



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

360



## Assault Rifle Group

## UNIT A

DEFENSIVE VALUE = 10 (CHECK for COVER)

DAMAGE REDUCTION = 0 2L

1 x Coventional Medium MG's (360) To Hit: 2D6+4D10 Damage: Mid/Low/Low

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

Speed 2 NO turn cost

Gunnery Skill 9

DAMAGE TRACK

2 1 w X

## Grenade launcher Group

## UNIT B

DEFENSIVE VALUE = 11 (CHECK for COVER)

DAMAGE REDUCTION = 0 2L

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

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

Speed 2 NO turn cost

Gunnery Skill 7

DAMAGE TRACK

2 1 w X

## SAW Group

## UNIT C

DEFENSIVE VALUE = 11 (CHECK for COVER)

DAMAGE REDUCTION = 0 2L

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

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

Speed 2 NO turn cost

Gunnery Skill 7

DAMAGE TRACK

2 1 w X

## RPG Group

## UNIT D

DEFENSIVE VALUE = 11 (CHECK for COVER)

DAMAGE REDUCTION = 0 2L

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

Speed 2 NO turn cost

Gunnery Skill 7

DAMAGE TRACK

2 1 w X

## Mixed Group

## UNIT E

DEFENSIVE VALUE = 10 (CHECK for COVER)

DAMAGE REDUCTION = 0 2L

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

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

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

Speed 2 NO turn cost

Gunnery Skill 5

DAMAGE TRACK

2 1 w X

## RPG Group

## UNIT F

DEFENSIVE VALUE = 10 (CHECK for COVER)

DAMAGE REDUCTION = 0 2L

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

Speed 2 NO turn cost

Gunnery Skill 6

DAMAGE TRACK

2 1 w X

## Assault Rifle Group

## UNIT G

DEFENSIVE VALUE = 10 (CHECK for COVER)

DAMAGE REDUCTION = 0 2L

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

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

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

Speed 2 NO turn cost

Gunnery Skill 5

DAMAGE TRACK

2 1 w X

## 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 Indigs laugh their arses off - no effect
- Cover Blown Away - reduce DV by 1 until unit moves.
- The Indigs laugh their friend's arses off - 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

**C'ventional Assault Rifles** - 2D4 to hit  
Short 0-1 (+1), Med 2-3, Long 4-5 (-1) Damage MID/LOW/LOW (Range Dependent Damage)

**Grenade Launchers** - 2D6e to hit  
Short 0-11 (+1), Med 2-3, Long 4-5 (-1) Damage HIGH

**Medium MG's** - 2D6 to hit  
Short 0-2 (+1), Med 3-6, Long 7-9 (-1) Damage MID/LOW/LOW (Range Dependent Damage)



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

360



## Command Group - INITIATIVE BONUS = 2

DEFENSIVE VALUE = 11 (CHECK for COVER)

DAMAGE REDUCTION = 0 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

→ [X] [X] [X] [X] [X] [2] [W] [X] [1] [X]

## Elite Unit - INITIATIVE BONUS = 1

DEFENSIVE VALUE = 11 (CHECK for COVER)

DAMAGE REDUCTION = 0 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: All ○○○○○○

## UNIT B

Speed 2 NO turn cost

Gunnery Skill 10

### DAMAGE TRACK

→ [ ] [ ] [ ] [W] [ ] [X] [X] [2] [X]

## Sniper with Power Gun

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

DAMAGE REDUCTION = 0 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

→ [ ] [ ] [X] [1] [X] [X]

## Sniper

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

DAMAGE REDUCTION = 0 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

→ [ ] [ ] [X] [1] [X] [X]

## Guided Missile Group

DEFENSIVE VALUE = 10 (CHECK for COVER) -

DAMAGE REDUCTION = 0 1L

1 Guided Missile Launcher (360) To Hit: 3D6e Damage: High ○○○○  
Lock on Range 18 Hexes. Maximum Rate of Fire = 1 Missile Per Turn

## UNIT E

Crew Speed 2 NO turn cost

Gunnery Skill 7

### DAMAGE TRACK

→ [ ] [X] [ ] [ ] [X] [2] [ ] [X] [1] [X]

## Green Recruit Assault Rifle Group

DEFENSIVE VALUE = 9 (CHECK for COVER)

DAMAGE REDUCTION = 0 2L

7 x Coventional Assault Rifle (360) To Hit: 2D4+6+D4  
Damage: Mid/Low/Low+4

## UNIT F

Speed 1 NO turn cost

Gunnery Skill 2

### DAMAGE TRACK

→ [ ] [X] [ ] [X] [X] [X] [1] [ ] [X] [X]

## 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 Indigs laugh their arses off - 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 Indigs laugh their arses off - no effect
- Cover Blown Away - reduce DV by 1 until unit moves.
- The Indigs laugh their friend's arses off - 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
- C'ventional Assault Rifles** - 2D4 to hit  
Short 0-1 (+1), Med 2-3, Long 4-5 (-1) Damage MID/LOW/LOW (Range Dependent Damage)
- Grenade Launchers** - 2D6e to hit  
Short 0-11 (+1), Med 2-3, Long 4-5 (-1) Damage HIGH
- Medium MG's** - 2D6 to hit  
Short 0-2 (+1), Med 3-6, Long 7-9 (-1) Damage MID/LOW/LOW (Range Dependent Damage)
- Powergun Side Arms** - 2D6 to hit  
Short 0-3 (+1), Med 4-6, Long 7-12 (-1) Damage HIGH