

# MOTH MEN



## ***FLEET SUPPLEMENT FOR WAR ROCKET***

### **A History of the Mysterious Moth Men**

**1966** – Point Pleasant, West Virginia - There are widespread reports of man-sized flying creatures in the area. These humanoids have large wings and red glowing eyes. Despite the many widespread reports, most people dismiss the accounts as simple confabulation when seeing owls, or attention seekers trying to get their name in the local paper. The sightings do decrease quickly and the “Moth Men” are relegated to West Virginia folklore.

#### **Flash Forward...**

Humans have invented the Atomic Rocket and the Worm Hole device. These technologies have allowed for exploration of deep space, expanding human knowledge and experience. Unfortunately, the alien life discovered have been hostile to humanity. The human race has been on the brink of disaster after many alien encounters.

The protectors of humanity, the Galacteers, have fought and defeated the Zenithian, Valkeeri, and the Empire of Marduk, but the fighting continues. Zenithians raid Human outposts for technology, the Valkeeri searching for fresh genetic material, and Marduk continues to expand his empire with his Imperial fleet.

**2325** – Galacteer Fleet Captain, Józef Varga, broke out of a Worm Hole and started scanning the nearby Tang planetary system. This was not the first time the Galacteers visited the Tang system. The Galacteer database listed the fourth planet as being especially rich with life, but with no intelligence and no technology. Imagine Varga’s surprise when he witnessed a massive battle between Imperial rockets and an unknown fleet. The unknown rockets were using a mysterious weapon that appeared to block space from enemy rockets while allowing the mystery fleet to pass through. Varga, a captain with a history of bold action, decided to beat a hasty retreat, in the face of such a massive force. A new race had just been observed fighting an enemy of the Galacteers. Were they a friend, or just another cosmic foe?

**2329** – The Galacteers have continued to monitor the Tang system, but there has been little activity recorded since the giant battle. The system seems to have no technology of any kind. Several planets in the system have life forms. Indeed, the life recorded in the system is of an almost unexplainable variety. The Galacteers deploy a sortie of probes designed to explore the system in detail. Heavy precautions are taken since it is possible that this new race is hostile. The probes are engineered to fire Worm Hole generating torpedoes back

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to Earth as information is collected. After collecting the torpedoes, the Galacteers plan to analyze the data at a safe distance from the Tang system. Several reporting torpedoes return through their Worm Holes on schedule and are collected. Suddenly the torpedoes stop returning. The Galacteers take on a defensive posture ready to retreat into deep space at a moment's notice. The worst possible event then unfolds. Dozens of unknown rockets pour from their own Worm Holes having tracked the returning torpedoes. These mystery rockets immediately fire on the Galacteers and deploy their space blocking technology. Vast areas of space are covered by a whirl of bright plasma. The enemy also deploy marines that fly across open space in rapid bursts using their brightly colored insect-like wings. Some Galacteer rockets are lost since their escape is blocked by the mysterious weapon. In the fray, the flagship under command of Captain Józef Varga heroically captures an enemy rocket. A great price was paid for this valuable prize.

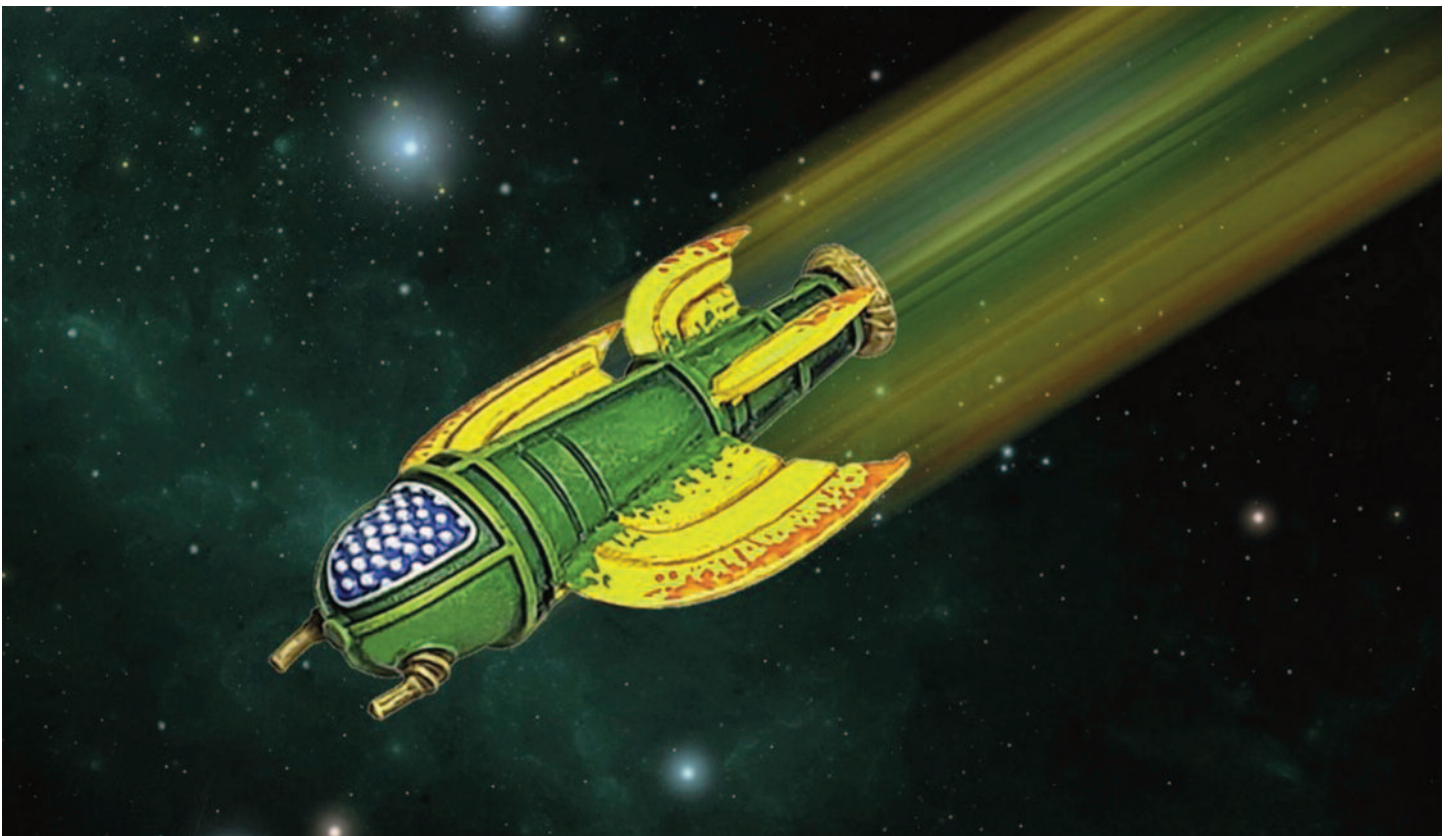
Galacteer scientists frantically investigate the captured rocket and the data collected by the recovered torpedoes. The new race is quickly nicknamed the Moth Men because of their amazing ion-powered wings. Moth Men are the most remarkable race yet encountered. The reason that sensors never detected any technology on the Tang system is that the

Moth Men use organic construction. Everything, from their weapons to their massive rockets, are made of organic material. The Moth Men have the ability to build and direct life itself to build organic machinery. And, most remarkable of all is that the Moth Men integrate their machines directly into their own bodies.... a kind of symbiosis.

The Galacteer scientists believe that there are many planets inhabited by the Moth Men and that they live in a symbiotic relationship with the planets themselves. During periods of strength they spawn upon new planets, integrate the existing life forms into their symbiosis, and grow rich new life. Moth Men live in a kind of spiritual and physical bond with the planet they inhabit. Anything that interferes with this bond is considered repugnant and adversarial.

Perhaps these are the same creatures that were encountered in West Virginia centuries earlier... is the Earth one of the targets of the next Moth Men spawn?

**The Age of War Rocket continues...**



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# Moth Man Fleet List

(Use Saucer Movement)

Moth Man rockets generally travel in a large group called an eclipse. An eclipse almost always includes a number of Class III and Class IV rockets. These large rockets are equipped with the Cocoon Canon, a weapon that emits a space-blocking ball of plasma. Moth Men rockets have a relatively low defense so the use of cocoons is critical to their tactics.

These alien rockets have unique color morphs depending the planet where they are “grown.” Moth Men create organic machines by employing their symbiotic relationship with nature. They construct bio-technology using the core elements of their living worlds. Each Moth Man planet has unique minerals, compounds, and life forms and this uniqueness affects the appearance of the rockets that are created there.

The symbiosis with the natural world also extends into space. Moth Men can survive in the vacuum of space for extended periods and manipulate the cosmic energy of the universe to create space cocoons. Moth Men have a unique form of communication. They use available radio and microwaves found in nature as a kind of carrier wave. This makes Moth Men communication difficult to intercept and very hard to detect.

During their lifespan, Moth Men pass through phases from larva to adult. In the larval stage the Moth Men are collecting energy and knowledge from their home world. They grow their bio-machinery while in deep biological connection with their planet, learning from the vast history and knowledge of those who came before them. Each stage of adulthood results in a new symbiotic form. The adult pulls away from planetary biome into a stage of symbiosis with their created bio-machinery.

Moth Men can take on radically different forms in their various adult stages. Often, they create colorful wing-like appendages. These “wings” channel various forms of energy (ions, magnetic fields, cosmic waves) propelling the adult through air and space. As Moth Men morph through their adult stages, they create more complex and powerful bio-machines, including inter-galactic rockets.

The most effective rocket commanders have a deep physical relationship with their rockets. Rather than simply piloting a rocket, a brilliant commander lives in a deep relationship with the rocket as a part of themselves. They become inseparable from their bio-machines to the extent that they will die if removed from their ship.

A general rule is that a Moth Men eclipse will have at least 1/3 of its points in Class III and Class IV rockets.

## Moth Man Rockets

**CLASS I** (10 points)

**Speed:** 14

**Defense:** 1

**Weapon:** Firepower 1, Range 6, Front

**Nickname:** Io

The Io is the first rocket grown by a Moth Man warrior. These rockets are seldom found alone. They flock around the larger rockets for protection normally holding back until they can safely attack from the security of a cocoon. These fast rockets can be very dangerous and flexible due to their saucer type movement and high speed.

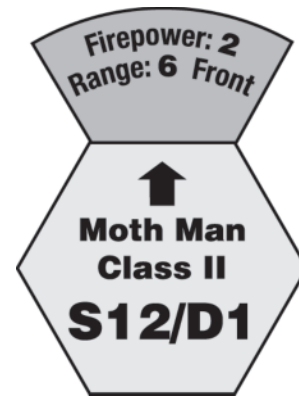




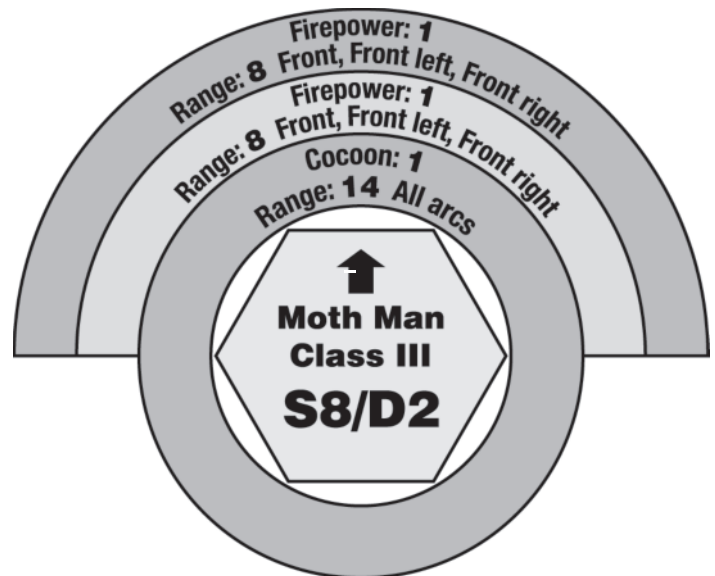
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**CLASS II** (15 Points)**Speed:** 12**Defense:** 1**Weapon:** Firepower 2, Range 6, Front**Nickname:** Polyphemus

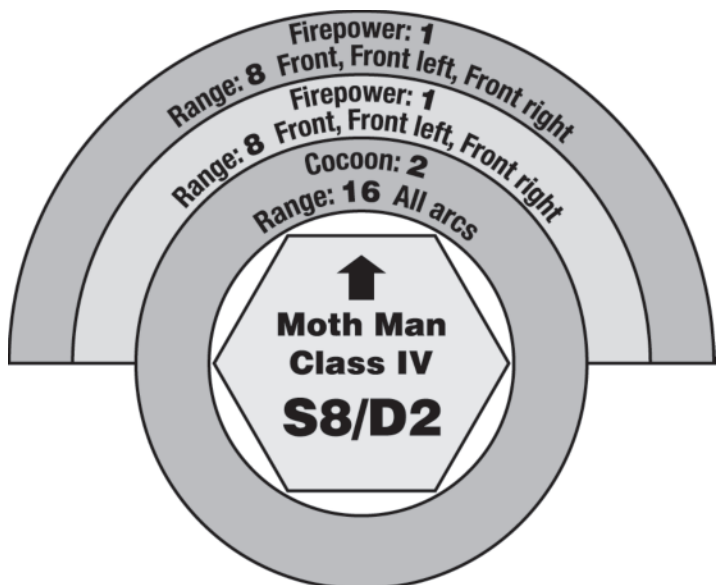
Polyphemus “pilots” are generally quite experienced in space combat. They are not afraid to scout out space without the cover on the big Class III and Class IV rockets. The best Polyphemus pilots spend years in their rocket with the goal of growing the powerful cocoon canons in their upcoming Cecropia designs. There is enough space inside the Polyphemus to deploy marines and other specialized bio-machines.

**CLASS III** (25 Points)**Speed:** 8**Defense:** 2**Weapon:** Firepower 1, Range 8, Front, Front Left, Front Right**Weapon:** Firepower 1, Range 8, Front, Front Left, Front Right**Weapon:** Cocoon Cannon, 1 area, Range 14, All Arcs**Nickname:** Cecropia

The smallest rocket to deploy the cocoon canon is the Cecropia. The use of cocoons is critical to the tactics used by the Moth Men. An experienced “pilot” has had years of experience in the Polyphemus and Io rockets so they know how to lay down an effective cocoon screen.

**CLASS IV** (30 Points)**Speed:** 8**Defense:** 2**Weapon:** Firepower 1, Range 8, Front, Front Left, Front Right**Weapon:** Firepower 1, Range 8, Front, Front Left, Front Right**Weapon:** Cocoon Cannon, 2 areas, Range 16, Front**Nickname:** Atlas

By the time a Moth Man has created an Atlas rocket they are so connected to their bio-machine that they may die if removed. This close connection is necessary to “pilot” this large bio-machine. The Atlas, able to create two areas of cocoons, can be critical to a successful battle.



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# Moth Man New Rule: Cocoon Cannon

Class III and Class IV Moth Man rockets are equipped with Cocoon Cannons, powerful weapons that generate space-blocking energy fields.

The firepower rating (1 for Class III and 2 for Class IV) determines the number of cocoons that can be generated each turn. Cocoons can be created anywhere within the range and angle indicated. (Note: the two cocoons from a Class IV do not need to be placed adjacent to each other)

The Cocoon Canon is fired during the “special action” phase of each turn. A cocoon can be represented by one of the templates (2” hex or 2” circle) included in this supplement, but creative players may use other means to denote cocoons. Cocoon markers may touch to create a larger cocoon barrier.

Cocoons can be created in any area of fully open space. Cocoons cannot be created on rockets, even Moth Men rockets, asteroids, etc. However, a cocoon canon can fire past solid objects (such as asteroids) and do not need line-of-sight.

Nothing can enter an area of a cocoon except Moth Men rockets and Moth Men winged warriors. Moth Men rockets can pass through and even end their turn in a cocoon.

No weapons (including Moth Men weapons) can be fired through a cocoon space. The exception is that a cocoon cannon can be fired through a cocoon space. Treat a cocoon as an asteroid or similar solid object to determine line-of-fire.

Moth Men rockets can “hide” completely within a cocoon. They are protected from weapon fire, boarding, and ramming. However, they may NOT fire out of the cocoon area. A cocoon can be destroyed through weapon fire. The

accumulation of 10 firepower points will dissolve a single cocoon. These points may be accumulated over multiple turns. Track the amount of damage by placing a D10 on the cocoon (or use a method of your choice).



**Moth Man Commander says:**  
*“Zerp ack beep squawk boop buzz”*

**Translation:** *“Avoid enemy fire by deploying a cocoon cannon screen.”*

## Non-Hex Play:

Each cocoon is represented by a 2-inch diameter circle placed completely within the range and angle of the weapon.

No part of an enemy rocket base may cross over the area of a cocoon.

A Moth Man rocket is fully contained within a cocoon if all parts of its base are within the cocoon area.

## Hex Play:

A cocoon fills one hex.

Enemy rockets may not enter a cocoon hex.

Moth Man rockets occupying the cocoon hex are considered within the cocoon with normal stacking rules applying (can contain any two Class I or Class II rockets).



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# Moth Man Rocket Customizations

In addition to the normal customizations found in the War Rocket core rules, the Moth Men have the following customizations available:

## **Crew Customizations**

### **Symbiotic Pilot (Cost 15)**

The best pilot in the universe is attached to his rocket by the hip.... Literally. The Symbiotic Pilot customization grants the following advantages:

- The rocket can make an additional rotation move for no cost. Rotation can be taken any time during the movement including directly after a rotation.
- Increase speed by 2 inches.
- Increase range of all weapons by 2 inches.
- Add 10% to your roll to board a rocket.
- Add 20% to your special action rolls during boarding as described by the scenario. This bonus also applies to other crew-based fighting as described by the scenario.
- One cocoon can be “grown” adjacent to any existing cocoon. Add this extra cocoon during the special action phase.

### **Winged Warriors (Cost 5)**

- Winged Warriors can be used to board a rocket that is stunned or not stunned.

- A rocket may deploy Winged Warriors only once per game. You may deploy Winged Warriors from a rocket that is currently stunned.

- To deploy Winged Warriors, the attacking Moth Man rocket must be within 4 inches of the target rocket at the end of the movement phase. Deploy during the Special Action Phase. The target rocket does NOT need to be stunned to be boarded by Winged Warriors.

- After deploying the Winged Warriors, the attacking Moth Man rocket does not need to stay within 4 inches of the target. It may move and attack as normal.

- The target rocket may also move, attack, or take any other actions while under attack from Winged Warriors.

- Roll to board using the standard boarding rules according to the class of the attacking rocket.

- Winged Warriors will cling to the defending rocket for four turns attempting to board each of these turns. At the end of the four unsuccessful boarding attempts the Winged Warriors are destroyed.

## **Equipment Customizations**

### **Extra Cocoon Cannon (Cost 10)**

Add a Cocoon Cannon with a range of 16 and area of 1. Players may only use this customization on Class III and Class IV rockets.





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# Eclipses of Infamy



## The Glorious Rage Eclipse

Although the Moth Men are quite capable warriors, they also excel at a more psychological form of conquest. They enjoy appearing out of the dark of space and striking fear or terror into their foes long before they are even within effective weapons range. To this purpose they often create bold and shocking patterns for their ships that act as both an undeniable challenge and a reminder to any survivors of their near annihilation.

Led by the venerable commander, Elder Blazewing, the Glorious Rage Eclipse takes the concept of visual assault to intense and shocking extremes. Due to the biological nature of each ship, they are able to rapidly change the colors of both hull and wings in a concerted and often hypnotic display. The entire squadron will perform intricate and dangerous maneuvers, spinning and rolling around each other in rapidly tightening corkscrews, narrowly missing each other in blindingly fast passes, or sometimes seeming to float utterly still in space, all the while flashing an optical display that has the effect of a neural barrage.

But no matter what colors the ships are during this phase of the attack, they always revert to the standard color scheme of green body, gold wings, and blazing red spots, a pattern known as Blazewing's Welcome.

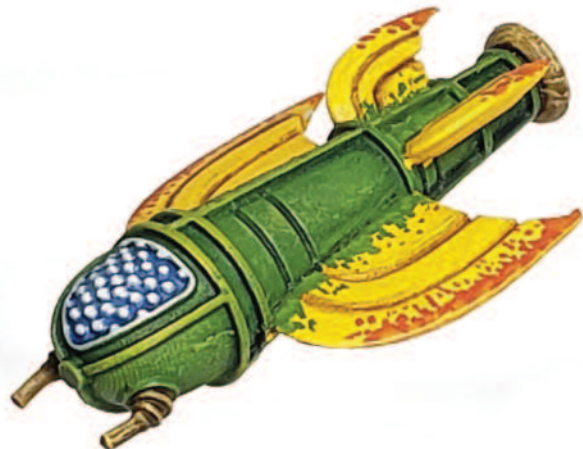
NOTE: Although these displays can unnerve raw recruits, they offer little real value against experienced pilots.

### Glorious Rage Eclipse = 230 Construction Points

Six Class II Polyphemus – added Winged Warrior customization (cost 20 each) = total 120 points

Two Class III Cecropia – (cost 25 each) = 50 points

Two Class IV Atlas – (cost 30 each) = 60 total



## The Tang Ajax Eclipse

The Tang planetary system is home of one of the oldest civilizations in the universe. The Moth Men have perfected rocket design and reached amazing heights of symbiosis. The Moth Men have untranslatable forms of communication so eclipses are given nicknames by the Galacteers.

The core of the Ajax Eclipse are two customized Atlas rockets. They have added Symbiotic Pilots to protect the fast Polyphemus and Io rockets. Many Galacteer rockets have been trapped in a maze of cocoons created by the Ajax eclipse and slowly picked off.

The Tang planet color morph is easily recognizable with red, orange, and yellow wings and brown spots on the trailing wing edges.

### Tang Ajax Eclipse = 190 Construction Points

Four Class I Io – (cost 10 each) = 40 total

Four Class II Polyphemus – (cost 15 each) = 60 total

Two Class IV Atlas – added Symbiotic Pilot – (cost 45 each) = 90 total





## The Death's Head Eclipse

Hailing from inside the Argus Rift, the Death's Head Eclipse, so named for the distinctive skull pattern on the top of their ships have been a favorite among many less reputable Earth newspapers who can acquire a picture of them.

However, despite the attention seeking imaginations of newsmen, the Eclipse is far less "sinister" than imagined. Unlike many eclipses, they do not live on a planet, but rather in the upper atmosphere of three separate gas giant planets. There in massive dirigible-like floating cities they harvest the strange alien plant and animal life found there. Concealed in this unusual environment from outsiders who would be looking for an earth like base, they launch out into the stars seeking unknown objectives.

However, a few things regarding this eclipse have been discovered. First, there is a very close correlation between their ships' DNA and that of the European Death Head Hawkmoth. Secondly the eclipse seems to have an intense hatred for Queen Mechanika's robot fleets, though why is anyone's guess. Third, they use a plasma pulse drive on their Class I rockets, that previously was considered outdated tech, but they have managed to obtain incredible speeds from it. No other Eclipse does this, and why it's not on all their rockets also remains unknown.

To date encounters with this eclipse have been sporadic with them occasionally raiding earth transport ships, and other times coming to the aid of other nations ships when best by the dreaded Robot Legion.

### Death's Head Eclipse = 137 Construction Points

Four Class I Io Rocket – added Ultra Atomics customization – increased speed by 2 inches (cost 13 each) = 52 total points  
 Two Class II Polyphemus – (cost 15 each) = 30 points  
 One Class III Cecropia – (cost 25 each) = 25 points  
 One Class IV Atlas – (cost 30 each) = 30 total

## The Oculus Tenebris Eclipse

Tales of terror are told by many a Galacteer on patrol near the vast, peerless black that makes up the Nigranten Nebulae. There, the mysterious Moth Men eclipse Oculus Tenebris hunts any who dare enter the edge of their domain. The cunning brutality of their commander, Sero Eruce, is enough to set the most stalwart rocket crew on edge.

Little is known about Commander Sero Eruce and the fearsome rockets of the Oculus Tenebris. Often appearing in dark grays and blacks, their rockets are adorned with eerie yellow orange eyes that appear to shift about their wings. The sight of the glowing eyes in the dark is enough to cause dread for the greenest troopers and seasoned veterans alike. As they strike from the fathomless dark, those burning eyes can be a wayward rocket pilots last horrifying sight.

### Oculus Tenebris Eclipse = 230 Construction Points

Three Class I Io – (cost 10 each) = 30 points  
 Three Class II Polyphemus – (cost 15 each) = total 45  
 Two Class III Cecropia – (cost 25 each) = 50 points  
 One Class IV Atlas – added Lucky Captain and Extra Turret Weapon (cost 39 each) = 39 total points





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# New Scenario

## Spawn Ship Intercept

During periods of energetic growth, Moth Men will reach out across the universe for new host planets. They create special use rockets that carry their bio-mechanical spawn and send them out to start their settlement. Once the spawn land on the planet they start to integrate with the life forms they encounter.

By gathering information from his vast spy network, Marduk has discovered the launch of one of these Spawn Ships. In order to disrupt the expansion of the Moth Men, Marduk has sent an attack force to destroy this special rocket.

The Moth Men have to weave through the vast Tayir asteroid belt on their way to their final destination. This is the perfect opportunity for the Imperial rockets to attack. Once the Moth Men break through the asteroids they will disappear into the vastness of the universe and they will be able to spawn onto a new and mysterious planet.

**Setup** – The field should be approximately 4 by 6 feet. Add approximately 20 asteroids at various locations that will block movement and weapon fire. The Imperials can place their rockets anywhere on the rear half of the field. The Moth Men rockets enter on the first turn from the front edge.

**Forces** – The Moth Men and Imperials each get the same amount of construction points. Between 150 and 300 points is recommended. The Moth Men must purchase at least one Class IV rocket which will be designated as the Spawn Ship.

**New/Advanced Rules** – The Moth Men Spawn Ship is a Class IV Atlas rocket. It has unique markings and coloration so it can be easily identified.

**Victory** – If the Spawn Ship crosses the table and exits on the far edge the Moth Men are victorious. The Imperials win if they destroy or otherwise stop the Spawn Ship from exiting the far edge.

## Wings of Death

Fleet Commander Erudita narrowed her cruel beautiful eyes at the domed window before her. Her forces were assembled to collect their tribute of men from the long established and thriving mining colony of this resource rich and desolate world. After emerging from the Worm Hole, the target planet lay before them. However, a planet wreathed in swirling plasmic aurora lay before her. That, and the wreckage of military rockets somberly drifting in orbit.

“Daughters of Valkeeri, heed my command!” She shouted imperiously. “Spread out in attack pattern Epsilon and bring me answers. If I am to be thwarted in meeting my quota, I must know whom I should punish for this misdeed!”

Her fleet, spreading out and closing on the planet, was unprepared when the great broad shapes emerged from the plasma! A huge fleet was waiting in ambush. Even as she screamed for her warriors to attack, the massive command rocket was casting forth balls of prismatic energy directly in front of the flagship.

“Fleet Commander, we are being repelled by some sort of web of unknown energy!” Her highest-ranking Artisan continued, “It barely registers on our scanners but it has entirely checked our forward momentum.”

“Then turn and unleash cosmic Hell!” cried Erudita spitefully. But even as her trapped rocket returned fire, swarms of winged figures streaked from hatches of the enemy rockets and hurtled through open space.

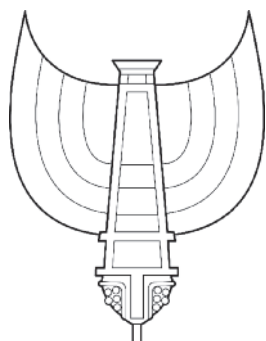
“Alien boarders reported aft, Commander!”

“Then we kill them closely enough to watch the light go out of their eyes.” Said Erudita with a smile as she drew her ray-pistol.

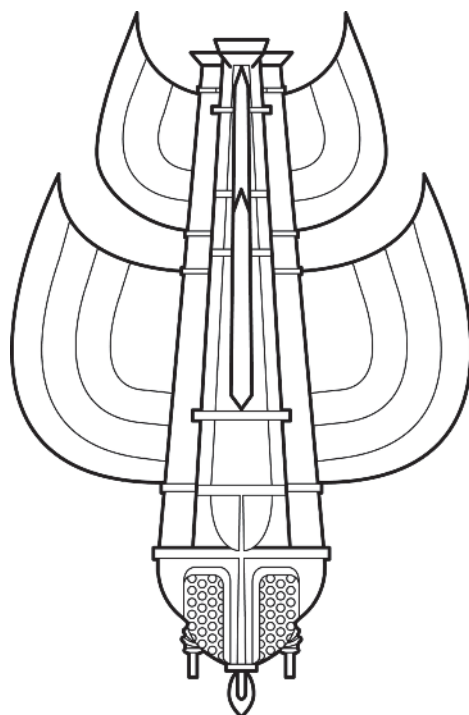


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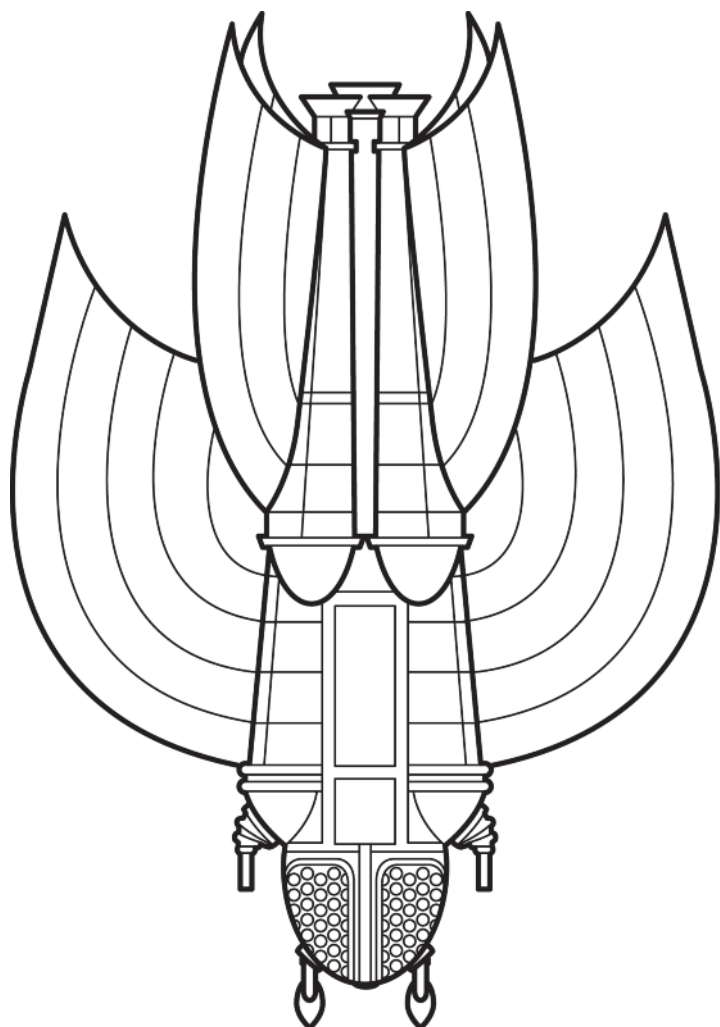
# Fleet Recognition: Moth Men



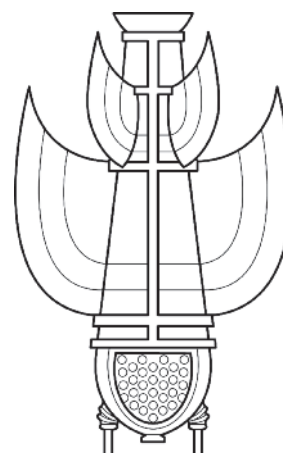
**Io**  
**(Class I)**



**Cecropia**  
**(Class III)**



**Atlas**  
**(Class IV)**



**Polyphemus**  
**(Class II)**

# CREDITS

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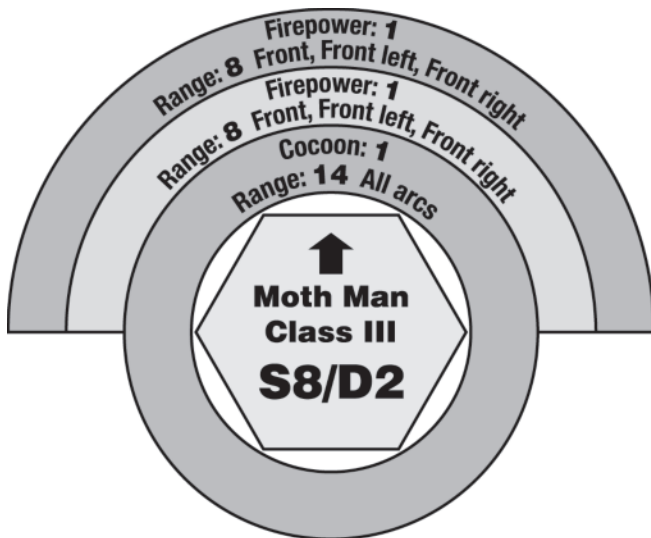
# Moth Man Fleet Reference Sheet



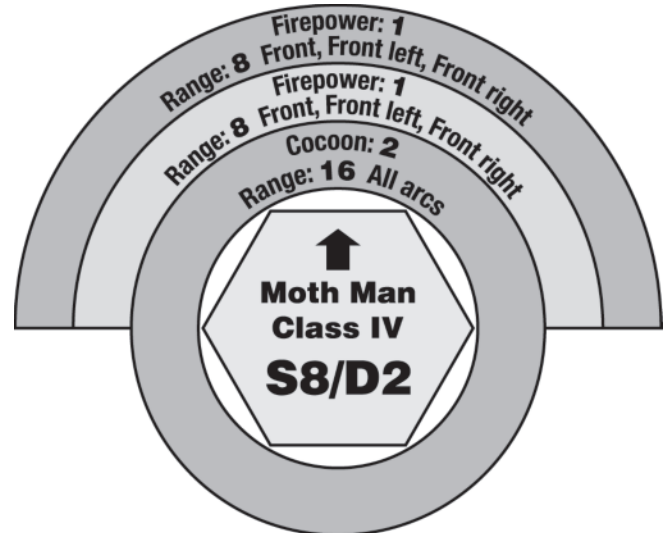
**Moth Man Class I**



**Moth Man Class II**



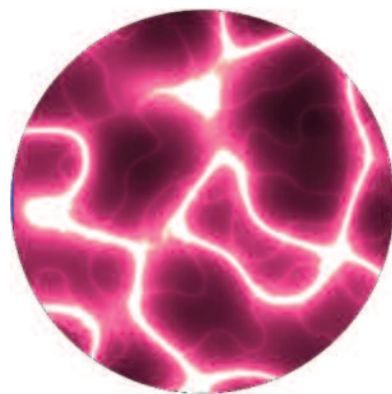
**MothMan Class III**



**Moth Man Class IV**

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## Cocoon Cannon Markers (Circles)



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## Cocoon Cannon Markers (Hexagons)

