		und Zer	ro Games	s)	В	y:	Robert	t Avery		Tech Level:	2	
Infantry	7											
Infantry Squad	Role	No.	Wei	ight	Expertise	0	1	2	3	4	Equipment	
Xar	Leg	9	Неа		Regular	1, 2, 3	4	5	6, 7, 8, 9	~	- Lquipinent	
	- 3		7 neuvy negurar		, , -			-, , -, -				
Support Weapons	7											
Support Weapon	Role	SV 1	TGT	Load	Expertise	Notes	Notes					
Projectile Launcher	Inf Supp	2	VF	Both	Regular	Notes Three crew						
Heavy Beam Cannon	Inf Supp	Inf Supp 3 DF			Regular	Three cre	w					
Vehicles]											
Vehicle	Role Crew		w ľ	Move Expertise		Armour		Weapons	;	Notes		
Specialists	1											
Forward Observer											OLIADRAN'	T
												4
Off-Table Support												
								_				
Batteries of three Heavy	Projectile Launc	hers: SV	/4 IF Reg	gular Boo	om]			RULES FOR COMPANY SIZE ACTION IN A SCIENCE PICTION UNIVER	NS SE
Batteries of three Heavy	Projectile Launc	hers: SV	/4 IF Reg	gular Boo	om						RULES FOR COMPANY SIZE ACTION IN A SCIENCE PICTION UNIVER	NS SE
Batteries of three Heavy Characteristic Cards		hers: SV	/4 IF Reg	gular Boo	om						RULES FOR COMPANY SZZ ACTION IN A SCIENCE PICTION UNINVER	NS SSE.
		hers: SV	/4 IF Reg	gular Boo	om]			ALLES FOR COMPANY SEE ACTION IN A SCIENCE PICTION LUNIVER	NS SE
Batteries of three Heavy Characteristic Cards		hers: SV	/4 IF Reg	gular Boo	om]			AULS FOR COMPANY STE ACTION IN A SCIENCE PICTION LIMITER	NS SE
Batteries of three Heavy Characteristic Cards Bonus Move; Rapid Depl		hers: SV	/4 IF Reg	gular Boo	om]			HULSTOR COMPANY SEE ATTOM IN A SZENICE FICTION LONGOS	NS SS
Batteries of three Heavy Characteristic Cards Bonus Move; Rapid Depl Chrome		hers: SV	/4 IF Reg	gular Boo	om						BULES OR COMMANY STREETS IN A SCIENCE FICTION LINEVER	NS SE
Batteries of three Heavy Characteristic Cards Bonus Move; Rapid Depl		hers: SV	/4 IF Reg		om Platoons of thre	e Infantry Sc	quads				HULES OR COMPANY SET ACTION IN A SCIENCE FICTION LUNIVER	NS SE
Chrome Order of Battle Infantry Squads of (9): 4 x Beam Rifle, 3 x Heavy	oyment v beamer,	hers: SV	/4 IF Reg		Platoons of thre						HULSTOR COMPANY SIZE ACTION IN A SCIENCE FICTION LOWERS	NS S
Batteries of three Heavy Characteristic Cards Bonus Move; Rapid Depl Chrome Order of Battle Infantry Squads of (9):	oyment v beamer,	hers: SV	/4 IF Reg		Platoons of thre Companies of tl	nree platoon					HULSTOR COMPANY SEE ATTOM IN A SCENICE FICTION LONGOS	N 2
Chrome Order of Battle Infantry Squads of (9): 4 x Beam Rifle, 3 x Heavy 1 x Grenade Projector, 1	y beamer, x Leader	hers: SV	/4 IF Reg		Platoons of thre Companies of tl						HULSTON COMMAN SOZIATION IN A SZENICE FIETZAN LUNIOS	Z. Z.
Chrome Order of Battle Infantry Squads of (9): 4 x Beam Rifle, 3 x Heavy	y beamer, x Leader	hers: SV	/4 IF Reg		Platoons of thre Companies of tl	nree platoon					HULES OR COMMANY STREET, IN A SCENCE PICTION LUNGTER	N. S.
Batteries of three Heavy Characteristic Cards Bonus Move; Rapid Depl Chrome Order of Battle Infantry Squads of (9): 4 x Beam Rifle, 3 x Heavy 1 x Grenade Projector, 1	y beamer, x Leader	hers: SV	/4 IF Reg		Platoons of thre Companies of tl	nree platoon					BULES OR COMPANY SETS ATTO IN A SCIENCE EXTRON LINEARS	NA SE
Chrome Order of Battle Infantry Squads of (9): 4 x Beam Rifle, 3 x Heavy 1 x Grenade Projector, 1	y beamer, x Leader	hers: SV	/4 IF Reg		Platoons of thre Companies of tl	nree platoon					RULES DES COMPANY SETS ACTION IN A SCIENCE FICTION LUNIVER	N. S.
Batteries of three Heavy Characteristic Cards Bonus Move; Rapid Depl Chrome Order of Battle Infantry Squads of (9): 4 x Beam Rifle, 3 x Heav, 1 x Grenade Projector, 1 Support squads of three Figures from:	y beamer, x Leader weapon teams	hers: SV	/4 IF Reg		Platoons of thre Companies of tl	nree platoon					HULES OR COMPANY STATED IN A SECRET OF THE MANAGES	N. S.
Batteries of three Heavy Characteristic Cards Bonus Move; Rapid Depl Chrome Order of Battle Infantry Squads of (9): 4 x Beam Rifle, 3 x Heav, 1 x Grenade Projector, 1 Support squads of three Figures from: Background	y beamer, x Leader weapon teams				Platoons of thre Companies of th two supp	nree platoon ort squads	s and					NATE OF THE PROPERTY OF THE PR
Batteries of three Heavy Characteristic Cards Bonus Move; Rapid Depl Chrome Order of Battle Infantry Squads of (9): 4 x Beam Rifle, 3 x Heav, 1 x Grenade Projector, 1 Support squads of three Figures from:	y beamer, x Leader weapon teams GZG n troops as "Chitters'				Platoons of thre Companies of th two supp	nree platoon ort squads	s and	al insectoid race,	with six walki	ng limbs enc		t and an

Tabletop Stats	1															
Infantry	- 															
Infantry Squad		Role	No	. Weig	ht	Expertise	0		1	2	2	3	4		Firing	g
Xar	Leg		9			Regular	1, 2,	. 3	4	5	5 6	, 7, 8, 9	~		+1D6+	_
						-										
Infantry Squad	M	iss	Shock	Dead	Sav	e	Open	Light	He	avy	lmp		AT: 0-4"	4-8"	8-12'	
Xar	1, 2		3, 4	5, 6	~		~	-1/D6			-4/D6		4	2	~	
Support Weapons	7															
Support Weapons	SV	TGT		vs Ir	of.			vs V	eh							
Projectile Launcher	2	DF	2D6		& Pin, miss on two 1's			DF4								
	2	IF.		ist, 1D6+4 oi		IF2										
Heavy Beam Cannon	3	Auto		3D6+4 8			DF2									
Heavy Projectile Launcher	4	IF	If in Bla	ıst, 1D6+8 oı	n Effectiv	/e & Pin										
Vehicles	7															
Vehicle	Gunner		Exp.	Arm.			vs Inf						vs Veh	Cl Cmbt		
																┙
Vehicle	Tv	ре	Open	Light	Heav	/y Imp										
	1	F -				,										
Points	ВМ:			: Level x 20 EWSO:			Sniper: Medic						Dror	ie Op or F	O: 20	
Infantry Squad	Supp			port Weap	ort Weapons			Vehicles					Card	Cards & Chrome		
Xar	36				ectile Launcher									ıs Move		4
				avy Projectile		er 20							Rapi	d Deployn	nent	4
			Не	avy Beam Ca	innon	18										