

**Initiative Bonus**  
0

**Crew**  
**Unit Gunnery Skill:** ☐

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

**MOUNTED**



**SPEED**

**MOUNTED 16**

**DIS-MOUNTED**

**360**



**SPEED**

**DIS-MOUNTED 2**

**Mounted/Dismounted Skimmer Infantry**

**DEFENSIVE VALUE = 11 (CHECK for COVER)**

**DAMAGE REDUCTION = 2**

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

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

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

**UNIT S**

**Gunnery Skill** ☐

**DAMAGE TRACK**



## CRITICAL HITS (MOUNTED)

- 2 Unit wiped out to a man (and Skimmer...).
- 3 Damage - minus 1 mounted movement
- 4 Casualties - minus 1 to hit and damage on ONE weapon type
- 5 Damage - minus 1 mounted movement
- 6 As a man, the Slammers swerve - no effect
- 7 Damage - minus 1 mounted movement
- 8 The Slammers really don't care about being fired at - no effect.
- 9 Damage - minus 1 mounted movement
- 10 Navigational NOE satellite link failure - no mounted movement for all of next turn.
- 11 Damage - minus 1 mounted movement
- 12 Bad damage to Skimmers - unit dismounts for rest of game

## CRITICAL HITS (DIS-MOUNTED)

- 2 Unit wiped out to a man.
- 3 Unit Panicing - reduce DV by 3 until they stop receiving fire.
- 4 Casualties - minus 1 to hit and damage on ONE weapon type
- 5 Casualties - minus 1 dismounted movement
- 6 As a man, the Slammers duck - no effect
- 7 Cover Blown Away - reduce DV by 1 until unit moves.
- 8 The Slammers really don't care about being fired at - no effect.
- 9 Weapon Jam - no firing ONE weapon type for all of next turn.
- 10 Casualties - minus 1 dismounted movement
- 11 Unit Breaking cover - Unit MUST MOVE next turn - reduce DV by 4 until they stop receiving fire.
- 12 Bad Casualties - minus 2 to hit and damage on ONE weapon type.

## 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**

**Buzzbombs** - Short (+1) 1, Medium 2-3, Long (-1) 4-5

**Overwatch Rating - 0**

## MOVEMENT

	MOUNTED	DISMOUNTED
<b>TERRAIN</b>		
Move	16	2
RP - Roads	1	1
FW - Fordable	1	2
UW - Unfordable	1	NP
SH - Skree & Hills	2	2
SC - Scrub	2	2
LW - Light Woods	2	2
HW - Heavy Woods	3	2
<b>MANOEUVRE</b>		
Turn	1	NA
T. Turn	1D4+1	NA
Side S	1	NA

**HEXES THIS TURN**

1	
2	
3	
4	
5	
6	
7	
8	
9	
10	
11	
12	

TPV

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

360



## Command Group - INITIATIVE BONUS = 2

## UNIT A

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

Speed 2 NO turn cost

Gunnery Skill 8

## DAMAGE TRACK



**NOTE: DUE TO THE LACK OF A COMMAND VEHICLE,  
THIS COMMAND GROUP ARE CURRENTLY RIDING IN THE LORRY**

Good luck...

## Dismounted Command Car Crew

## UNIT B

DEFENSIVE VALUE = 10 (CHECK for COVER)

DAMAGE REDUCTION = 2

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

Speed 2 NO turn cost

Gunnery Skill

## DAMAGE TRACK



## Dismounted Command Car Crew

## UNIT C

DEFENSIVE VALUE = 10 (CHECK for COVER)

DAMAGE REDUCTION = 2

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

Speed 2 NO turn cost

Gunnery Skill

## DAMAGE TRACK



## Dismounted Command Car Crew

## UNIT D

DEFENSIVE VALUE = 10 (CHECK for COVER)

DAMAGE REDUCTION = 2

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

Speed 2 NO turn cost

Gunnery Skill

## 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

TPV

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

360



Command Group - INITIATIVE BONUS = 1

UNIT A

DEFENSIVE VALUE = 11 (CHECK for COVER)

DAMAGE REDUCTION = 2

2L

6 x Conebore Side Arms (360) To Hit: 2D4+5+ D8  
Damage: Midx2+5/Lowx3+5

Speed 2 NO turn cost

Gunnery Skill 8

DAMAGE TRACK



SAW Group

UNIT B

DEFENSIVE VALUE = 11 (CHECK for COVER)

DAMAGE REDUCTION = 2

2L

2 x Flechette Medium MG's (360) To Hit: 2D6+1+ D8 Damage: High/Mid/Low+1  
4 x Conebore Side Arms (360) To Hit: 2D4+3+ D8 Damage: Midx2+3/Lowx3+3

Speed 2 NO turn cost

Gunnery Skill 7

DAMAGE TRACK



SAW Group

UNIT C

DEFENSIVE VALUE = 11 (CHECK for COVER)

DAMAGE REDUCTION = 2

2L

3 x Flechette Medium MG's (360) To Hit: 2D6+2+ D6 Damage: High/Mid/Low+2  
3 x Conebore Side Arms (360) To Hit: 2D4+2+ D6 Damage: Midx2+2/Lowx3+2

Speed 2 NO turn cost

Gunnery Skill 5

DAMAGE TRACK



Guided Missile Group

UNIT F

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 Missile/turn  
3 x Conebore Side Arms (360) To Hit: 2D4+2+ D8 Damage: Midx2+2/Lowx3+2

Crew Speed 2 NO turn cost

Gunnery Skill 7

DAMAGE TRACK



COMMAND CRITS  
ROLL 2 D4

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

Flechette MG's - 2D6 to hit

Short 0-2 (+1), Med 3-6, Long 7-9 (-1) Damage  
HIGH/MID/LOW (Range Dependent Damage)

Conebore Side Arms - 2D4 to hit

Short 0-3 (+1), Med LOS Damage MIDx2/LOWx3

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

TPV

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

360



Mixed Regular Unit - INITIATIVE BONUS = 0

DEFENSIVE VALUE = 11 (CHECK for COVER)

DAMAGE REDUCTION = 2 2L

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

UNIT G

Speed 2 NO turn cost

Gunnery Skill 7

DAMAGE TRACK



Mixed Regular Unit - INITIATIVE BONUS = 0

DEFENSIVE VALUE = 11 (CHECK for COVER)

DAMAGE REDUCTION = 2 2L

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

UNIT H

Speed 2 NO turn cost

Gunnery Skill 6

DAMAGE TRACK



Mixed Regular Unit - INITIATIVE BONUS = 0

DEFENSIVE VALUE = 11 (CHECK for COVER)

DAMAGE REDUCTION = 2 2L

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

UNIT I

Speed 2 NO turn cost

Gunnery Skill 5

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 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.

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

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

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	2	⚙		⚙	2	1	w	⚙	1	X
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		2			1	✱	w	✱	2	X
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	2	✱	1	1	✱	X
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→ 

	2	✱	1	1	✱	X
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→ 

	2	✖	1	1	✖	X
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→ 

	2	✱		1	✱	2		✱	1	X
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**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**

**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

