

INNER SPACE

The human body is a hostile environment to intruders, including miniaturised scientists shrunk to about the size of a microbe and sent to carry out tricky operations from the inside. Even moving around amongst drifting blood cells is hazardous, as the body's defences react to the slightest disturbance. Antibodies are all around...

BLOOD FLOW

Red Blood Cells drift gently across the table from one side to the other. Red Blood Cells (Defence 8, 1 point of Health, use 4 per 1ft of longest table edge) count as mobile terrain and block movement. They can never gain any Status and cannot be knocked down. Start the game with 1d6 Red Blood Cells placed randomly on the table.

DISTURBANCE

Use this special status with this Peril card. A model of either cast gains the *Disturbance* status immediately if it is not inside a vehicle and it contacts or is contacted by impassable terrain, a Red Blood Cell, or an Antibody; if it makes any attack; or if it uses a Gadget card. A model can only have one *Disturbance* status at a time, and should it gain this status when it already has the *Disturbance* status this has no effect. Each time a model gains the *Disturbance* status, roll a die. One Antibody arrives in that numbered zone of the starting table edge.

THE BODY'S DEFENCES

Antibodies (Defence 8, 1 point of Health, use 6 per 1ft of longest table edge) automatically attack models of either cast they contact (+8 attack; 0 health + weakened). Antibodies automatically attach to the first opposing model they contact, and may only attack this model, remaining attached until either is destroyed. A model is disadvantaged, cannot make shoot attacks, and has its move reduced by 1" for each attached Antibody. Antibodies do not get free strikes when an attached model moves, but move with that model so as to remain in contact. Antibodies can never gain any Status or be knocked down.

END OF TURN SEQUENCE

Divide two opposite table edges into six numbered zones. One is the starting edge, one the exit, for the flow of blood. At the end of each turn, after checking for the *On Fire* status, the following sequence takes place:

Red Blood Cells drift. Starting with those closest to the starting table edge, roll a die for each Red Blood Cell in turn and move it 1d6+2" toward the appropriate numbered zone of the exit edge. Red Blood Cells move around intervening objects and terrain by the shortest move. Models of either cast that are contacted and are not in vehicles gain the *Disturbance* status. Red Blood Cells that touch the exit table edge are removed from the table and become available models.

Red Blood Cells arrive. Roll a die. Take that number of available Red Blood Cell models and roll a die for each to determine the numbered zone on the starting table edge where it is placed.

Antibodies attack. Each attached Antibody makes one attack on the model to which it is attached.

Antibodies move. Antibodies that are within 12" of models with the *Disturbance* status move towards the closest such model. Starting with the closest within 12", move each Antibody 1d6+2" directly toward the closest model with the *Disturbance* status. If they contact a model, the Antibody stops, and the model contacted gains the *Disturbance* status and is immediately attacked. Antibodies further than 12" from all models with the *Disturbance* status drift 1d6+2" in the same way as Red Blood Cells. Antibodies that touch the exit table edge are removed from the table and become available models. Move Antibodies sequentially. If at any point an Antibody that would have drifted but has not yet moved finds itself within 12" of a model with the *Disturbance* status, instead of drifting it will move toward the closest model with that status.

Antibodies arrive. For each model that currently has the *Disturbance* status, one available Antibody model arrives at the left table edge. Determine the point of arrival in the same way as for Red Blood Cells.