

Slimes!

A Special Supplement For

RETRO RAYGUN



Hideous New Creatures for Use in Retro Raygun

Our miniature caster and good friend Andrew Barlow of **Dark-Platypus Studio** has launched his new Kickstarter featuring an assortment of creeping, oozing slimes. These awesome STL digital files are designed for resin and FDM printers. You can back the **Slimes!** Kickstarter until Friday, September 3, 2021.

At Hydra Miniatures HQ, we printed and painted the **Engulfing Slime** for use in Retro Raygun. The detail on the digital sculpt was incredible, and the model was a blast to paint!

Game designer John Douma created rules for using these terrifying creatures in your own games of Retro Raygun. Enjoy!



Description:

The origin of slimes is controversial. Some scientists propose they are a result of a lab experiment that went wrong. Others believe that slimes naturally evolved on a remote planet. In any case, slimes are nearly indestructible organisms. Each cell of a slime can replicate itself and combine with other cells to make a larger organism. Slime cells can survive the vacuum or space and extreme temperatures. Each cell is independent, so a large slime is really a cooperative symbiotic organism.

Slime cells are nearly indestructible because they are a very simple collection of protein and enzymes. When a slime is attacked and reduced, the cells are simply scattered and made less dangerous. Slime cells can recombine if they are provided with some kind of food.

When attacking, a slime will try to draw the victim into the center mass of its cells. Strong acids and enzymes quickly break down both organic and inorganic objects, almost immediately digesting them—a horrifying thing to witness.

Destroying a Slime:

When slimes are attacked a hit simply reduces the size of the slime. Eventually, the slime is reduced to such a small size that it is no longer a danger. A behemoth slime is reduced to an

enormous slime after the turn it is hit. An enormous slime is reduced to a giant slime and then finally is reduced to a large slime. Once a large slime is hit, it breaks into small enough pieces to pose no immediate threat. Each size of slime has its own stats table shown below.

Slime Special Properties

Tentacles:

Slimes! introduces a new special property: tentacles. Tentacles are flexible appendages that can lash out over long distances. The tentacle will have a range shown in inches such as “Tentacles (8)”. This represents the distance the tentacle can reach.

When a slime takes a brawl action, it can use its tentacles property. Its tentacle can reach out to the given range and contact an enemy. If the enemy is reached, it can then engage in a brawl attack. If the slime is using tentacles to engage in a brawl attack, it can still be attacked by a fire attack.

If a slime wins the brawl attack using tentacles, it will immediately pull the enemy unit into base-to-base contact. The tentacle picks up the enemy and drags it into contact. As usual, if an enemy is in base-to-base contact with the slime, the slime can no longer be fired upon.

Name					Type	Base	Points
Behemoth Slime					Squad	3”or more	100
Models	Speed	Dir. Fire	Ind. Fire	Defense	Brawl	Skills	
1	8	0	0	8	12	None	
Special Properties		1)Tentacles(8), 2) Ambush, 3) Climb, 4)Entangle, 5)Ferocious					

Name					Type	Base	Points
Enormous Slime					Squad	2" to 3"	80
Models	Speed	Dir. Fire	Ind. Fire	Defense	Brawl	Skills	
1	8	0	0	8	10	None	
Special Properties		1)Tentacles(8), 2) Ambush, 3) Climb, 4)Entangle, 5)Ferocious					

					Type	Base	Points
Giant Slime					Squad	1.5” to 2”	60
Models	Speed	Dir. Fire	Ind. Fire	Defense	Brawl	Skills	
1	6	0	0	6	10	None	
Special Properties		1)Tentacles(6), 2) Ambush, 3) Climb, 4)Entangle, 5)Ferocious					

					Type	Base	Points
Large Slime					Squad	1” to 1.5”	40
Models	Speed	Dir. Fire	Ind. Fire	Defense	Brawl	Skills	
1	6	0	0	6	8	None	
Special Properties		1)Tentacles(6), 2) Ambush, 3) Climb, 4)Entangle, 5)Ferocious					

Credits

Rules and Fiction

John Douma

Miniature Designer

Andrew Barlow (<https://dark-platypus.com>)

Miniature Painting and Photography

Sami Beauchamp and Matthew Beauchamp

