

TPV

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

360



Grenade launcher Group

UNIT A

DEFENSIVE VALUE = 11 (CHECK for COVER)

DAMAGE REDUCTION = 2

2L

Speed 2 NO turn cost

Gunnery Skill 7

2 x Grenade launchers (360) To Hit: 2D6e+1+D8 Damage: High+1

2 x Flechette Assault Rifle (360) To Hit: 2D4+1+D8 Damage: High/Mid/Low+1

DAMAGE TRACK



SAW Group

UNIT B

DEFENSIVE VALUE = 11 (CHECK for COVER)

DAMAGE REDUCTION = 2

2L

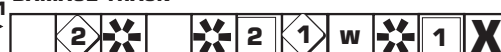
Speed 2 NO turn cost

Gunnery Skill 7

2 x Flechette Medium MG's (360) To Hit: 2D6+1+D8 Damage: High/Mid/Low+1

2 x Flechette Assault Rifle (360) To Hit: 2D4+1+D8 Damage: High/Mid/Low+1

DAMAGE TRACK



RPG Group

UNIT C

DEFENSIVE VALUE = 10 (CHECK for COVER)

DAMAGE REDUCTION = 2

2L

Speed 2 NO turn cost

Gunnery Skill 6

1 x Buzz Bomb (360) To Hit: 2D6e+D6 Damage: High x 2

1 x Buzz Bomb (360) To Hit: 2D6e+D6 Damage: High x 2

4 x Flechette Assault Rifle (360) To Hit: 2D4+3+D6 Damage: High/Mid/Low+3

DAMAGE TRACK



Mixed Group

UNIT D

DEFENSIVE VALUE = 10 (CHECK for COVER)

DAMAGE REDUCTION = 2

2L

Speed 2 NO turn cost

Gunnery Skill 5

2 x Grenade launchers (360) To Hit: 2D6e+1+D6 Damage: High+1

3 x Flechette Assault Rifle (360) To Hit: 2D4+2+D6 Damage: High/Mid/Low+2

1 x Buzz Bomb (360) To Hit: 2D6e+D6 Damage: High x 2

DAMAGE TRACK



RPG Group

UNIT E

DEFENSIVE VALUE = 11 (CHECK for COVER)

DAMAGE REDUCTION = 2

2L

Speed 2 NO turn cost

Gunnery Skill 7

1 x Buzz Bomb (360) To Hit: 2D6e+D8 Damage: High x 2

1 x Buzz Bomb (360) To Hit: 2D6e+D8 Damage: High x 2

2 x Flechette Assault Rifle (360) To Hit: 2D4+1+D8 Damage: High/Mid/Low+1

DAMAGE TRACK



Assault Rifle Group

UNIT F

DEFENSIVE VALUE = 10 (CHECK for COVER)

DAMAGE REDUCTION = 2

2L

Speed 2 NO turn cost

Gunnery Skill 5

1 x Flechette Medium MG's (360) To Hit: 2D6+D6 Damage: High/Mid/Low

6 x Flechette Assault Rifle (360) To Hit: 2D4+5+D6 Damage: High/Mid/Low+5

DAMAGE TRACK



Assault Rifle Group

UNIT G

DEFENSIVE VALUE = 10 (CHECK for COVER)

DAMAGE REDUCTION = 2

2L

Speed 2 NO turn cost

Gunnery Skill 9

1 x Flechette Medium MG's (360) To Hit: 2D6+D10 Damage: High/Mid/Low

5 x Flechette Assault Rifle (360) To Hit: 2D4+4+D10 Damage: High/Mid/Low+4

DAMAGE TRACK



CRITICAL HITS ROLL 2 D6

- 2 Unit wiped out to a man (or creature!).
- 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

- Buzz Bombs** - 2D6e to hit
Short 1 (+1), Med 2-3, Long 4-5 (-1) Damage HIGH x2
- Flechette Assault Rifles** - 2D4 to hit
Short 0-1 (+1), Med 2-3, Long 4-5 (-1) Damage HIGH/MID/LOW (Range Dependent Damage)
- Grenade Launchers** - 2D6e to hit
Short 0-11 (+1), Med 2-3, Long 4-5 (-1) Damage HIGH
- Flechette MG's** - 2D6 to hit
Short 0-2 (+1), Med 3-6, Long 7-9 (-1) Damage HIGH/MID/LOW (Range Dependent Damage)

TPV

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

360



Command Group - INITIATIVE BONUS = 2

DEFENSIVE VALUE = 11 (CHECK for COVER)

DAMAGE REDUCTION = 2 2L

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



Elite Unit - INITIATIVE BONUS = 1

DEFENSIVE VALUE = 11 (CHECK for COVER)

DAMAGE REDUCTION = 2 2L

2 x Grenade launchers (360) To Hit: 2D6e+1+D10 Damage: High+1
3 x Powergun Side Arms (360) To Hit: 2D6+2+D10 Damage: High+2
1 x Buzz Bomb (360) To Hit: 2D6e+D10 Damage: High x 2

UNIT B

Speed 2 NO turn cost

Gunnery Skill 10

DAMAGE TRACK



Sniper with Power Gun

DEFENSIVE VALUE = 2+ Skill = 10 (CHECK for COVER)

DAMAGE REDUCTION = 1 2L

1 x Sniper (360) To Hit: 2D6+D8 Damage: Next Critical (Crit Bowl 1D4+2)
SNIPER'S RIFLE Ranges - Short 0-1 (-1), Med - Line of Sight (+1)

UNIT C

Speed 2 NO turn cost

Gunnery Skill 8

DAMAGE TRACK



Sniper

DEFENSIVE VALUE = 2+ Skill = 14 (CHECK for COVER)

DAMAGE REDUCTION = 1 2L

1 x Sniper (360) To Hit: 2D4+D12 Damage: Next Critical (Crit Bowl 1D4+2)
SNIPER'S RIFLE Ranges - Short 0-1 (-1), Med 2-5 (+1), Long 6-9 (0), Very Long 10-12 (-1)

UNIT D

Speed 2 NO turn cost

Gunnery Skill 12

DAMAGE TRACK



Tribarrel Unit

DEFENSIVE VALUE = 9 (CHECK for COVER)

DAMAGE REDUCTION = 2 1L

1 x Tripod mounted Tribarrel Powergun (360) To Hit: 2D8+D8
TRIBARREL Ranges: Line of Sight (Treat as Short +1) Damage: High

UNIT E

Speed 2 NO turn cost

Gunnery Skill 8

DAMAGE TRACK



Guided Missile Group

DEFENSIVE VALUE = 10 (CHECK for COVER) - (Crew of 2)

DAMAGE REDUCTION = 2 2L

1 Guided Missile Launcher (360) To Hit: 3D6e Damage: High
Lock on Range 18 Hexes - Maximum Rate of fire = 1 Millile/turn

UNIT F

Crew Speed 2 NO turn cost

Gunnery Skill 7

DAMAGE TRACK



COMMAND CRITS ROLL 2 D4

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

CRITICAL HITS ROLL 2 D6

- Unit wiped out to a man (or creature!).
- Unit Panicing - reduce DV by 3 until they stop receiving fire.
- Morale Shaken - all further crits bowled on 2 D6e instead of 2D6/1D4+2
- 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 asses off - no effect
- Cover Blown Away - reduce DV by 1 until unit moves.
- The Mercs cant believe their luck - no effect.
- Unit Breaking cover - Unit MUST MOVE next turn - reduce DV by 4 until they stop receiving fire.
- Bad Casualties - minus 2 to hit and damage on ONE weapon type.
- Weapons type Destroyed/Killed - opponent's choice.

WEAPONS

- Buzz Bombs** - 2D6e to hit
Short 1 (+1), Med 2-3, Long 4-5 (-1) Damage HIGH x2
- Flechette Assault Rifles** - 2D4 to hit
Short 0-1 (+1), Med 2-3, Long 4-5 (-1) Damage HIGH/MID/LOW (Range Dependent Damage)
- Grenade Launchers** - 2D6e to hit
Short 0-11 (+1), Med 2-3, Long 4-5 (-1) Damage HIGH
- Flechette MG's** - 2D6 to hit
Short 0-2 (+1), Med 3-6, Long 7-9 (-1) Damage HIGH/MID/LOW (Range Dependent Damage)
- Powergun Side Arms** - 2D6 to hit
Short 0-3 (+1), Med 4-6, Long 7-12 (-1) Damage HIGH
- Tribarel Powergun** - 2D8 to hit
Line of Sight - treat as Medium range
Damage HIGH
- Missiles** - Bowl under Gunnery Skill with a D12. Add 1 to gunnery skill for each friendly unit within 3 hexes of intended target, or each sniper within 6 hexes of target. Max addition is 4. Max fire per turn: 1 Missile