TPV

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



Command Group - INITIATIVE BONUS = 1

DEFENSIVE VALUE = 11 (CHECK for COVER)

DAMAGE REDUCTION = 6



3 x Coil Gun Side Arms (360) To Hit: 2D8+2+ $\square \bowtie$ Damage: Mid/Mid/Low (Range Dependent)

DR

3 x Infantry Lasers (360) To Hit: 2D6e+2+AD D 10

Damage: Low (Range 0-2/3-5/6)

UNIT A

Speed 2 NO turn cost



DAMAGE TRACK

→	6		5	*	,	4	w	2		3
		*		2		<u>1</u>	w	*	1	X

Attack Group

DEFENSIVE VALUE = 11 (CHECK for COVER)

DAMAGE REDUCTION = 6



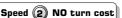
3 x Coil Gun Side Arms (360) To Hit: 2D8+2+|D8| Damage: Mid/Mid/Low (Range Dependent)

NR

3 x 10cm Power Guns (360) To Hit: 2D6+2+⊅8

Damage: High x 2 (Range 0-3/LOS)

UNIT B





DAMAGE TRACK

→	6		5	*	4	w	2		3
		*		2	1)	w	兴	1	X

Attack Group

DEFENSIVE VALUE = 10 (CHECK for COVER)

DAMAGE REDUCTION = (6)



3 x Coil Gun Side Arms (360) To Hit: 2D8+2+ ⊅ Ю

Damage: Mid/Mid/Low (Range Dependent)

OR

3 x 10cm Power Guns (360) To Hit: 2D6+2+D (

Damage: High x 2 (Range 0-3/LOS)

UNIT C

Speed ② NO turn cost

Gunnery Skill (9)

DAMAGE TRACK

→	6		5	卆	4	w	2		3
		*		2	1	w	*	1	X

Support Group

DEFENSIVE VALUE = 10 (CHECK for COVER)

DAMAGE REDUCTION = 6



3 x Coil Gun Side Arms (360) To Hit: 2D8+2+ D8 Damage: Mid/Mid/Low (Range Dependent)

2 x 10cm Power Guns (360) To Hit: 2D6+1+D8

Damage: High x 2 (Range 0-3/LOS)

OR

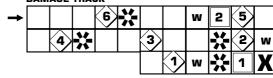
3 (or 5) x Infantry Lasers (360) To Hit: 2D6e+2 (or 4)+ D8 Damage: Low (Range 0-2/3-5/6) (3 or 5 depending on number firing)

UNIT D

Speed 2 NO turn cost

Gunnery Skill (7)

DAMAGE TRACK



CRITS 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 Mercs Command Group duck 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

- 2 Unit wiped out to a man
- 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
- Weapon Jam no firing ONE weapon type for all of next turn.
 The Mercs laugh their arses off no effect
- 8 Cover Blown Away reduce DV by 1 until unit moves.
- 9 The Mercs cant believe their luck 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.



Coil Guns - 2D8 to hit

Short 0-3 (+1), Med 4-6, Long 7-8 (-1)

Damage MID/MID/LOW (Range Dependent Damage)

SZ

10cm Power Guns - 2D6 to hit

Short 0-3 (+1), Line of Sight (Treat as Medium Range)
Damage **HIGH x 2**

Infantry Laser - 2D6e to hit

Short 0-2 (+1), Med 3-5, Long 6 (-1) Damage **LOW**

