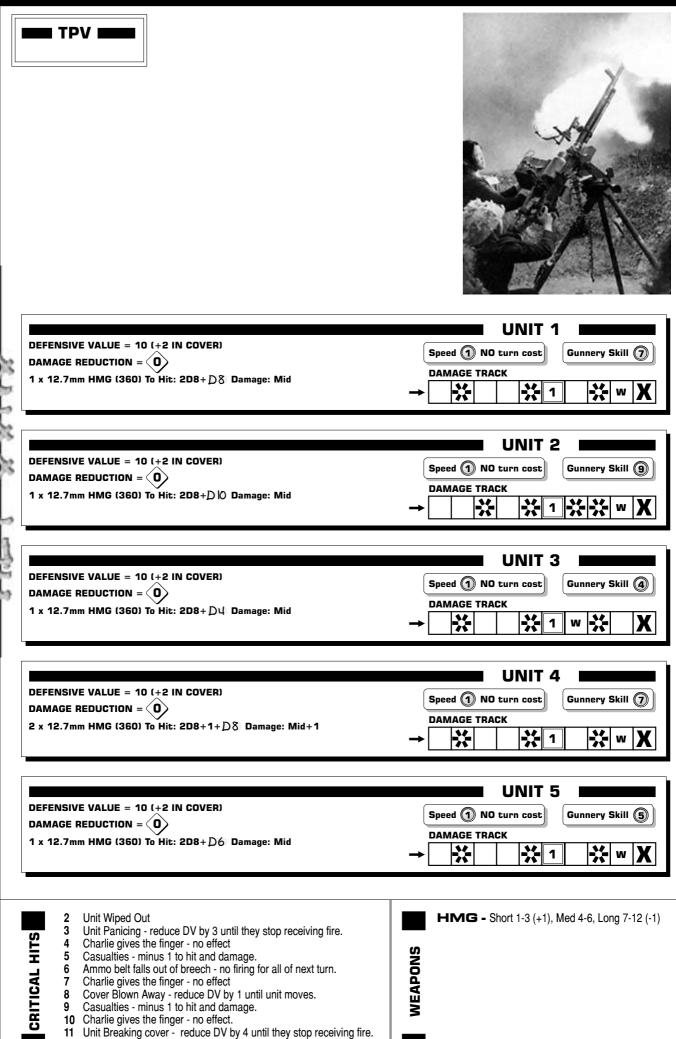
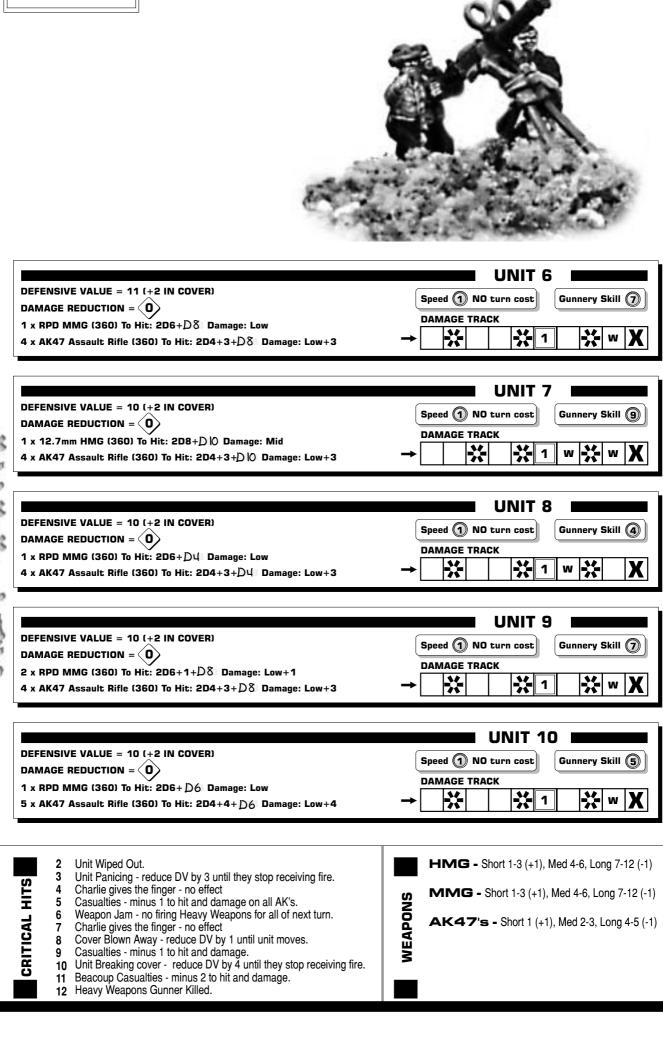
Ň

12 Beacoup Casualties - minus 2 to hit and damage.



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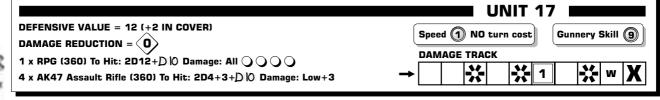


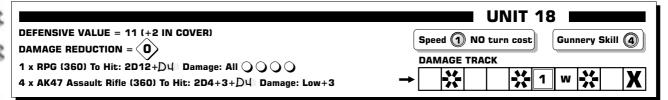
DEFENSIVE VALUE = 12 (+2 IN COVER)	Speed (1) NO turn cost Gunnery Skill (7)
	DAMAGE TRACK
4 x AK47 Assault Rifle (360) To Hit: 2D4+3+ $D8$ Damage: Low+3	
L <sub>1</sub>	
DEFENSIVE VALUE = 11 (+2 IN COVER)	Speed (1) NO turn cost Gunnery Skill (9)
	DAMAGE TRACK
4 x AK47 Assault Rifle (360) To Hit: 2D4+3+D Ю Damage: Low+3	
DEFENSIVE VALUE = 13 (+2 IN COVER) DAMAGE REDUCTION = 0 5 x AK47 Assault Rifle (360) To Hit: 2D4+4+D4 Damage: Low+4	UNIT 13 Speed ① NO turn cost DAMAGE TRACK → ☆ ☆ 1 ☆ X
	UNIT 14
DEFENSIVE VALUE = 12 (+2 IN COVER) DAMAGE REDUCTION = $\langle 0 \rangle$	Speed (1) NO turn cost Gunnery Skill (7)
4 x AK47 Assault Rifle (360) To Hit: 2D4+3+ $D$ $\delta$   Damage: Low+3	
	UNIT 15
DEFENSIVE VALUE = 12 (+2 IN COVER) DAMAGE REDUCTION = 0	Speed (1) NO turn cost Gunnery Skill (5)
	DAMAGE TRACK
6 x AK47 Assault Rifle (360) To Hit: 2D4+5+D6 Damage: Low+5	
<ul> <li>2 Unit Wiped Out.</li> <li>3 Unit Panicing - reduce DV by 3 until they stop receiving fire.</li> <li>4 Charlie gives the finger - no effect</li> <li>5 Casualties - minus 2 to hit and damage on all AK's.</li> <li>6 Casualties - minus 1 to hit and damage on all AK's.</li> <li>7 Charlie gives the finger - no effect</li> <li>8 Cover Blown Away - reduce DV by 1 until unit moves.</li> <li>9 Casualties - minus 1 to hit and damage.</li> <li>10 Unit Breaking cover - reduce DV by 4 until they stop receiving fire.</li> <li>11 Beacoup Casualties - minus 2 to hit and damage.</li> <li>12 Heavy Weapons Gunner Killed.</li> </ul>	AK47's - Short 1 (+1), Med 2-3, Long 4-5 (-1)



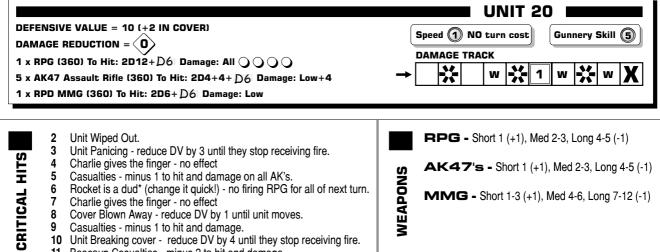


	UNIT 16
DEFENSIVE VALUE = 11 (+2 IN COVER) DAMAGE REDUCTION = 0	Speed () NO turn cost Gunnery Skill ()
1 x RPG (360) To Hit: 2D12+D& Damage: All ) ) ) ) 4 x AK47 Assault Rifle (360) To Hit: 2D4+3+D& Damage: Low+3	DAMAGE TRACK $\rightarrow$ $\sim$
4 x AK47 Assault Rifle (360) To Hit: 204+3+D& Damage: Low+3	





DEFENSIVE VALUE = 11 (+2 IN COVER) DAMAGE REDUCTION = $\bigcirc$ 1 x RPG (360) To Hit: 2D12+ $\bigcirc$ 8 Damage: All $\bigcirc$ $\bigcirc$ $\bigcirc$ 4 x AK47 Assault Rifle (360) To Hit: 2D4+3+ $\bigcirc$ 8 Damage: Low+3		UNIT 19
		Speed () NO turn cost DAMAGE TRACK
	$\rightarrow \begin{array}{ c c c c c c c c c c c c c c c c c c c$	



11 Beacoup Casualties - minus 2 to hit and damage.

12 RPG Gunner Killed.

\* Lose 1 round

DEFENSIVE VALUE = 2+ Skill = $ \downarrow $ (+4 IN COVER) DAMAGE REDUCTION = 1 x Sniper (360) To Hit: 2D6+D  2 Damage: Next Critical	UNIT 21   Speed (1) NO turn cost Gunnery Skill (12)   DAMAGE TRACK   Image: Track
DEFENSIVE VALUE = 2+ Skill = $ 3 $ (+4 IN COVER) DAMAGE REDUCTION = 0 1 x Sniper (360) To Hit: 2D6+D 12 Damage: Next Critical	UNIT 22 Speed (1) NO turn cost DAMAGE TRACK TACK TACK Speed (1) State Speed (1) Speed (1)
DEFENSIVE VALUE = 2+ Skill = $ 2\rangle$ (+4 IN COVER) DAMAGE REDUCTION = 1 x Sniper (360) To Hit: 2D6+D 10 Damage: Next Critical	UNIT 23 Speed 1 NO turn cost DAMAGE TRACK TACK UNIT 23 Gunnery Skill 1
DEFENSIVE VALUE = 2+ Skill =    (+4 IN COVER) DAMAGE REDUCTION = 0 1 x Sniper (360) To Hit: 2D6+D 0 Damage: Next Critical	UNIT 24 Speed 1 NO turn cost DAMAGE TRACK J X 1 X X
DEFENSIVE VALUE = 2+ Skill = $0$ (+4 IN COVER) DAMAGE REDUCTION = $0$ 1 x Sniper (360) To Hit: 2D6+ $0$ Damage: Next Critical	UNIT 25 Speed 1 NO turn cost DAMAGE TRACK TACK UNIT 25 Gunnery Skill 8 DAMAGE TRACK
<ul> <li>Shiper gives up and goes home.</li> <li>Unit Panicing - reduce DV by 3 until they stop receiving fire.</li> <li>Sniper MUST move next turn.</li> <li>Wounded - minus 1 to hit and damage.</li> <li>Sniper Changes position - no firing during next turn.</li> <li>Sniper shouts "Imperialist Running Dog" - no effect.</li> <li>Cover Blown Away - reduce DV by 1 until unit moves.</li> <li>Wounded - minus 1 to hit and damage.</li> <li>Sniper MUST move next turn.</li> <li>Sniper Killed.</li> </ul>	SNIPER'S RIFLE - Short 1 (0) Med 2-5 (+1) Long 6-9 (0) Very Long 10-12 (-1)

