

# PLANET



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Planet Shark was once a gleaming oasis of clear blue water until the galactic alien council began dumping all kinds of trash on the supposedly uninhabited planet. The planet grew into a dumping ground for outdated and decommissioned military hardware as well as other trash.

The unknown Sharkanoid inhabitants of the planet were very upset that their home had become a dumping ground and cried for vengeance against the uncaring Galactic Alien Council. Your goal is to rise up out of your sullied home, create weapons of war, destroy your rivals, and seat yourself as the head of the Vendetta Force against the Galactic Alien Council.

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# GENERAL RULES

If the rules are unclear or a situation arises that is not covered in the rules, use common sense and do whatever is the most fun.

## MEASURING

When measuring movement, measure from the same spot on the model.

When measuring an attack, measure from the closest part of the base of the attack to the closest part of the base of the defender.

A player may not pre-measure distance for moving or attacking.

## SETTING UP

Each player must either create a Shiver that is 100 points or bring shivers from other games that equal the same amount.  
[100 points is recommended]

## BATTLEFIELD

The recommended size for this game is 3 ft x 3 ft [But feel free to use whatever size you see fit]

Place 5-10 [flaver per preference] pieces of terrain on the battlefield.

## MISSION

Feel free to make up your own Missions.  
The standard mission is below.

## SCRAP RUN

Place 6 trash markers on the battlefield [alternating between players] until all the objective markers are placed.

A sharkanoid may spend one of their Actions to pick up the trash markers. While they are carrying this trash marker their speed is reduced by 2.

The person who takes the most trash markers off their side of the field by the end of the 5th round wins.

## TESTS

Use D10's [10 sided dice] for all tests

Roll at or below the provided number for the test [Attack tests and armor tests]

Ex: Attacking with slug gun [RA: 5] player must roll at or below 5 on 1D10 to hit the target.



*The Galactic Alien Council has dropped a new mountain of trash and you want all of it for yourself. Unfortunately your rivals had the same idea and it's mad scramble for the best parts.*

## DEPLOYMENT

Each player rolls off the player with the higher number chooses a side of the battlefield, their opponent takes the opposite side. The players then take turns placing their Sharkanoids within 6" of their table edge.

# PLAYING THE GAME

The game is played in rounds where each player [starting with the player who won the roll off] takes turns choosing a Sharkanoid and activates it. Once every model on the field has been activated the round ends and a new one begins.

Every Sharkanoid has a number of actions that they can use to either move, attack, or interact with an objective



## ATTACKING

When a Sharkanoid declares an attack action the Sharkanoid may attack with all of their weapons at a target within the range listed on their weapons and within line of sight.

After a player has declared what weapons they are using upon their opponent and it has been determined that the attacks are within range the attacker rolls 10 sided dice equal to the attack stat of their weapons.

Any results that are equal or lower than the attacker's corresponding attack [range attack for ranged weapons, melee attack for melee weapons] stat hits the target.

The defender then rolls 10 sided dice equal to the amount of hits that the attacker rolled and rolls those dice.

Any results that are above the defender's armor stat apply the damage of the weapon to the defender.

If a Sharkanoid is base to base [B2B] with an enemy Sharkanoid both Sharkanoids may only use weapons with a range of B2B to attack each other.

## MOVEMENT

When a Sharkanoid declares a move action they may move their speed in inches.

They may pass over terrain that is 1" high without issue. 1" of speed equals 0.5" inch of climbing but can't stop on a vertical surface.

If a Sharknoid stops on a wall they fall

A Sharkanoid may spend speed to jump across a gap but if they do not make it at the end of their move the Sharkanoid falls.

## FALLING

If a Sharkanoid falls they are placed at the bottom of the vertical surface [straight down] and take 5 damage for every 5" that they fell.



## TERRAIN

### COVER TERRAIN

When attacking a Sharkanoid in cover terrain gains +1 to the armor stat of the defender.

### DARKNESS

Is applied over the entire battlefield. Can't attack enemies beyond 8".

### SLOWING TERRAIN

If a Sharkanoid would enter slowing terrain at any point during their move, cut their speed value in half [rounded up].

# CREATING A SHIVER

## INSTRUCTIONS

Pick a Sharkanoid template.

Assign Weapons and equipment to the Sharkanoids equal to or less than their supply.

Repeat until the total value of your Sharkanoids equals 100 points. You may also purchase items in the Extras section with points.

Give your Sharkanoids names

Nominate a Sharkanoid as your leader [Must always accompany the Shiver to battle if able]

• 25 MM BASE	10 POINTS	SUPPLY	ACTIONS
<b>PUP</b>		<b>2</b>	<b>2</b>
HEALTH	10	SPEED	6
ARMOR	3	MELEE ATTACK	5
RANGE ATTACK	4		

• 32 MM BASE	30 POINTS	SUPPLY	ACTIONS
<b>BULL</b>		<b>4</b>	<b>2</b>
HEALTH	20	SPEED	5
ARMOR	4	MELEE ATTACK	7
RANGE ATTACK	5		

• 40 MM BASE	40 POINTS	SUPPLY	ACTIONS
<b>VETERAN</b>		<b>6</b>	<b>3</b>
HEALTH	30	SPEED	5
ARMOR	5	MELEE ATTACK	8
RANGE ATTACK	6		
SPECIAL			

The Veteran may roll once on the Honors table when they are created

• 60 MM BASE	50 POINTS	SUPPLY	ACTIONS
<b>MECH</b>		<b>8</b>	<b>3</b>
HEALTH	40	SPEED	5
ARMOR	5	MELEE ATTACK	8
RANGE ATTACK	6		
SPECIAL			

A mech may wield any 2 handed weapon with 1 hand.



# SHARKANOID GROWTH

## HONOR POINTS

Honor points are what determine the strength of a Sharkanoid. Every 10 honor points [10, 20, 30, etc] the Sharkanoid may roll on the Honors table and gain that honor.

Sharkanoids may not claim an honor they already have [unless specified otherwise], if a Sharkanoid would claim an honor they already have reroll on the Honors table.

For every 20 honor points that a Sharkanoid receives [20, 40, 60, etc] their points cost goes up by 5.



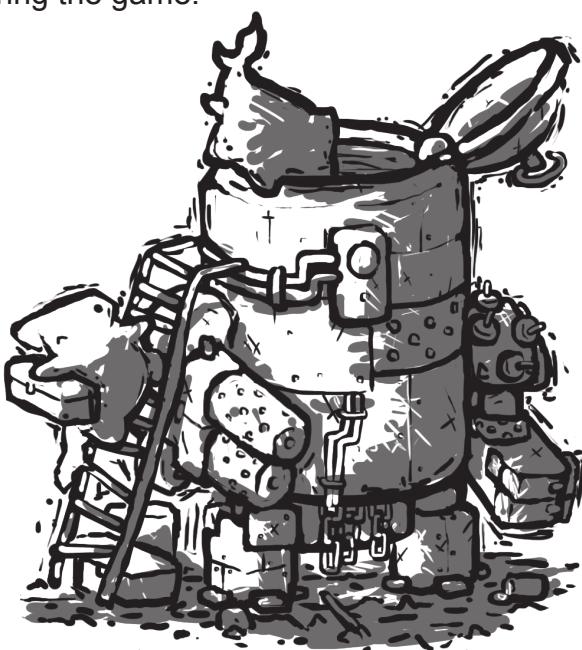
## GAINING HONOR POINTS

At the end of the game Sharkanoids are awarded honor depending on their contributions

The Sharkanoid gains an honor if they participated in the game.

The Sharkanoid gains an honor if they kill an enemy in the game.

The Sharkanoid gains an honor if they interact with the objective of the mission during the game.



## INJURIES

After a battle if a Sharkanoid lost all of its health and was removed from the battlefield roll on the table below.

### 1: HONORABLE DEATH

The Sharkanoid has died.

### 2-3: BEATEN TO A PULP

The Sharkanoid looks more like a bruised peach than a Sharkanoid, they will miss the next game.

### 2-5: BIG BOO-BOO

The Sharkanoid is heavily injured and is not feeling great. The injured Sharkanoid has a -1 to their attack actions next game and they have half health.

### 5-7: MINOR BOO-BOO

The Sharkanoid is slightly injured by the experience. The injured Sharkanoid has a -1 to their attack actions next game.

### 7-10: A NEW SCAR

The Sharkanoid is mostly unharmed and has a new scar to show off.

# WEAPONS

NAME	SUPPLY COST	RANGE	HANDS	ATTACK DICE	DAMAGE	SPECIAL
1 Handed Slug Gun	1	9	1	3	3	
2 Handed Slug Gun	1	14	2	7	4	
1 Handed Melee Weapon	1	B2B	1	4	3	
2 Handed Melee Weapon	1	B2B	2	8	4	
Anti Meat Rifle	3	18	2	3	6	AP [3], Critical [12], Recoil [2]
Buzzsaw	3	B2B	2	9	5	AP [1]
The Claw	3	B2B	1	2	10	AP [2], Critical [20]
Cover Gun	2	7	1	3	0	Cover Gun, Heavy
Crusher	2	B2B	1	4	8	AP [1]
Grenade	1	6	1	3	6	Blast [2]
Missile Launcher	3	14	2	4	8	AP [3], Blast [4]
Phase Blade	3	B2B	2	6	6	AP [5]
Pneumatic Weapon	2	B2B	1	5	4	Push [2]
Rapid Slug Gun	4	14	2	14	4	Recoil [3], Heavy
Smash Hammer	3	B2B	2	5	8	Push [5], Recoil [2], Blast [2]
Staple Gun	2	1	1	3	0	Staple
The Talking Stick	3	B2B	1	4	3	No Talking
Transporter Gun	3	7	1	3	0	Transport, Heavy

## ARMOR PIERCING [X] - [AP]

Subtract [x] amount from defender's armor stat for the attack.

## BLAST [X]

If the attack hits apply the hits from the attack to every Sharkanoid within [x].

## COVER GUN

If the gun hits you may create a 4"x.75" wall that is 1" high from that point. The wall disappears at the end of the round.

## Critical [X]

When attacking if the attacker rolls a 1 on the attack dice the defender receives the [x] amount of damage instead of the normal damage.

## HEAVY

May not use this equipment/weapon if the Sharkanoid has moved or will move as one of their actions during their turn.

## NO TALKING

Any Sharkanoid hit by this weapon loses 1 of their actions points during the next round and a boop on the snoot.

## PUSH [X]

Any Sharkanoid hit by this weapon is placed [x]" directly away from the attacker.

## RECOIL [X]

After a Sharkanoid attacks with this weapon they are pushed [x]" directly away from the target.

## STAPLE

Any Sharkanoid hit by this weapon does not get to take the move action next round.

## TRANSPORT

Any Sharkanoid hit by this weapon may be immediately placed anywhere within 7" and within line of sight of the attacker.

# EQUIPMENT/EXTRAS

## EQUIPMENT

NAME	SUPPLY COST	SPECIAL
Climbing Gear	1	When climbing 1" of speed equals 1" of climbing. A Sharkanoid can't end their turn on a wall.
Extra Ammo	.5	May be taken multiple times. May reroll 1 attack dice for a ranged weapon attack. After the Extra Ammo is used it is discarded.
Glowey Shield	5	A Sharkanoid must use an action to activate the Glowey Shield for the round. If the Sharkanoid is damaged during the round the Glowey Shield is activated and may cut the total damage received in half. After the round has ended the Glowey Shield is turned off.
Night Vision Goggles	.5	Ignore the effects of darkness.
Propulsion Jets	1	+1 speed and ignore slowing terrain.
Scrap Armor	1	+1 armor. May only be taken once.
Shield	1	+1 armor. Takes up 1 hand.
Stabilizer	2	May shoot with heavy weapons even if they moved or are going to move on their turn.

## EXTRA

NAME	POINT COST	SPECIAL
ReRoll	5	May be taken multiple times. May reroll 1 dice during the game.
Advanced Deploy	5	May be taken multiple times. May increase the deployment range of 1 Sharkanoid 1".

# HONORS

Roll 1d10 and consult the appropriate table below and roll another 1d10 to determine the Sharkanoid's honor. If you roll a 10 you may choose a table to roll on.

**1-3**

**1: UNSTOPPABLE MASS:**

+10 to Health.

**2: PACK HUNTER:**

If any other friendly Sharkanoids are base to base with the target model this Sharkanoid receives +2 to their attack stats.

**3: FIRST TO THE FIGHT:**

+2 speed [May be received more than once].

**4: ADRENALINE JUNKIE:**

+1 Action.

**5: ALL THE GOOD BITS:**

+1 supply point [May be received more than once].

**6: BLOODEYE:**

+1 ranged attack [May be received more than once].

**7: DUNN DUNN DUUNN DUUUN:**

This Sharkanoid is not placed on the field when all other Sharkanoids are deployed, instead at the start of the second round this Sharkanoid must be placed B2B with an enemy Sharkanoid.

**8: CARNAGE:**

This Sharkanoid may make one free melee attack on their turn.

**9: BLOOD IN THE WATER:**

+1 to attacks targeting an injured foe.

**10: HONOR DUEL:**

Once during the game this Sharkanoid may declare an honor duel against one enemy model. These models are taken off the field and take turns attacking one another [starting with the defender] until only one remains. The winning model is then placed in the middle of the battlefield. After this action the active Sharkanoid's turn ends.

**4-6**

**1: BANNER BEARER:**

Any friendly Sharkanoids that are within 3" of this Sharkanoid when they attack they gain +1 to their attack stats.

**2: EXTRA PROTECTY BITS:**

+1 to armor.

**3: DEATH ROLL:**

If this Sharkanoid is killed then it gets to make an attack before being removed from the field.

**4: VIOLENT BITE:**

This Sharkanoid possesses a 1 handed melee weapon that is not held by a hand.

**5: FURIOUS ASSAULT:**

After a move if this Sharkanoid is B2B with an enemy sharkanoid they make a free attack with a melee weapon.

**6: TAKING A BITE OUT OF THE COMPETITION:**

After this character removes an enemy sharkanoid from the table they heal 1d10+3 health.

**7: GOLIATH:**

This Sharkanoid may use 2 handed weapons with 1 hand.

**8: SNEAKY:**

When deployed this Sharkanoid may be placed within 12" of the player's table edge.

**9: ZOMBIE:**

If this character would be killed roll 1D10 on a 4 or less the Sharkanoid stays on the field and recovers 1 health.

**10: BITE YOU BACK:**

If this character is attacked in melee, after the attack is complete they may make a free melee attack against their attacker.

**7-9**

**1: CYBER SHORK:**

Increase this characters health by 10 and Ranged attack by 1.

**2: UNRELENTING HATE:**

If this character hits with a melee attack every time the target moves this Sharkanoid must be placed B2B with that model.

**3: UNNATURAL METABOLISM:**

This recovers 5 health at the start of every round.

**4: WEALTH BEYOND MEASURE:**

Decrease the point cost of this Sharkanoid by 5. Add 1 supply point.

**5: JAWSOME:**

Everytime this Sharkanoid does something completely ridiculous and cool [Must be agreed amongst all players] this Sharkanoid gains 2D10 to use on any test during the rest of the game.

**6: NURSE SHARK:**

This Sharkanoid may use an action to heal a Sharkanoid that is B2B 10 health points.

**7: FRENZY:**

+1 melee attack [May be received more than once].

**8: MAMA SHARK:**

If a friendly Sharkanoid is injured by a melee attack within 5" of this Sharkanoid, this Sharkanoid makes a free move and attack against the enemy that attacked the friendly Sharkanoid.

**9: DOO DOO:**

Whenever this Sharkanoid moves all friendly Sharkanoids within 5" may move 2".

**10: GUARDIAN SPIRITS:**

Once per game after a Sharkanoid has been hit but before the armor rolls have been made the defender may cancel the damage.

