

TPV

RAM = 1D10;+2;+2
DAM = 3D4:NA

360

**Command Group - INITIATIVE BONUS = 2**

DEFENSIVE VALUE = 11 (CHECK for COVER)

DAMAGE REDUCTION = 2

2 x Grenade launchers (360) To Hit: 2D6e+1+D8 Damage: High+1
3 x Powergun Side Arms (360) To Hit: 2D6+2+D8 Damage: High+2**UNIT A**

Speed 2 NO turn cost

Gunnery Skill 8

DAMAGE TRACK**Dismounted Command Car Crew**

DEFENSIVE VALUE = 10 (CHECK for COVER)

DAMAGE REDUCTION = 2

1 x Grenade launchers (360) To Hit: 2D6e+ADB Damage: High
2 x Powergun Side Arms (360) To Hit: 2D6+1+ADB Damage: High+1**UNIT B**

Speed 2 NO turn cost

Gunnery Skill 0

DAMAGE TRACK**Dismounted Command Car Crew**

DEFENSIVE VALUE = 10 (CHECK for COVER)

DAMAGE REDUCTION = 2

3 x Powergun Side Arms (360) To Hit: 2D6+2+ADB Damage: High+2

UNIT C

Speed 2 NO turn cost

Gunnery Skill 0

DAMAGE TRACK**Dismounted Command Car Crew**

DEFENSIVE VALUE = 10 (CHECK for COVER)

DAMAGE REDUCTION = 2

3 x Powergun Side Arms (360) To Hit: 2D6+2+ADB Damage: High+2

UNIT D

Speed 2 NO turn cost

Gunnery Skill 0

DAMAGE TRACK**Infantry Group**

DEFENSIVE VALUE = 11 (CHECK for COVER)

DAMAGE REDUCTION = 2

5 x Powergun Side Arms (360) To Hit: 2D6+4+D10 Damage: High+4

UNIT E

Speed 2 NO turn cost

Gunnery Skill 9

DAMAGE TRACK**Infantry Group**

DEFENSIVE VALUE = 11 (CHECK for COVER)

DAMAGE REDUCTION = 2

6 x Powergun Side Arms (360) To Hit: 2D6+5+D8 Damage: High+5

UNIT F

Speed 2 NO turn cost

Gunnery Skill 8

DAMAGE TRACK**COMMAND CRITS**
ROLL 2 D4

- 2 Unit wiped out to a man.
- 3 Weapons type Destroyed/Killed - opponent's choice
- 4 Casualties - minus 1 to hit and damage on ONE weapon type
- 5 The Command Group ducks - no effect
- 6 Weapon Jam - no firing ONE weapon type for all of next turn.
- 7 Cover Blown Away - reduce DV by 1 until unit moves.
- 8 Morale Shaken - All OTHER units in platoon make a Critical Hit Roll NOW

CRITICAL HITS
ROLL 2 D6

- 2 Unit wiped out to a man.
- 3 Unit Panicing - reduce DV by 3 until they stop receiving fire.
- 4 Morale Shaken - all further crits bowled on 2 D6e instead of 2D6/1D4+2
- 5 Casualties - minus 1 to hit and damage on ONE weapon type
- 6 Weapon Jam - no firing ONE weapon type for all of next turn.
- 7 As a man, the Slammers duck - no effect
- 8 Cover Blown Away - reduce DV by 1 until unit moves.
- 9 The Slammers really don't care about being fired at - no effect.
- 10 Unit Breaking cover - Unit MUST MOVE next turn - reduce DV by 4 until they stop receiving fire.
- 11 Bad Casualties - minus 2 to hit and damage on ONE weapon type.
- 12 Weapons type Destroyed/Killed - opponent's choice.

WEAPONS**Grenade Launchers - 2D6e to hit**
Short 0-11 (+1), Med 2-3, Long 4-5 (-1) Damage HIGH**Powergun Side Arms - 2D6 to hit**
Short 0-3 (+1), Med 4-6, Long 7-12 (-1) Damage HIGH