so it is.*

Just don't expect the residents of Takka G5 to agree.

When the orbital strikes broke the still night, the first casualty was...a child. Now the Defence Forces have arrived to conduct the colonists to safety. The enemy has other plans, deeming a colony without labourers near worthless.

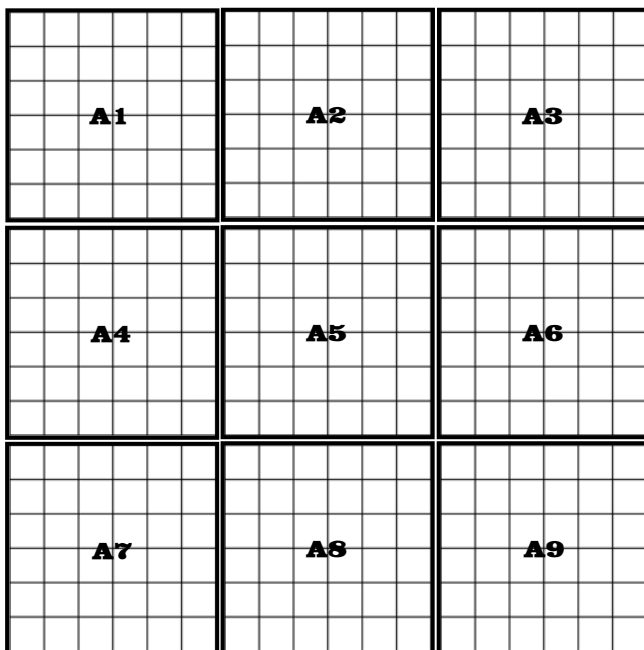
### TURF WAR – Option 1

#### The Mission

In this mission one player must attempt to move civilian refugees off the board to safety while the other player attempts to capture as many refugees as possible.

#### The Board

Set up a standard 3 x 3 grid of battle boards. Urban terrain is best although any battle boards will suffice.



#### Forces

Attacking teams should be 1.5 to 2 times the size / points than that of the Defender exclusive of the refugees.

Defender also has the refugee teams themselves. Any number of these can be used as agreed upon by both players.

#### Deployment

The Defender sets up his forces, including the refugees on board section A5 in the above diagram.

The Attacker rolls 1D6. Attacking forces enter the board from the edges of the section in the diagram that corresponds to the dice roll as follows. Roll result 1-2 on A1, 3-4 on A2, 5-6 on A3.

#### Victory Conditions

The Defender wins by moving more refugees than he loses off the bottom edge of battle boards A7, A8, and/or A9.

The Attacker wins by capturing more than half of the refugees minia-  
tures that are in play at game start.

#### Special Rules

Whenever a refugee starts a turn within refugee Pcomms distance of a combatant, the refugee may use the combatant's Morale score verses the refugee Morale score.

In addition anytime at the start of a turn that the Attacker has a combatant within a refugee's Pcomms range and closer than the distance from that refugee to any Defender non-refugee figure, that refugee is controlled by the Attacker in that turn.

# EXTERMINATE! EXTERMINATE!

## Pepper Pot Option

*Some say "the first casualty in war is innocence". Maybe so it is.*

Just don't expect the residents of Skargill G2 to agree.

There was no orbital bombardment of the planet, there was no warning. There was not even a broadcast of a slaving warlord threatening imminent death and destruction. They just came, landed and became to eradicate all the Humans they could find.

The enemy does not want labourers, they do not need a colony; they only want you to die!

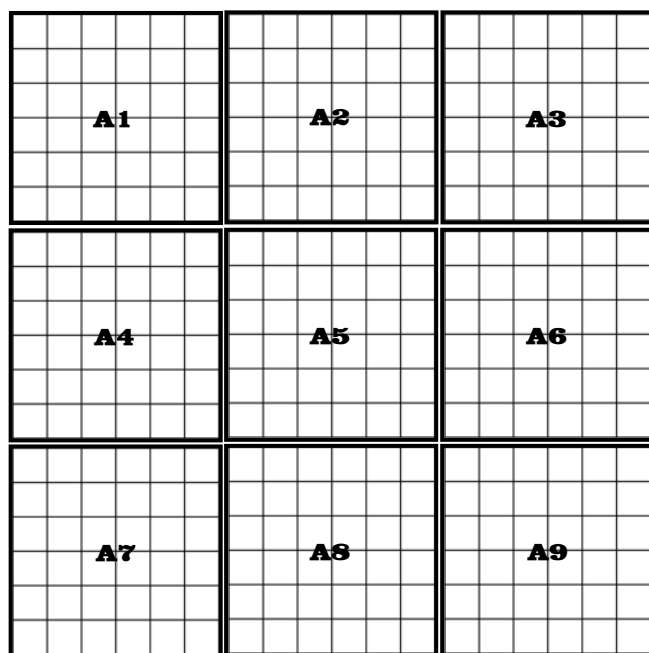
### The Mission

In this mission one player must attempt to move civilian refugees off the board to safety while the other player attempts to prevent this.

### The Board

Set up a standard 3 x 3 grid of battle boards.

Urban terrain is best although any battle boards will suffice.



### Forces

Attacking teams should equal that of the Defender exclusive of refugees.

Defender also has the refugee teams themselves. Any number can be used as agreed upon by both players.

### Deployment

The Defender sets up his forces, including the refugees on board section A5 in the diagram.

The Attacker rolls 1D6. Attacking forces enter the board from the edges of the section in the above diagram that corresponds to the dice roll as follows. Roll result 1-2 on A1, 3-4 on A2, 5-6 on A3.

### Victory Conditions

The Defender wins by moving more refugees than he loses off the bottom edge of boards A7, A8, and/or A9.

The Attacker wins by capturing more preventing the Defender from achieving victory.

### Special Rules

Whenever a refugee starts a turn within refugee Pcomms distance of a combatant, the refugee may use the combatant's Morale score vice the refugee Morale score.

In addition anytime at the start of a turn that the Attacker has a combatant within a refugee's Pcomms range and closer than the distance from that refugee to any Defender non-refugee figure, that refugee is controlled by the Attacker in that turn.