



TPV

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

Command Group - INITIATIVE BONUS = 1 **UNIT A**

DEFENSIVE VALUE = 11 (CHECK for COVER)
DAMAGE REDUCTION = 6 ◀2L

Speed 2 NO turn cost Gunnery Skill 10

3 x Coil Gun Side Arms (360) To Hit: 2D8+2+ D10
Damage: Mid/Mid/Low (Range Dependent)

OR

3 x Infantry Lasers (360) To Hit: 2D6e+2+ AD D10
Damage: Low (Range 0-2/3-5/6)

DAMAGE TRACK

6	5	4	w	2	3
		2	1	w	1 X

Attack Group **UNIT B**

DEFENSIVE VALUE = 11 (CHECK for COVER)
DAMAGE REDUCTION = 6 ◀2L

Speed 2 NO turn cost Gunnery Skill 8

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

OR

3 x 10cm Power Guns (360) To Hit: 2D6+2+D8
Damage: High x 2 (Range 0-3/LOS)

DAMAGE TRACK

6	5	4	w	2	3
		2	1	w	1 X

Attack Group **UNIT C**

DEFENSIVE VALUE = 10 (CHECK for COVER)
DAMAGE REDUCTION = 6 ◀2L

Speed 2 NO turn cost Gunnery Skill 9

3 x Coil Gun Side Arms (360) To Hit: 2D8+2+ D10
Damage: Mid/Mid/Low (Range Dependent)

OR

3 x 10cm Power Guns (360) To Hit: 2D6+2+D10
Damage: High x 2 (Range 0-3/LOS)

DAMAGE TRACK

6	5	4	w	2	3
		2	1	w	1 X

Support Group **UNIT D**

DEFENSIVE VALUE = 10 (CHECK for COVER)
DAMAGE REDUCTION = 6 ◀2L

Speed 2 NO turn cost Gunnery Skill 7

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)

DAMAGE TRACK

	6		w	2	5
4		3			2 w
		1	w		1 X

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 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

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 The Mercs laugh their asses 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.

WEAPONS

Coil Guns - 2D8 to hit
Short 0-3 (+1), Med 4-6, Long 7-8 (-1)
Damage MID/MID/LOW (Range Dependent Damage)

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

