





- HMG** - Short 1-3 (+1), Med 4-6, Long 7-12 (-1)
- MMG** - Short 1-3 (+1), Med 4-6, Long 7-12 (-1)
- AK47's** - Short 1 (+1), Med 2-3, Long 4-5 (-1)



**TPV**



## UNIT 11

**DEFENSIVE VALUE = 12 (+2 IN COVER)**

**DAMAGE REDUCTION = 0**

**Speed 1 NO turn cost**

**Gunnery Skill**  **7**

## DAMAGE TRACK

**4 x AK47 Assault Rifle (360) To Hit: 2D4+3+D8 Damage: Low+3**



## UNIT 12

**DEFENSIVE VALUE = 11 (+2 IN COVER)**

**DAMAGE REDUCTION = 0**

**Speed 1 NO turn cost**

**Gunnery Skill**  **9**

## DAMAGE TRACK

**4 x AK47 Assault Rifle (360) To Hit: 2D4+3+D10 Damage: Low+3**



## UNIT 13

**DEFENSIVE VALUE = 13 (+2 IN COVER)**

**DAMAGE REDUCTION = 0**

**Speed 1 NO turn cost**

**Gunnery Skill**  **4**

## DAMAGE TRACK

**5 x AK47 Assault Rifle (360) To Hit: 2D4+4+D4 Damage: Low+4**



## UNIT 14

**DEFENSIVE VALUE = 12 (+2 IN COVER)**

**DAMAGE REDUCTION = 0**

**Speed 1 NO turn cost**

**Gunnery Skill** 

## DAMAGE TRACK

**4 x AK47 Assault Rifle (360) To Hit: 2D4+3+D8 Damage: Low+3**



## UNIT 15

**DEFENSIVE VALUE = 12 (+2 IN COVER)**

**DAMAGE REDUCTION = 0**

**Speed 1 NO turn cost**

**Gunnery Skill** 

## DAMAGE TRACK

**6 x AK47 Assault Rifle (360) To Hit: 2D4+5+1D6 Damage: Low+5**



## CRITICAL HITS

- 2 Unit Wiped Out.
- 3 Unit Panicing - reduce DV by 3 until they stop receiving fire.
- 4 Charlie gives the finger - no effect
- 5 Casualties - minus 2 to hit and damage on all AK's.
- 6 Casualties - minus 1 to hit and damage on all AK's.
- 7 Charlie gives the finger - no effect
- 8 Cover Blown Away - reduce DV by 1 until unit moves.
- 9 Casualties - minus 1 to hit and damage.
- 10 Unit Breaking cover - reduce DV by 4 until they stop receiving fire.
- 11 Beacoup Casualties - minus 2 to hit and damage.
- 12 Heavy Weapons Gunner Killed.

## WEAPONS

**AK47's** - Short 1 (+1), Med 2-3, Long 4-5 (-1)







**TPV**



## UNIT 21

**DEFENSIVE VALUE = 2+ Skill = 14 (+4 IN COVER)**

**DAMAGE REDUCTION = 0**

**1 x Sniper (360) To Hit: 2D6+D12 Damage: Next Critical**

**Speed ① NO turn cost**

**Gunnery Skill** 

## DAMAGE TRACK

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		✱	1	✱	X
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## UNIT 22

**DEFENSIVE VALUE = 2 + Skill = 13 (+4 IN COVER)**

**DAMAGE REDUCTION = 0**

**1 x Sniper (360) To Hit: 2D6+D12 Damage: Next Critical**

**Speed ① NO turn cost**

**Gunnery Skill** 

## DAMAGE TRACK

→ 

		✖	1	✖	X
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## UNIT 23

**DEFENSIVE VALUE = 2 + Skill = 12 (+4 IN COVER)**

**DAMAGE REDUCTION = 0**

**1 x Sniper (360) To Hit: 2D6+10 Damage: Next Critical**

**Speed 1 NO turn cost**

**Gunnery Skill** 

## DAMAGE TRACK

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		⚙	1	⚙	X
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## UNIT 24

**DEFENSIVE VALUE = 2+ Skill = || (+4 IN COVER)**

**DAMAGE REDUCTION = 0**

**1 x Sniper (360) To Hit: 2D6+10 Damage: Next Critical**

**Speed ① NO turn cost**

**Gunnery Skill** 

## DAMAGE TRACK

→ 

		✖	1	✖	X
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## UNIT 25

**DEFENSIVE VALUE = 2+ Skill = 10 (+4 IN COVER)**

**DAMAGE REDUCTION = 0**

**1 x Sniper (360) To Hit: 2D6+D8 Damage: Next Critical**

**Speed 1 NO turn cost**

**Gunnery Skill** 

## DAMAGE TRACK

→ 

		✱	1	✱	X
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## CRITICAL HITS

- 2 Sniper gives up and goes home.
- 3 Unit Panicing - reduce DV by 3 until they stop receiving fire.
- 4 Sniper MUST move next turn.
- 5 Wounded - minus 1 to hit and damage.
- 6 Sniper Changes position - no firing during next turn.
- 7 Sniper shouts "Imperialist Running Dog" - no effect.
- 8 Cover Blown Away - reduce DV by 1 until unit moves.
- 9 Wounded - minus 1 to hit and damage.
- 10 Sniper MUST move next turn.
- 11 Badly Wounded - minus 2 to hit and damage.
- 12 Sniper Killed.

## WEAPONS

## SNIPER'S RIFLE -

- Short 1 (0)  
Med 2-5 (+1)  
Long 6-9 (0)  
Very Long 10-12 (-1)



- SNO** **HMG** - Short 1-3 (+1), Med 4-6, Long 7-12 (-1)  
**AK47's** - Short 1 (+1), Med 2-3, Long 4-5 (-1)