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		· ARTEMIS
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<u>INTRODUCTION</u>

INTRODUCTION

Welcome to the Armor Pack supplement! This package contains scenarios, game statistics and counters designed specifically for use with the Heavy Gear tactical combat game. The following text explains the content in detail and gives advice and suggestions on how to use this package. Your copy of the Armor Pack should contain six 8.5x11" full-color counter sheets and a 16-page black and white booklet. The booklets contains four tactical scenarios designed around armored vehicles, which are followed by the game statistics of forty-four Terranovan combat vehicles.

The maps used by the scenarios in this pack can be found in the Tactical Combat Boxed Set (DP9-043). They are generic maps that can be freely combined to create new environments suitable for any scenario you might want to design. This also means that home-made or alternative maps can be easily substituted if the Tac Box is not available. Ideally, the maps should be covered or laminated with clear plastic so that water-soluble pens or grease pencils can be used to record information directly on them without permanent damage.



DATA SHEETS – 1.1

The vehicle data sheets make up the bulk of this booklet. They contain the game statistics of forty-four vehicles and striders, presented in the same game-friendly condensed format that was first introduced in the Tactical Combat Boxed Set and the later Tactical Pack series.

Each sheet takes little space and includes only the statistics that are directly relevant to combat (for example, the Deployment Range is omitted). There is space reserved on the left hand side of the sheet to mark down the Attributes and Skills of the crew. The "Notes" column on the right side is very useful to mark down battle damage in a condensed format (for example, "-1 Sen." or "Sens. Dest.").

Once photocopied, the sheets provide a helpful and quick reference without having to comb through the sourcebooks all the time. For the players' convenience, a blank version of the vehicle sheet is included in the booklet on page 16.

COUNTERS - 1.2

The counters included in this package represent the basic types of striders and armored vehicles used by Terranovan forces, as shown in the Vehicle Compendium sourcebooks and other Heavy Gear resources. There are more Aller and Visigoth Main Battle Tanks counters to allow Players to field massive armor assault waves.

A colored data tab along one edge of the counter indicates the affiliation of the vehicle (blue for North, red for South); the symbols are basic data that is useful during game play. The shield denotes the basic Armor value, the arrow with the rounded corners is the Ground Speed (some striders may have two of these — one for their Walking speed, one for their Ground speed), the circle is the number of crew aboard (if absent, the vehicle has two crewmen — the striders, hacving two movement systems, do not have room for that marker) and the cog contains an identification letter, to tell the various vehicles apart.

The counters should be carefully cut out of the sheet along the hairlines. Use a sharp pair of scissors and be careful not to cut the data tabs off. The counters should be inserted in a standard counter holder. These are found in the Tactical Combat Boxed Set or are available directly from Dream Pod 9 (product #DP99030, Tactical Accessory pack). The strider counters have the same orientation as the Gear counters: they must face an hex side. The vehicle counters are shown in profile: their front edge should be perpendicular to the front of the hex.

<u>tactical campaign</u>

2.1 - SCENARIO 1: THE STRAY



Sous-lieutenant Walland couldn't believe his luck. A single Northern Aller main battle tank was grinding its way through the dense undergrowth of the oasis. Walland double checked his sensors for supporting units, but all his screens only displayed one large blip. "Must've gotten separated from his buddies during the skirmish." He switched on his comm system. "Riggs. Get your bully boys over to the north-western edge of the oasis. We've got a stray..."

Mission Conditions 🖪

Weather:	Clear
Time of Day:	Day
Base Terrain:	Rough becomes Woodland, Clear becomes Rough
Northern Forces:	NT-3 Aller Main Battle Tank 1 × Lvl 3
Southern Forces:	Naga 2 x Lvl 2, Command Naga 1 x Lvl 2
Northern Objectives:	Get the Aller off the board
Southern Objectives:	Destroy or capture the Northern vehicle

• Specific Scenario Conditions

As the Interpolar War progressed, it quickly degenerated into many smaller skirmishes in many regions. In this particular scenario, a Northern tank, which was separated from the rest of its unit due to faulty comm gear, is trying to return to its base of operations. The Southern forces must take it out before it can reach the safety of the perimeter currently controlled by the Northern Guard (right edge of the map). The tank begins on the left edge of the board while the pursuers start anywhere on the rightmost map.

	Victory Conditions 🔲
North Victory Conditions	Victory Points
Getting the Aller off the edge of the board	4
For every enemy unit destroyed	+1
South Victory Conditions	Victory Points
Destruction of the Aller	
For every friendly unit destroyed	-1



<u>tactical campaign</u>

SCENARIO 2: TURNCOAT - 2.2

"The treasonous dogs have holed up in the hamlet of Roussillons," Lieutenant Ephriam barked over the comm lines. "We have them now. I want Bravo 1 to flank the dogs from the left, and Bravo 2 to go in from the right. Let's go! Move it!" The Huns rumbled forward toward the tiny village. The rebellious MILICIAmen had to be brought back into line, for the sake of the war effort.

☐ Mission Conditions

Weather:	Sandstorm (+1 Obscurement)
Time of Day:	Day
Base Terrain:	Woodland becomes Rough
Attacker Forces:	Hun Light Tanks 2 x Lvl 2
Defender Forces:	Hittites 1 x Lvl 2, Balista 1 x Lvl 2, Ostrogoth 1 x Lvl 2
Attacker Objectives:	Destroy or capture the rebellious forces
Defender Objectives:	Escape; if possible slow down or eliminate pursuers



Specific Scenario Conditions

Many conscripted MILICIA troopers assigned to far-off posts used the opportunity to desert, making their way to freedom. Unfortunately for this group, a Republican cadre was nearby and have pursued them to a small Badlands hamlet. The village is three hexes of buildings somewhere on the rightmost map (treat as Urban hexes for game purposes, each capable of taking 30 points of damage). The goal of the attacking Republican unit is to destroy or capture the defending units and occupy the three buildings complexes (i.e. be the only troops in the three Urban hexes). The defender must prevent this or, failing that, escape.

☐ Victory Conditions

Attacker Victory Conditions	Victory Points
Destruction of the entire rebel forces or control of the Urban hexes	5
For every enemy unit incapacitated (no Movement)	- +1
Defender Victory Conditions	Victory Points
Getting at least one of the units off the edge of the board	1
For every enemy unit destroyed or incapacitated (no Movement)	+2



<u>tactical campaign</u>

2.3 - SCENARIO 3: RUSH THE MAMMOTH



The fortunes of war sometimes make for strange bedfellows. In this case, a Mammoth strider found itself trapped in the Badlands when its combat transport was disabled. It was met by a group of ragged Northern Guard infantrymen who are currently moving away from a stronger Southern force. With "Big Brother" on their side, though, they have a fighting chance.

Mission Conditions \square

Weather:	Dawn
Time of Day:	Day
Base Terrain:	Rough becomes Woodland
Northern Forces:	Mammoth 1 x Lvl 2, Badger APC 1 x Lvl 2, basic infantry squads 2 x Lvl 2
Southern Forces:	Hun 2 x Lvl 2, Crocodile AFV 2 x Lvl 2, basic infantry escouades 2 x Lvl 2
Northern Objectives:	Hold until reinforcements arrive
Southern Objectives:	Destroy or capture the Mammoth

Specific Scenario Conditions

During the retreat, the Northern forces have moved into a ravine and assumed defensive positions. The goal of the Southern troops is to destroy the Mammoth and the infantry before any reinforcement can show up. Reinforcements for the North arrive on turn 12, provided that at least half of the infantry squads are still alive; this ends the battle, since they vastly overpower the Southerners. All sides of the playing area are ragged Level 3 cliffs. The Mammoth starts three hexes from the leftmost edge of the map. The infantry and their transport can be placed anywhere. The Southern forces enter within three hexes of the rightmost side.

<u>TACTICAL CAMPAIGN</u>

SCENARIO 4: A MATTER OF HONOR - 2.4

"Reconnaissance report coming in, Captain" Lieutenant Lincon reported. "Looks like cavalry from the 12th, sir." The fabled 12th — the ones who claimed to never have lost a battle. Well, there's a first time for everything, Captain Reinhold mused. "Saddle up, men. We've got to teach those snakes a little something about defeat!"

☐ Mission Conditions

Weather:	Dusk
Time of Day:	Day
Base Terrain:	Rough becomes Clear
Northern Forces:	Aller MBT 1 x Lvl 2, Klemm LBT 2 x Lvl 2
Southern Forces:	Visigoth MBT 1 x Lvl 2, Hun LBT 2 x Lvl 2
Northern Objectives:	Destroy or capture the enemy
Southern Objectives:	Destroy the enemy without losing any vehicle



Specific Scenario Conditions

An advanced formation of the MILICIA's 12th cavalry regiment, expecting an easy victory, suddenly find themselves in the fight of their lives. They have the honor of having never been on the losing side of a fight; defeat would be a great dishonor and a terrible loss of morale. The local Guard command will not pass up such a good opportunity to destroy the fighting spririt of their opponents. The Southern units enter the board on the southern edge, while the Northern forces enter on the northeast end (see map below).

☐ Victory Conditions

North Victory Conditions	Victory Points
For every enemy unit destroyed	+2
For every enemy unit incapacitated (no Movement)	+1
South Victory Conditions	Victory Points
For every enemy unit destroyed	+3
For every friendly unit destroyed	-1



Vehicle:	Aller	Walker Speed	Weapons:			12						Unit ID #:		Round Notes:
Threat Value:	2817	Combat/Top: 0/0	Name	Fire Arc	S	M	L	EX	Acc.	Dam.	ROF	Special	Ammo/Left	0:
Size:	14	Ground Speed	HRG	т	10	20	40	80	0	x35	0	-	20/	1:
Crew:	3	Combat/Top: 5/10	LPLC	T .	3	6	12	24	+1	x20	0	-3DRB	30/	2:
Bonus Actions:	2	Maneuver: -2	MAC	T .	3	6	12	24	0	x10	1	-	60/	3:
Piloting :	1	Fire Control: 0	LMG	Т	1	2	4	8	0	x3	4	AI	1200/	4:
Gunnery:	1	Armor: 40/80/120	LMG	т	1	2	4	8	0	x3	4	AI	1200/	5:
Leadership:	1									x			1	6:
EW:	1									x			1	7:
Tactics:	1		Perks: Autopilot, Automation (R1), Backup Sensors, HEAT-resistant Armor (R10), HEP: Desert, Pintle Mount,										8:	
Sensors:	0/2			Reinforced Armor (R5, Front), Reinforced Crew Compart., Rugged Movement System, Smoke Launchers (10), Sniper System (HRG). Flaws: Large Sensor Profile (R2), Sensor Dependent. Defect: Annoyance (cramped cabin).									9:	
Communications:	0/20													10:

Vehicle: Al	ler, Hardy	Walker Speed		Weapons:									Unit ID #:		Round Notes:
Threat Value:	3706	Combat/Top:	0/0	Name	Fire Arc	S	м	L	EX	Acc.	Dam.	ROF	Special	Ammo/Left	0:
Size:	14	Ground Speed		VHFG	т	10	20	40	80	0	x33	0	IF	8/	1:
Crew:	3	Combat/Top:	5/10	HAAC	т	3	6	12	24	0	x12	3	-	600/	2:
Bonus Actions:	2	Maneuver:	-2	MAC	Т	3	6	12	24	0	x10	1	-	60/	3:
Piloting :	1	Fire Control:	0	LMG	T	1	2	4.	8	0	x3	4	AI	1200/	4:
Gunnery:	1	Armor:	40/80/120	LMG	т	1	2	4	8	0	x3	4	AI	1200/	5:
Leadership:	1						-			10.00	x			1	6:
EW:	1			Ê1							x			1	7:
Tactics:	1			Perks: Ammo Storage, Autopilot, Automation (R1), Backup Sensors, HEAT-resistant Armor (R10), HEP: Desert,								8:			
Sensors:	0/2			Pintle Mount, Reinforced Armor (R5, Front), Reinforced Crew Compart., Rugged Movement System, Smoke Launch- ers (10), Sniper System (VHFG). Flaws: Large Sensor Profile (R2), Sensor Dependent. Defect: Annoyance (cramped								9:			
Communications	: 0/20			cabin).		228.00		- 2.2	26 - 72 144 - 14	19 12 13 P		a sela da	elana a regej na se	and the second second	10:

				E.	- 10 3 - 22	- 14 C			1.1					
Vehicle: A	ller, Naval	Walker Speed	Weapons:									Unit ID #:		Round Notes:
Threat Value:	5485	Combat/Top: 0/0	Name	Fire Arc	S	м	L	EX	Acc.	Dam.	ROF	Special	Ammo/Left	0:
Size:	14	Ground Speed	HRG	Т	10	20	40	80	0	x35	0	-	18	1:
Crew:	3	Combat/Top: 4/8	HATM	F	5	10	20	40	+1	x30	0	G, IF	6	2:
Bonus Actions:	1	Maneuver: -2	HAAC	T	3	6	12	24	0	x12	3	-	600	3:
Piloting :	1	Fire Control: 0	MAC	Т	3	6	12	24	0	x10	1	-	60	4:
Gunnery:	/	Armor: 45/90/135	HMG	Т	1	2	4	8	0	x4	3	AI	1200ea.	5:
Leadership:	1									x	199		1	6:
EW:	1									x			1	7:
Tactics:	1											esistant Armor (R:		8:
Sensors:	0/2											per System (HRG), ' e (cramped cabin).		9:
Communications	s: 0/20		a compression a lot a spe	a manage and the				An the	. Same		•	a concernation in Devicuber	an form an entry of an	10:
							-	-						

		a - ²													
Vehicle:	Alligator	Walker Speed		Weapons:					144		Sec. Mr.	10	Unit ID #:		Round Notes:
Threat Value:	242	Combat/Top:	0/0	Name	Fire Arc	S	м	L	EX	Acc.	Dam.	ROF	Special	Ammo/Left	0:
Size:	8	Ground Speed	1. Sec. 1. Sec	MAC	Т	3	6	12	24	0	x10	1	-	40	1:
Crew:	2	Combat/Top:	6/12	LMG	т	1	2	4	8	0	x3	4	AI	800	2:
Bonus Actions:	1	Maneuver:	-3								x			1	3:
Piloting :	/	Fire Control:	-1	2			100	1			x			1	4:
Gunnery:	1	Armor:	13/26/39					10		100	x			1	5:
Leadership:	1								1		x			1	6:
EW:	1			8 N							x			1	7:
Tactics:	1							Seat	ting (10), Rei	inforced C	rew Cor	npartment, Shielde	d Weapons. Flaws:	8:
Sensors:	0/1.5	Section of the sectio		Annoyance (small	passenger ro	om).								A. C. C. S.	9:
Communications	: 0/8							2				1.71			10:

Vehicle:	Artemis	Walker Speed		Weapons:					8.	14			Unit ID #:	1	Round Notes:
Threat Value:	1419	Combat/Top:	0/0	Name	Fire Arc	S	м	L	EX	Acc.	Dam.	ROF	Special	Ammo/Left	0:
Size:	9	Ground Speed		LAAC	Т	2	4	8	16	0	x8	6	·- · · · ·	500/	1:
Crew:	2	Combat/Top:	5/10	LAAC	Т	2	4	8	16	0	x8	6	-	500/	2:
Bonus Actions:	1	Maneuver:	-2	LAAC	Т	2	4	8	16	0	x8	6	-	500/	3:
Piloting :	1	Fire Control:	+1	LAAC	Т	2	4	8	16	0	x8	6	-	500/	4:
Gunnery:	1	Armor:	22/44/66							9.00	x	1.9		1	5:
Leadership:	1										x			1	6:
EW:	1										x			1	7:
Tactics:	1			Perks: Automation	(R2), Snipe	r Syst	em, V	Veapo	on Lir	k (LAA	C). Flaws:	: Expose	d Fire Control.		8:
Sensors:	+1/5														9:
Communications:	0/15				<										10:

Vehicle: Artemi	is, Laser	Walker Speed		Weapons:									Unit ID #:		Round Notes:
Threat Value:	1015	Combat/Top:	0/0	Name	Fire Arc	S	м	L	EX	Acc.	Dam.	ROF	Special	Ammo/Left	0:
Size:	9	Ground Speed		LLC	Т	5	10	20	40	+1	x16	0	-2DRB	40/	1:
Crew:	4	Combat/Top:	5/10	LLC	т	5	10	20	40	+1	x16	0	-2DRB	80/	2:
Bonus Actions:	2	Maneuver:	-2	8							x			1	3:
Piloting :	1	Fire Control:	+1								x			1	4:
Gunnery:	1	Armor:	22/44/66								x			1	5:
Leadership:	1										x			1	6:
EW:	1										x	5		1	7:
Tactics:	1			Perks: Automation	n (R2), Sniper	Syste	m, Ta	rget	Desig	nator (I	R2), Weap	on Link	(LAAC). Flaws: Exp	osed Fire Control.	8:
Sensors:	+1/5														9:
Communications:	0/10														10:

	,														
Vehicle:	Badger	Walker Speed		Weapons:					1 Acatelli				Unit ID #:	14 NA 19638	Round Notes:
Threat Value:	214	Combat/Top:	0/0	Name	Fire Arc	S	м	L	EX	Acc.	Dam.	ROF	Special	Ammo/Left	0:
Size:	8	Ground Speed		LAC	т	2	4	8	16	0	x8	2		30/	1:
Crew:	2	Combat/Top:	10/20	LAC	т	2	4	8	16	0	x8	2	-	30/	2:
Bonus Actions:	1	Maneuver:	-3								x			1	3:
Piloting :	1	Fire Control:	0								x			1	4:
Gunnery:	1	Armor:	12/24/36								x			1	5:
Leadership:	1										x			1	6:
EW:	1										x			1	7:
Tactics:	1			Perks: HEP: Deser	t, Passenger S	eatin	g (20), Re	infor	ed Pass	senger Co	mpartme	ent. Flaws: Exposed	Fire Control Sys-	8:
Sensors:	0/2			tem.											9:
Communications:	0/10													Alexandra and	10:

Vehicle:	Badger CFV	Walker Speed		Weapons:				1201	10.018				Unit ID #:	en internet	Round Notes:
Threat Value:	831	Combat/Top:	0/0	Name	Fire Arc	S	м	L	EX	Acc.	Dam.	ROF	Special	Ammo/Left	0:
Size:	8	Ground Speed		MRP/36	т	2	4	8	16	-1	x18	4	IF	36/	1:
Crew:	2	Combat/Top:	10/19	MRP/36	т	2	4	8	16	-1	x18	4	IF	36/	2:
Bonus Actions:	1	Maneuver:	-3		120						x			1	3:
Piloting :	1	Fire Control:	0								x			1	4:
Gunnery:	1	Armor:	12/24/36	÷							x			/	5:
Leadership:	1							Γ			x			1	6:
EW:	1										x			/	7:
Tactics:	1											P: Deser	t, Passenger Seatin	g (4), Reinforced	8:
Sensors:	0/2			Passenger Company	rtment. Flaws	: Expo	sed I	Fire (ontro	l Syster	n.				9:
Communication	s: 0/10										-		n in State		10:

							_		•						
Vehicle: Badger M	ledevac	Walker Speed		Weapons:				118	g. st				Unit ID #:	1997 - 1992 1997 - 1992	Round Notes:
Threat Value:	351	Combat/Top:	0/0	Name	Fire Arc	S	м	L	EX	Acc.	Dam.	ROF	Special	Ammo/Left	0:
Size:	8	Ground Speed		MAC	F	2	4	8	16	0	хб	+2	<u>+</u>	40/	1:
Crew:	2	Combat/Top:	10/20	MRP/18	F	2	4	8	16	-1	x18	+3	IF	18/	2:
Bonus Actions:	1	Maneuver:	-3	MRP/18	F	2	4	8	16	-1	x18	+3	IF	18/	3:
Piloting :	1	Fire Control:	0	HG	F	0	0	0	0	-1	x15	0	AI	3/	4:
Gunnery:	1	Armor:	12/24/36	VB	F	0	0	0	0	0	x8	0	-	-	5:
Leadership:	1										x			1	6:
EW:	1										x			1	7:
Tactics:	1												gency Medical (6 cr		8:
Sensors:	0/1			Limited Life Supp Exposed Fire Cont		er Sea	ting	(4),	Reinf	orced Pa	assenger	Compart	ment, Sick Bay (4	patients). Flaws:	9:
Communications:	0/20						-	2.000				i dana si	1	ta da serie	10:

Vehicle: Badge	r, Rabid	Walker Speed		Weapons:				400	1.1	9.17			Unit ID #:	sw (, HeO	Round Notes:
Threat Value:	591	Combat/Top:	0/0	Name	Fire Arc	S	м	L	EX	Acc.	Dam.	ROF	Special	Ammo/Left	0: artsit to a st
Size:	8	Ground Speed		ÁGM	Т	3	6	12	24	+1	x15	0	G	12	1:
Crew:	2	Combat/Top:	10/19	25. F							x		1651 °	1	2:
Bonus Actions:	1	Maneuver:	-3								x			1	3:
Piloting :	1	Fire Control:	0								x			1	4:
Gunnery:	1	Armor:	12/24/36								x			1	5:
Leadership:	1										x			/	6:
EW:	1										x			1	7:
Tactics:	1			Perks: HEP: Deser	t, Passenger S	ieatin	g (20), Re	infor	ced Crew	v Compar	tment.	Flaws: Exposed Fire	Control.	8:
Sensors:	0/2														9:
Communications:	0/10														10:

Vehicle:	Balista	Walker Speed		Weapons:									Unit ID #:		Round Notes:
Threat Value:	590	Combat/Top:	0/0	Name	Fire Arc	S	м	L	EX	Acc.	Dam.	ROF	Special	Ammo/Left	0:
Size:	10	Ground Speed		VLRP/128	Т	1	2	4	8	-1	x8	6	IF	256	1:
Crew:	2	Combat/Top:	6/12								x			1	2:
Bonus Actions:	1	Maneuver:	-1								x			1	3:
Piloting :	1	Fire Control:	0								x			1	4:
Gunnery:	1	Armor:	25/50/75								x			/	5:
Leadership:	1										x			1	6:
EW:	1										x			1	7:
Tactics:	1											ert, Rei	nforced Armor (R3,	Front), Shielded	8:
Sensors:	0/2			Weapons, Sniper S	ystem. Flaws	: Ann	oyanc	e (m	ax. Bu	rild is C)).				9:
Communications:	0/15											8.,	с		10:

Vehicle:	Baxter	Walker Speed		Weapons:									Unit ID #:		Round Notes:
Threat Value:	771	Combat/Top:	0/0	Name	Fire Arc	S	м	L	EX	Acc.	Dam.	ROF	Special	Ammo/Left	0:
Size:	10	Ground Speed									x		<u>5</u>	1	1:
Crew:	2	Combat/Top:	5/9								x			1	2:
Bonus Actions:	1	Maneuver:	-3								x			1	3:
Piloting :	1	Fire Control:	-2								x			/	4:
Gunnery:	1	Armor:	23/46/69								x			1	5:
Leadership:	1										x			1	6:
EW:	1										x			1	7:
Tactics:	1												ght Mining Equipme		8:
Sensors:	-1/2			Reinforced Armor Towing capacity. F							Front), To	ool Arn	n (R12, cannot punc	h - crane), Triple	9:
Communications:	0/12														10:

Vehicle:	Caiman	Walker Speed		Weapons:									Unit ID #:		Round Notes:
Threat Value:	190	Combat/Top:	0/0	Name	Fire Arc	S	м	L	EX	Acc.	Dam.	ROF	Special	Ammo/Left	0:
Size:	8	Ground Speed		MAC	т	3	6	12	24	0	x10	1	-	40	1:
Crew:	2	Combat/Top:	8/16	LMG	Т	1	2	4	8	0	x3	4	AI	800	2:
Bonus Actions:	1	Maneuver:	-1								x			/	3:
Piloting :	1	Fire Control:	-1								×			1	4:
Gunnery:	1	Armor:	13/26/39								x			/	5:
Leadership:	1										x			1	6:
EW:	1										x			1	7:
Tactics:	1					eatin	g (10)	, Rei	nforce	ed Pass	enger Com	partme	nt, Shielded Weapo	ns. Flaws: Annoy-	8:
Sensors:	0/1.5			ance (small passe	nger room).										9:
Communications:	0/8														10:

			27 F												
Vehicle:	Camel	Walker Speed		Weapons:									Unit ID #:		Round Notes:
Threat Value:	75	Combat/Top:	0/0	Name	Fire Arc	S	м	L	EX	Acc.	Dam.	ROF	Special	Ammo/Left	0:
Size:	4	Ground Speed									x			/	1:
Crew:	1	Combat/Top:	7/13								x			/	2:
Bonus Actions:	0	Maneuver:	-3								x			/	3:
Piloting :	1	Fire Control:	-3								x			1	4:
Gunnery:	1	Armor:	8/16/24								x			/	5:
Leadership:	1										x			/	6:
EW:	1										x			/	7:
Tactics:	1												ting (2), Searchlig		8:
Sensors:	0/0			Flaws: No Sensor, I in stats).	Exposed Motiv	e Sys	tem, i	.arge	Sens	or Profi	le (2). De	fects: M	otive Defect (-1 MP	, already factored	9:
Communications:	-2/2														10:

Vehicle:	Celt	Walker Speed		Weapons:									Unit ID #:		Round Notes:
Threat Value:	647	Combat/Top:	0/0	Name	Fire Arc	s	м	L	EX	Acc.	Dam.	ROF	Special	Ammo/Left	0:
Size:	10	Ground Speed									x			/	1:
Crew:	3	Combat/Top:	5/10								x			/	2:
Bonus Actions:	1	Maneuver:	-3								x			/	3:
Piloting :	1	Fire Control:	0								x			/	4:
Gunnery:	1	Armor:	25/50/75								x			/	5:
Leadership:	1										x			/	6:
EW:	1										x			/	7:
Tactics:	1												Desert, Mine Senso	rs, Minesweeping	8:
Sensors:	+2/1			Equipment, Reinfo	orced Armor (R5, B	otton	i). Fl	aws: I	Annoya	nce (max.	Build i	s 0).		9:
Communications:	0/10														10:

Vehicle:	Crocodile	Walker Speed		Weapons:									Unit ID #:		Round Notes:
Threat Value:	316	Combat/Top:	0/0	Name	Fire Arc	S	м	L	EX	Acc.	Dam.	ROF	Special	Ammo/Left	0:
Size:	8	Ground Speed		HRP/48	T	3	6	12	24	-1	x20	4	IF	48	1:
Crew:	2	Combat/Top:	8/16								x			/	2:
Bonus Actions:	1	Maneuver:	-3								x			/	3:
Piloting :	1	Fire Control:	-1								x			/	4:
Gunnery:	1	Armor:	13/26/39								x			1	5:
Leadership:	1										x			1	6:
EW:	1										x			1	7:
Tactics:	1						g (10), R	einfor	ced Pas	senger Co	mpartn	nent, Shielded Wear	oons. Flaws: An-	8:
Sensors:	0/1.5			noyance (small pa	issenger room	1).								8	9:
Communications	: 0/8														10:

Walker Speed	Weapons:									Unit ID #:	5 B.	Round Notes:
Combat/Top: 0/0	Name	Fire Arc	S	м	L	EX	Acc.	Dam.	ROF	Special	Ammo/Left	0:
Ground Speed	HRP/48	т	3	6	12	24	-1	x20	4	IF	48	1:
Combat/Top: 8/16								x			1	2:
Maneuver: -3								x			1	3:
Fire Control: -1								x			1	4:
Armor: 13/26/39								x			1	5:
								x			1	6:
								x			1	7:
								g (5), Re	inforced	Passenger Compar	tment, Shielded	8:
		Annoyance (sr	nall þ	asser	iger i	room)	•					9:
												10:
	Ground Speed Combat/Top: 8/16 Maneuver: -3 Fire Control: -1 Armor: 13/26/39	Ground Speed HRP/48 Combat/Top: 8/16 Maneuver: -3 Fire Control: -1 Armor: 13/26/39	Ground Speed HRP/48 T Combat/Top: 8/16 - Maneuver: -3 - Fire Control: -1 - Armor: 13/26/39 - Image: Image	Ground Speed HRP/48 T 3 Combat/Top: 8/16 - - Maneuver: -3 - - Fire Control: -1 - - Armor: 13/26/39 - - - - -	Ground Speed HRP/48 T 3 6 Combat/Top: 8/16	Ground Speed HRP/48 T 3 6 12 Combat/Top: 8/16 <td>Ground Speed HRP/48 T 3 6 12 24 Combat/Top: 8/16 I</td> <td>Ground Speed HRP/48 T 3 6 12 24 -1 Combat/Top: 8/16 <!--</td--><td>Ground Speed HRP/48 T 3 6 12 24 -1 x20 Combat/Top: 8/16 × Maneuver: -3 × × Fire Control: -1 × × Armor: 13/26/39 × × × × × × × × × × × × × × × × ×</td><td>Ground Speed Combat/Top: HRP/48 T 3 6 12 24 -1 x20 4 Combat/Top: 8/16 × Maneuver: -3 × Fire Control: -1 × Armor: 13/26/39 × × × × × × × × × × × × ×</td><td>Ground Speed HRP/48 T 3 6 12 24 -1 x20 4 IF Combat/Top: 8/16 × IF Maneuver: -3 ×</td><td>Ground Speed HRP/48 T 3 6 12 24 -1 x20 4 IF 48 Combat/Top: 8/16 I I I I X IF 48 Combat/Top: 8/16 I I I X IF 48 Maneuver: -3 I I I X IF 148 Fire Control: -1 I I I X IF 17 Armor: 13/26/39 III IIII IIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIII</td></td>	Ground Speed HRP/48 T 3 6 12 24 Combat/Top: 8/16 I	Ground Speed HRP/48 T 3 6 12 24 -1 Combat/Top: 8/16 </td <td>Ground Speed HRP/48 T 3 6 12 24 -1 x20 Combat/Top: 8/16 × Maneuver: -3 × × Fire Control: -1 × × Armor: 13/26/39 × × × × × × × × × × × × × × × × ×</td> <td>Ground Speed Combat/Top: HRP/48 T 3 6 12 24 -1 x20 4 Combat/Top: 8/16 × Maneuver: -3 × Fire Control: -1 × Armor: 13/26/39 × × × × × × × × × × × × ×</td> <td>Ground Speed HRP/48 T 3 6 12 24 -1 x20 4 IF Combat/Top: 8/16 × IF Maneuver: -3 ×</td> <td>Ground Speed HRP/48 T 3 6 12 24 -1 x20 4 IF 48 Combat/Top: 8/16 I I I I X IF 48 Combat/Top: 8/16 I I I X IF 48 Maneuver: -3 I I I X IF 148 Fire Control: -1 I I I X IF 17 Armor: 13/26/39 III IIII IIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIII</td>	Ground Speed HRP/48 T 3 6 12 24 -1 x20 Combat/Top: 8/16 × Maneuver: -3 × × Fire Control: -1 × × Armor: 13/26/39 × × × × × × × × × × × × × × × × ×	Ground Speed Combat/Top: HRP/48 T 3 6 12 24 -1 x20 4 Combat/Top: 8/16 × Maneuver: -3 × Fire Control: -1 × Armor: 13/26/39 × × × × × × × × × × × × ×	Ground Speed HRP/48 T 3 6 12 24 -1 x20 4 IF Combat/Top: 8/16 × IF Maneuver: -3 ×	Ground Speed HRP/48 T 3 6 12 24 -1 x20 4 IF 48 Combat/Top: 8/16 I I I I X IF 48 Combat/Top: 8/16 I I I X IF 48 Maneuver: -3 I I I X IF 148 Fire Control: -1 I I I X IF 17 Armor: 13/26/39 III IIII IIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIII

Damocles	Walker Speed		Weapons:									Unit ID #:		Round Notes:
903	Combat/Top:	3/5	Name	Fire Arc	S	м	L	EX	Acc.	Dam.	ROF	Special	Ammo/Left	0:
9	Ground Speed		LAG	FF	25	50	100	200	-2	x12	1	ART, AEO, MR10	4	1:
2	Combat/Top:	0/0	2 x SLC	F	5	10	20	40	+1	x12	0	-1DRB	15ea.	2:
1	Maneuver:	-2	2 x HMG	F	1	2	4	8	0	x4	3	AI	250ea.	3:
/	Fire Control:	0								x			1	4:
1	Armor:	25/50/75								x			1	5:
1										x			1	6:
1										x			/	7:
1														8:
+1/2													-support), Large	9:
: 0/10			•						•	• • • • •	-			10:
	903 9 2 1 / / / / / / / / +1/2	903 Combat/Top: 9 Ground Speed 2 Combat/Top: 1 Maneuver: / Fire Control: / Armor: / 0 / 0 / 0 / 0 / 0 / 0 / 0 / 0 / 0	903 Combat/Top: 3/5 9 Ground Speed 2 Combat/Top: 0/0 1 Maneuver: -2 / Fire Control: 0 / Armor: 25/50/75 / 0 0 / 0 0 / 0 0 / 0 0 / 0 0 / 0 0 +1/2 0 0 0	903 Combat/Top: 3/5 Name 9 Ground Speed LAG 2 Combat/Top: 0/0 2 x SLC 1 Maneuver: -2 2 x HMG / Fire Control: 0	903 Combat/Top: 3/5 Name Fire Arc 9 Ground Speed LAG FF 2 Combat/Top: 0/0 2 x SLC F 1 Maneuver: -2 2 x HMG F / Fire Control: 0 - - / Armor: 25/50/75 - - / Image: Image	903 Combat/Top: 3/5 Name Fire Arc S 9 Ground Speed LAG FF 25 2 Combat/Top: 0/0 2 x SLC F 5 1 Maneuver: -2 2 x HMG F 1 / Fire Control: 0 - - / Armor: 25/50/75 - - / Image: State St	903 Combat/Top: 3/5 Name Fire Arc S M 9 Ground Speed LAG FF 25 50 2 Combat/Top: 0/0 2 x SLC F 5 10 1 Maneuver: -2 2 x HMG F 1 2 / Fire Control: 0 - - - / Armor: 25/50/75 - - - / Image: State	903 Combat/Top: 3/5 Name Fire Arc S M L 9 Ground Speed LAG FF 25 50 100 2 Combat/Top: 0/0 2 x SLC F 5 10 20 1 Maneuver: -2 2 x HMG F 1 2 4 / Fire Control: 0 2	903 Combat/Top: 3/5 Name Fire Arc S M L EX 9 Ground Speed LAG FF 25 50 100 200 2 Combat/Top: 0/0 2 × SLC F 5 10 20 40 1 Maneuver: -2 2 × HMG F 1 2 4 8 / Fire Control: 0 <t< td=""><td>903 Combat/Top: 3/5 Name Fire Arc S M L EX Acc. 9 Ground Speed LAG FF 25 50 100 200 -2 2 Combat/Top: 0/0 2 x SLC F 5 10 20 -2 1 Maneuver: -2 2 x HMG F 1 2 4 8 0 / Fire Control: 0 -</td><td>903 Combat/Top: 3/5 Name Fire Arc S M L EX Acc. Dam. 9 Ground Speed LAG FF 25 50 100 200 -2 x12 2 Combat/Top: 0/0 2 x SLC F 5 10 20 40 +1 x12 1 Maneuver: -2 2 x HMG F 1 2 4 8 0 x4 / Fire Control: 0 - - 1 x x x / Armor: 25/50/75 - - 1 x x / - - - - x x x x / - - - - x x x x / - - - - x x x / - - - - x<td>903 Combat/Top: 3/5 Name Fire Arc S M L EX Acc. Dam. ROF 9 Ground Speed LAG FF 25 50 100 200 -2 x12 1 2 Combat/Top: 0/0 2 x SLC F 5 10 20 40 +1 x12 0 1 Maneuver: -2 2 x HMG F 1 2 4 8 0 x4 3 / Fire Control: 0 - - - x - - x - / Armor: 25/50/75 - - - x - - x - - x - - x - - x - - x - - x - - x - - x - - x - - x -<!--</td--><td>903 Combat/Top: 3/5 Name Fire Arc S M L EX Acc. Dam. R0F Special 9 Ground Speed LAG FF 25 50 100 200 -2 x12 1 ART,AE0,MR10 2 Combat/Top: 0/0 2 x SLC F 5 10 20 40 +1 x12 0 -1DRB 1 Maneuver: -2 2 x HMG F 1 2 4 8 0 x4 3 AIT / Fire Control: 0 - 2 x HMG x - - x - / Armor: 25/50/75 - - - x - - - x - - - x - - - - x - - - x - - - x - - - - x - - - x - - - x - -<td>903 Combat/Top: 3/5 Name Fire Arc S M L EX Acc. Dam. R0F Special Ammo/Left 9 Ground Speed LAG FF 25 50 100 200 -2 x12 1 ART,AE0,MR10 4 2 Combat/Top: 0/0 2 x SLC F 5 10 20 40 +1 x12 0 -1DRB 15ea. 1 Maneuver: -2 2 x HMG F 1 2 4 8 0 x4 3 AI 250ea. / Fire Control: 0 - - - x - / / / Armor: 25/50/75 - - - x - / / / / - - - - x - /</td></td></td></td></t<>	903 Combat/Top: 3/5 Name Fire Arc S M L EX Acc. 9 Ground Speed LAG FF 25 50 100 200 -2 2 Combat/Top: 0/0 2 x SLC F 5 10 20 -2 1 Maneuver: -2 2 x HMG F 1 2 4 8 0 / Fire Control: 0 -	903 Combat/Top: 3/5 Name Fire Arc S M L EX Acc. Dam. 9 Ground Speed LAG FF 25 50 100 200 -2 x12 2 Combat/Top: 0/0 2 x SLC F 5 10 20 40 +1 x12 1 Maneuver: -2 2 x HMG F 1 2 4 8 0 x4 / Fire Control: 0 - - 1 x x x / Armor: 25/50/75 - - 1 x x / - - - - x x x x / - - - - x x x x / - - - - x x x / - - - - x <td>903 Combat/Top: 3/5 Name Fire Arc S M L EX Acc. Dam. ROF 9 Ground Speed LAG FF 25 50 100 200 -2 x12 1 2 Combat/Top: 0/0 2 x SLC F 5 10 20 40 +1 x12 0 1 Maneuver: -2 2 x HMG F 1 2 4 8 0 x4 3 / Fire Control: 0 - - - x - - x - / Armor: 25/50/75 - - - x - - x - - x - - x - - x - - x - - x - - x - - x - - x - - x -<!--</td--><td>903 Combat/Top: 3/5 Name Fire Arc S M L EX Acc. Dam. R0F Special 9 Ground Speed LAG FF 25 50 100 200 -2 x12 1 ART,AE0,MR10 2 Combat/Top: 0/0 2 x SLC F 5 10 20 40 +1 x12 0 -1DRB 1 Maneuver: -2 2 x HMG F 1 2 4 8 0 x4 3 AIT / Fire Control: 0 - 2 x HMG x - - x - / Armor: 25/50/75 - - - x - - - x - - - x - - - - x - - - x - - - x - - - - x - - - x - - - x - -<td>903 Combat/Top: 3/5 Name Fire Arc S M L EX Acc. Dam. R0F Special Ammo/Left 9 Ground Speed LAG FF 25 50 100 200 -2 x12 1 ART,AE0,MR10 4 2 Combat/Top: 0/0 2 x SLC F 5 10 20 40 +1 x12 0 -1DRB 15ea. 1 Maneuver: -2 2 x HMG F 1 2 4 8 0 x4 3 AI 250ea. / Fire Control: 0 - - - x - / / / Armor: 25/50/75 - - - x - / / / / - - - - x - /</td></td></td>	903 Combat/Top: 3/5 Name Fire Arc S M L EX Acc. Dam. ROF 9 Ground Speed LAG FF 25 50 100 200 -2 x12 1 2 Combat/Top: 0/0 2 x SLC F 5 10 20 40 +1 x12 0 1 Maneuver: -2 2 x HMG F 1 2 4 8 0 x4 3 / Fire Control: 0 - - - x - - x - / Armor: 25/50/75 - - - x - - x - - x - - x - - x - - x - - x - - x - - x - - x - - x - </td <td>903 Combat/Top: 3/5 Name Fire Arc S M L EX Acc. Dam. R0F Special 9 Ground Speed LAG FF 25 50 100 200 -2 x12 1 ART,AE0,MR10 2 Combat/Top: 0/0 2 x SLC F 5 10 20 40 +1 x12 0 -1DRB 1 Maneuver: -2 2 x HMG F 1 2 4 8 0 x4 3 AIT / Fire Control: 0 - 2 x HMG x - - x - / Armor: 25/50/75 - - - x - - - x - - - x - - - - x - - - x - - - x - - - - x - - - x - - - x - -<td>903 Combat/Top: 3/5 Name Fire Arc S M L EX Acc. Dam. R0F Special Ammo/Left 9 Ground Speed LAG FF 25 50 100 200 -2 x12 1 ART,AE0,MR10 4 2 Combat/Top: 0/0 2 x SLC F 5 10 20 40 +1 x12 0 -1DRB 15ea. 1 Maneuver: -2 2 x HMG F 1 2 4 8 0 x4 3 AI 250ea. / Fire Control: 0 - - - x - / / / Armor: 25/50/75 - - - x - / / / / - - - - x - /</td></td>	903 Combat/Top: 3/5 Name Fire Arc S M L EX Acc. Dam. R0F Special 9 Ground Speed LAG FF 25 50 100 200 -2 x12 1 ART,AE0,MR10 2 Combat/Top: 0/0 2 x SLC F 5 10 20 40 +1 x12 0 -1DRB 1 Maneuver: -2 2 x HMG F 1 2 4 8 0 x4 3 AIT / Fire Control: 0 - 2 x HMG x - - x - / Armor: 25/50/75 - - - x - - - x - - - x - - - - x - - - x - - - x - - - - x - - - x - - - x - - <td>903 Combat/Top: 3/5 Name Fire Arc S M L EX Acc. Dam. R0F Special Ammo/Left 9 Ground Speed LAG FF 25 50 100 200 -2 x12 1 ART,AE0,MR10 4 2 Combat/Top: 0/0 2 x SLC F 5 10 20 40 +1 x12 0 -1DRB 15ea. 1 Maneuver: -2 2 x HMG F 1 2 4 8 0 x4 3 AI 250ea. / Fire Control: 0 - - - x - / / / Armor: 25/50/75 - - - x - / / / / - - - - x - /</td>	903 Combat/Top: 3/5 Name Fire Arc S M L EX Acc. Dam. R0F Special Ammo/Left 9 Ground Speed LAG FF 25 50 100 200 -2 x12 1 ART,AE0,MR10 4 2 Combat/Top: 0/0 2 x SLC F 5 10 20 40 +1 x12 0 -1DRB 15ea. 1 Maneuver: -2 2 x HMG F 1 2 4 8 0 x4 3 AI 250ea. / Fire Control: 0 - - - x - / / / Armor: 25/50/75 - - - x - / / / / - - - - x - /

Vehicle: Damoc	les Mk2	Walker Speed		Weapons:				1.2.1	1				Unit ID #:		Round Notes:
Threat Value:	913	Combat/Top:	3/5	Name	Fire Arc	S	м	L	EX	Acc.	Dam.	ROF	Special	Ammo/Left	0:
Size:	9	Ground Speed		LAG	FF	25	50	100	200	-2	x12	1	ART, AEO, MR10	4	1:
Crew:	2	Combat/Top:	0/0	2 x SLC	F	5	10	20	40	+1	x12	0	-1DRB	15ea.	2:
Bonus Actions:	1	Maneuver:	-2	2 x HMG	F	1	2	4	8	0	x4	3	AI	250ea.	3:
Piloting :	1	Fire Control:	0								x			/	4:
Gunnery:	1	Armor:	25/50/75								x			/	5:
Leadership:	1										x			1	6:
EW:	1										x			1	7:
Tactics:	1												, HEP: Desert, Limit		8:
Sensors:	+1/2			2 x Manipulator A Annoyance (smell									:: Annoyance (lurch dent.	ing movement),	9:
Communications:	0/10						5			•			-		10:

Vehicle:	Hittite	Walker Speed		Weapons:					10.000				Unit ID #:		Round Notes:
Threat Value:	563	Combat/Top:	0/0	Name	Fire Arc	s	м	L	EX	Acc.	Dam.	ROF	Special	Ammo/Left	0:
Size:	10	Ground Speed		HFL	т	0	0	1	2	+1	x9	2	SB,IF	260	1:
Crew:	2	Combat/Top:	6/11	2 x HMG	LS	1	2	4	8	0	x4	3	AI	500ea.	2:
Bonus Actions:	1	Maneuver:	-1	2 x HMG	RS	1	2	4	8	0	x4	3	AI	500ea.	3:
Piloting :	1	Fire Control:	0								x			/	4:
Gunnery:	1	Armor:	25/50/75								x			1	5:
Leadership:	1										x			1	6:
EW:	1										x			/	7:
Tactics:	1												g (10), Reinforced A	rmor (R3, Front),	8:
Sensors:	0/2			Reinforced Location	on Armor (R2	, Mov	emen	t). Fl	aws: /	Annoya	ice (maxi	mum E	Build is O).		9:
Communications:	0/15														10:

Vehicle:	Hun	Walker Speed		Weapons:									Unit ID #:		Round Notes:
Threat Value:	927	Combat/Top:	0/0	Name	Fire Arc	S	м	L	EX	Acc.	Dam.	ROF	Special	Ammo/Left	0:
Size:	10	Ground Speed		HRF	т	4	8	16	32	0	x12	0	-	40	1:
Crew:	2	Combat/Top:	6/12	LLC	Т	5	10	20	40	+1	x16	0	-2DRB	10	2:
Bonus Actions:	1	Maneuver:	-1	MRP/36	FF	2	4	8	16	-1	x18	4	IF	32	3:
Piloting :	1	Fire Control:	0								x			1	4:
Gunnery:	1	Armor:	25/50/75								x			1	5:
Leadership:	1										x			1	6:
EW:	1										x			1	7:
Tactics:	1								Armor	(R6),	HEP: Dese	ert, Rein	forced Armor (R3,	Front), Shielded	8:
Sensors:	0/2			Weapons. Flaws: A	nnoyance (m	ax. Bi	uild is	: 0).							9:
Communications:	0/15									1977 1987		181			10:

Vehicle:	Hun Recon	Walker Speed		Weapons:									Unit ID #:	5	Round Notes:
venicle.	nun kecon	Watker Speed		meapons.									Unit 10 #.		Round Notes.
Threat Value:	864	Combat/Top:	0/0	Name	Fire Arc	S	М	L	EX	Acc.	Dam.	ROF	Special	Ammo/Left	0:
Size:	10	Ground Speed		HRF	Т	4	8	16	32	0	x12	0	-	40	1:
Crew:	2	Combat/Top:	6/12	LLC	T	5	10	20	40	+1	x16	0	-2DRB	10	2:
Bonus Actions:	1	Maneuver:	-1								x			1	3:
Piloting :	/	Fire Control:	0								x			/	4:
Gunnery:	1	Armor:	25/50/75								x			1	5:
Leadership:	1										x			/	6:
EW:	1										x			1	7:
Tactics:	1												nforced Armor (R3,		8:
Sensors:	0/2			Weapons, Smoke L Build is 0).	aunchers (10), To	ol Arn	1 (R2	, cann	ot pune	ch - crane), Vehic	le Bay (R3). Flaws:	Annoyance (max.	9:
Communication	s: 1/30												3		10:

Vehicle:	Jaxon	Walker Speed		Weapons:									Unit ID #:		Round Notes:
Threat Value:	1142	Combat/Top:	0/0	Name	Fire Arc	S	м	L	EX	Acc.	Dam.	ROF	Special	Ammo/Left	0:
Size:	10	Ground Speed		HRP/48	Т	3	6	12	24	-1	x20	4	IF	48	1:
Crew:	2	Combat/Top:	6/11	HRP/48	т	3	6	12	24	-1	x20	4	IF	48	2:
Bonus Actions:	1	Maneuver:	-1	APGL	Т	1	2	4	8	-1	x3	0	AEO,AI,IF	16	3:
Piloting :	1	Fire Control:	0								x			/	4:
Gunnery:	1	Armor:	25/50/75								x			1	5:
Leadership:	1										x			1	6:
EW:	1										x			1	7:
Tactics:	1					ors, H	EAT-r	esista	ant Ar	mor (R	5), HEP: [Desert, F	Reinforced Armor (F	15, Front). Flaws:	8:
Sensors:	0/1			Annoyance (max.	Build is 0).										9:
Communications:	0/15														10:
	-/														

Vehicle: Jax Storm	hammer	Walker Speed		Weapons:									Unit ID #:		Round Notes:
Threat Value:	1491	Combat/Top:	0/0	Name	Fire Arc	S	м	L	EX	Acc.	Dam.	ROF	Special	Ammo/Left	0:
Size:	10	Ground Speed		HFM	т	6	12	24	48	-1	x25	0	IF,AEO,MR6	20	1:
Crew:	2	Combat/Top:	6/11	APGL	Т	1	2	4	8	-1	x3	0	AEO,AI,IF	16	2:
Bonus Actions:	2	Maneuver:	-2								x			/	3:
Piloting :	/	Fire Control:	0								x			1	4:
Gunnery:	1	Armor:	25/50/75								x			/	5:
Leadership:	1										x			1	6:
EW:	1				1. 22 U. A						x			1	7:
Tactics:	1												(R5), HEP: Desert, I	Reinforced Armor	8:
Sensors:	0/1			(R5, Front), Reinf	orced Locatio	on (R:	1, Mov	eme	nt). F	aws: A	nnoyance	(max. B	uild is 0).		9:
Communications:	0/15											1			10:
communications:	0/15					-									10.

Vehicle:	Klemm	Walker Speed		Weapons:									Unit ID #:		Round Notes:
Threat Value:	1867	Combat/Top:	0/0	Name	Fire Arc	s	м	L	EX	Acc.	Dam.	ROF	Special	Ammo/Left	0:
Size:	10	Ground Speed		LAC	F	2	4	8	16	0	x8	2	-	200	1:
Crew:	2	Combat/Top:	6/11	ATM	Т	3	6	12	24	+1	x25	0	G	6	2:
Bonus Actions:	2	Maneuver:	-1	APGL	Т	1	2	4	8	-1	x3	0	AEO,AI,IF	16	3:
Piloting :	1	Fire Control:	0								x			1 .	4:
Gunnery:	1	Armor:	25/50/75								x			1	5:
Leadership:	1										x			1	6:
EW:	/										x			1	7:
Tactics:	1									, HEAT	resistant	Armor	(R5), HEP: Desert,	Reinforced Armor	8:
Sensors:	0/1			(R5, Front). Flaws	: Annoyance	(max.	Buil	i is C)).						9:
Communications:	0/15														10:

1									1						
Vehicle: Klemm	Bandit	Walker Speed		Weapons:									Unit ID #:	1	Round Notes:
Threat Value:	1106	Combat/Top:	0/0	Name	Fire Arc	S	м	L	EX	Acc.	Dam.	ROF	Special	Ammo/Left	0:
Size:	10	Ground Speed		HRF	т	4	8	16	32	0	x12	0	-	100	1:
Crew:	2	Combat/Top:	6/11	MRP/36	т	2	4	8	16	-1	x18	4	IF	36	2:
Bonus Actions:	2	Maneuver:	-1	APGL	т	1	2	4	8	-1	x3	0	AEO,AI,IF	16	3:
Piloting :	1	Fire Control:	0	HMG	F	1	2	4	8	0	x4	3	AI	200	4:
Gunnery:	1	Armor:	25/50/75								x			1	5:
Leadership:	1										x			1	6:
EW:	1										x			1	7:
Tactics:	1								ensors	, HEAT-	resistant	Armor (R5), HEP: Desert, I	Reinforced Armor	8:
Sensors:	+1/3			(R5, Front) smoke	e (10). Flaws:	Anno	yanc	e.							9:
Communications:	0/15														10:

Vehicle:	Mammoth	Walker Speed		Weapons:									Unit ID #:		Round Notes:
Threat Value:	1500	Combat/Top:	3/5	Name	Fire Arc	S	м	L	EX	Acc.	Dam.	ROF	Special	Ammo/Left	0:
Size:	9	Ground Speed		MAC	F	3	6	12	24	0	x10	1	-	200	1:
Crew:	2	Combat/Top:	0/0	ATM	FF	3	6	12	24	+1	x25	0	G	8	2:
Bonus Actions:	1	Maneuver:	-2	LMG	FF	1	2	4	8	0	x3	4	-	600	3:
Piloting :	1	Fire Control:	0	LMG	FF	1	2	4	8	0	x3	4	-	600	4:
Gunnery:	/	Armor:	25/50/75	SC	F	1	2	4	8	-1	x28	0	-	20	5:
Leadership:	1										x			1	6:
EW:	1										x			1	7:
Tactics:	1												punch), HEAT-resis		8:
Sensors:	+1/3												R4, Front), Target , Large Sensor Prot		9:
Communication	s: 0/12			Dependent.					-	•				,	10:

a de la companya de la												_			
Vehicle: Mam,	, Assault	Walker Speed		Weapons:									Unit ID #:		Round Notes:
Threat Value:	991	Combat/Top:	3/5	Name	Fire Arc	S	м	L	EX	Acc.	Dam.	ROF	Special	Ammo/Left	0:
Size:	9	Ground Speed		HAC	т	3	6	12	24	0	x12	1	-	150	1:
Crew:	2	Combat/Top:	0/0	LMG	FF	1	2	4	8	0	x3	4	-	600 [°]	2:
Bonus Actions:	1	Maneuver:	-2	LMG	FF	1	2	4	8	0	x3	4	-	600	3:
Piloting :	1	Fire Control:	0	SC	F	1	2	4	8	-1	x28	0	-	25	4:
Gunnery:	1	Armor:	25/50/75	SC	F	1	2	4	8	-1	x28	0	×	25	5:
Leadership:	1										x			1	6:
EW:	1										x			1	7:
Tactics:	1												unch), HEAT-resista		8:
Sensors:	0/2												mor (R4, Front), T ipport), Large Sen:		9:
Communications:	0/10			Sensor Dependent		-				-					10:

Vehicle: Mam, Brawler	Walker Speed	Weapons:									Unit ID #:		Round Notes:
		Treapons.			-	-							
Threat Value: 699	Combat/Top: 3/5	Name	Fire Arc	S	м	L	EX	Acc.	Dam.	ROF	Special	Ammo/Left	0:
Size: 9	Ground Speed	2 x MAC	F	3	6	12	24	0	x10	1	-	150ea.	1:
Crew: 2	Combat/Top: 0/0	2 x FGC	F	1	2	4	8	+1	x7	0	AI, FA	20ea.	2:
Bonus Actions:	Maneuver: -2	2 x LMG	FF	1	2	4	8	0	x3	4	-	600ea.	3:
Piloting : /	Fire Control: 0	2 x VLRP/128	F	1	2	4	8	-1	x8	6	IF	256ea.	4:
Gunnery: /	Armor: 25/50/75								x			1	5:
Leadership: /									x		200	1	6:
EW: /									x			1	7:
Tactics: /											punch), HEAT-resis		8:
Sensors: 0/3											R4, Front), Target , Large Sensor Pro		9:
Communications: 0/12		Dependent.	-				-						10:

Vehicle: Mam, Co	ommand	Walker Speed	1	Weapons:					2				Unit ID #:		Round Notes:
Threat Value:	1754	Combat/Top:	3/5	Name	Fire Arc	s	м	L	EX	Acc.	Dam.	ROF	Special	Ammo/Left	0:
Size:	9	Ground Speed		MAC	F	3	6	12	24	0	x10	1	-	200	1:
Crew:	2	Combat/Top:	0/0	SC	F	1	2	4	8	-1	x28	0	-	20	2:
Bonus Actions:	1	Maneuver:	-2	APGL	F	1	2	4	8	-1	x3	0	AI, IF, AEO	12	3:
Piloting :	1	Fire Control:	0								x			1	4:
Gunnery:	1	Armor:	25/50/75								x			1	5:
Leadership:	1										x			1	6:
EW:	1										x			/	7:
Tactics:	1												ttle Arm (R9, can p		8:
Sensors:	+2/6												l, Leadership), Limi , Annoyance (smell		9:
Communications:	+1/20			Large Sensor Prof	le (R2).	ć			-		-				10:

Vehicle:	Naga	Walker Speed		Weapons:									Unit ID #:		Round Notes:
Threat Value:	1645	Combat/Top:	4/7	Name	Fire Arc	S	м	L	EX	Acc.	Dam.	ROF	Special	Ammo/Left	0:
Size:	8	Ground Speed		MAC	F	3	6	12	24	0	x10	1	-	200	1:
Crew:	2	Combat/Top:	6/12	ATM	FF	3	6	12	24	+1	x25	0	G	4	2:
Bonus Actions:	1	Maneuver:	-2	ATM	FF	3	6	12	24	+1	x25	0	G	4	3:
Piloting :	/	Fire Control:	0								x			/	4:
Gunnery:	1	Armor:	23/46/69								x			1	5:
Leadership:	1										x			1	6:
EW:	1										x			1	7:
Tactics:	1				Perks: HEP: Desert, 3 x Tool Arm (R1, cannot punch - sensor pods). Flaws: Large Sensor Profile (R1).Heat-Resistance								.Heat-Resistance	8:	
Sensors:	0/4			Armor (R2)											9:
Communications:	0/12												Ľ,		10:

Nabialas Nama G	mmand	Walker Speed		Weenene									Unit ID #:		Round Notes:
Vehicle: Naga, Co	ommano	watker Speed		Weapons:									Unit ID #:		Round Notes:
Threat Value:	1312	Combat/Top:	4/7	Name	Fire Arc	S	м	L	EX	Acc.	Dam.	ROF	Special	Ammo/Left	0:
Size:	8	Ground Speed		MAC	F	3	6	12	24	0	x10	1	-	200	1:
Crew:	2	Combat/Top:	6/12	ATM	FF	3	6	12	24	+1	x25	0	G	4	2:
Bonus Actions:	1	Maneuver:	-2								x			1	3:
Piloting :	1	Fire Control:	0								x			1	4:
Gunnery:	1	Armor:	23/46/69								x			1	5:
Leadership:	/										x			1	6:
EW:	1										x			1	7:
Tactics:	1												r (R2), HEP: Desert,		8:
Sensors:	0/4			Target Designator	(R1), 3 x Too	l Arm	ı (R1,	canr	not pu	nch - s	ensor pod	s). Flav	vs: Large Sensor Pro	ofile (R1).	9:
Communications:	+2/30				1			1			3. ar		о.		10:
Sensors:	· · · · · · · · · · · · · · · · · · ·												r (R2), HEP: Desert, vs: Large Sensor Pro		9:

	_														
Vehicle: Naga, Lo	ng Fang	Walker Speed	<i>x</i> .	Weapons:					1				Unit ID #:		Round Notes:
Threat Value:	651	Combat/Top:	4/7	Name	Fire Arc	s	м	L	EX	Acc.	Dam.	ROF	Special	Ammo/Left	0:
Size:	8	Ground Speed		MAC	F	3	6	12	24	0	x10	1	-	200	1:
Crew:	2	Combat/Top:	6/12	LFG	FF	5	10	20	40	0	x22	0	IF	12	2:
Bonus Actions:	1	Maneuver:	-2	LFG	FF	5	10	20	40	0	x22	0	IF	12	3:
Piloting :	1	Fire Control:	0								x			/	4:
Gunnery:	1	Armor:	23/46/69								x			/	5:
Leadership:	1										x			1	6:
EW:	1										x			1	7:
Tactics:	1														8:
Sensors:	0/4			Mount, Flaws: Large Sensor Profile (R2), Defects: Annovance (long gun barrels are cumbersome).								9:			
Communications:	0/12											4			10:

Vehicle:	Naga, Sea	Walker Speed	Weapons:									Unit ID #:		Round Notes:
Threat Value:	3096	Combat/Top: 4/7	Name	Fire Arc	S	м	L	EX	Acc.	Dam.	ROF	Special	Ammo/Left	0:
Size:	8	Submarine Speed	LRP/16	FF	2	4	8	16	-1	x12	3	IF, UW	16	1:
Crew:	2	Combat/Top: 3/6	ATM	FF	3	6	12	24	+1	x25	0	G, SR	4	2:
Bonus Actions:	1	Maneuver: -2	ATM	FF	3	6	12	24	+1	x25	0	G, SR	4	3:
Piloting :	1	Fire Control: 0								x			1	4:
Gunnery:	1	Armor: 23/46/69								x			1	5:
Leadership:	1									x			1	6:
EW:	1									x			1	7:
Tactics:	1		I ternas Aquasenas									erwater, Target Des	ignator (R1), 3 x	8:
Sensors:	0/4		Tool Arm (R1, car	not punch - s	enso	pods). Fl	aws: L	arge Se	ensor Prof	ile (R1)	•		9:
Communication	s: 0/12									×.,	2			10:

Vehicle: N	Naga, Sniper	Walker Speed		Weapons:									Unit ID #:		Round Notes:
Threat Value:	648	Combat/Top:	4/7	Name	Fire Arc	s	м	L	EX	Acc.	Dam.	ROF	Special	Ammo/Left	0:
Size:	8	Ground Speed		LLC	F	5	10	20	40	+1	x16	0	-2DRB	30	1:
Crew:	2	Combat/Top:	6/12	ււշ	F	5	10	20	40	+1	x16	0	-2DRB	30	2:
Bonus Actions	: 1	Maneuver:	-2								x			1	3:
Piloting :	/	Fire Control:	0								x			1	4:
Gunnery:	1	Armor:	23/46/69								x			1	5:
Leadership:	1										x			/	6:
EW:	1										x			1	7:
Tactics:	1												tem (LLC), Target D		8:
Sensors:	0/4			x Tool Arm (R1, ca	nnot punch -	sens	or po	ds). I	Flaws:	Large	Sensor Pr	ofile (R	1), Vulnerable to H	aywire.	9:
Communicatio	ns: 0/12					×						6			10:

Vehicle: Naga,	Tusked	Walker Speed		Weapons:									Unit ID #:		Round Notes:
Threat Value:	1343	Combat/Top:	4/7	Name	Fire Arc	S	м	L	EX	Acc.	Dam.	ROF	Special	Ammo/Left	0:
Size:	8	Ground Speed		MAC	F	3	6	12	24	0	x10	1	-	200	1:
Crew:	2	Combat/Top:	6/12	HATM	FF	5	10	20	40	+1	x30	0	G	4	2:
Bonus Actions:	1	Maneuver:	-2								x			1	3:
Piloting :	/	Fire Control:	0								x			1	4:
Gunnery:	1	Armor:	23/46/69								x			/	5:
Leadership:	1										x			1	6:
EW:	1										x			1	7:
Tactics:	1												nator (R1), 3 x Too		8:
Sensors:	0/4			punch - sensor po	ds). Flaws: A	nnoya	nce (one	turn t	o retrac	t stabiliz	er), Lan	ge Sensor Profile (R	1), Unstable.	9:
Communications:	0/12														10:
communications:	0/12														10:

Vehicle:	Ostrogoth	Walker Speed		Weapons:									Unit ID #:		Round Notes:
Threat Value:	924	Combat/Top:	0/0	Name	Fire Arc	S	м	L	EX	Acc.	Dam.	ROF	Special	Ammo/Left	0:
Size:	10	Ground Speed		LAG	Т	25	50	100	200	-2	x12	0	AEO,ART,MR 10	12	1:
Crew:	3	Combat/Top:	6/11								x			1	2:
Bonus Actions:	1	Maneuver:	-2								x			1	3:
Piloting :	1	Fire Control:	0								x			1	4:
Gunnery:	1	Armor:	25/50/75								x			/	5:
Leadership:	1										x			1	6:
EW:	/										x			1	7:
Tactics:	1					t Arm	or (R	5), H	EP: De	sert, Re	inforced	Armor (I	2, Front), Shielded	Weapons. Flaws:	8:
Sensors:	0/5			Annoyance (max.	Build is O).										9:
Communication	s: 0/20														10:

Vehicle:	Stinger	Walker Speed		Weapons:									Unit ID #:	0 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	Round Notes:
Threat Value:	1469	Combat/Top:	0/0	Name	Fire Arc	S	м	L	EX	Acc.	Dam.	ROF	Special	Ammo/Left	0:
Size:	8	Ground Speed		LAM	FF	50	100	200	400	-3	x12	0	AEO, MR40 ART	16	1:
Crew:	2	Combat/Top:	6/11								x			/	2:
Bonus Actions:	1	Maneuver:	-3								x			/	3:
Piloting :	1	Fire Control:	0								x			/	4:
Gunnery:	1	Armor:	8/16/24								x			1	5:
Leadership:	1										x			1	6:
EW:	1										x			1	7:
Tactics:	1										t. Flaws: E	xposed	Motive System, Lar	ge Sensor Profile	8:
Sensors:	0/4			(R1). Defects: Mo	tive Defect (·	1 MP	alrea	idy f	actore	d).					9:
Communications:	0/20														10:

	5														
Vehicle:	Tyburr	Walker Speed		Weapons:									Unit ID #:		Round Notes:
Threat Value:	1140	Combat/Top:	0/0	Name	Fire Arc	S	м	L	EX	Acc.	Dam.	ROF	Special	Ammo/Left	0:
Size:	10	Ground Speed		LFG	T	5	10	20	40	0	x22	0	IF	16	1:
Crew:	2	Combat/Top:	5/10	HMG	T	1	2	4	8	-1	x3	0	AI	600	2:
Bonus Actions:	2	Maneuver:	-2								x			1	3:
Piloting :	/	Fire Control:	0								x			1	4:
Gunnery:	1	Armor:	25/50/75								x			1	5:
Leadership:	1										x			1	6:
EW:	1										x			1	7:
Tactics:	1												(R5), HEP: Desert, I	Reinforced Armor	8:
Sensors:	0/1			(R5, Front), Reinf	orced Locatio	n Arn	nor (F	(1, M	ovem	ent). Fl	aws: Anno	yance	(max. Build is 0).		9:
Communications:	0/15														10:

Vehicle:	Vandal	Walker Speed	Weapons:						÷			Unit ID #:		Round Notes:
Threat Value:	1947	Combat/Top: 0/0	Name	Fire Arc	s	м	L	EX	Acc.	Dam.	ROF	Special	Ammo/Left	0:
Size:	13	Ground Speed	MAM	FF	60	120	240	480	-3	x18	0	G,ART,AEO,MR40	2	1:
Crew:	2	Combat/Top: 5/9								x			1	2:
Bonus Actions:	1	Maneuver: -3								x			1	3:
Piloting :	/	Fire Control: 0								x			1	4:
Gunnery:	/	Armor: 40/80/120								x			1	5:
Leadership:	1									x			/	6:
EW:	/									x			1	7:
Tactics:	/											t Armor (R10), HE		8:
Sensors:	+1/5		Mount, Rugged M	ovement Syst	em, S	moke	Laur	thers	(10).	Flaws: Lar	ge Sens	or Profile (R2), Sen	sor Dependent.	9:
Communications:	0/30													10:

<u>data sheets</u>

											19. 	_		-	
Vehicle:	Verder	Walker Speed		Weapons:									Unit ID #:		Round Notes:
Threat Value:	4209	Combat/Top:	0/0	Name	Fire Arc	S	м	L	EX	Acc.	Dam.	ROF	Special	Ammo/Left	0:
Size:	14	Ground Speed		HAG	FF	40	80	160	320	-2	x22	0	AE2,ART,MR20	1	1:
Crew:	3	Combat/Top:	5/9	SLC	T	5	10	20	40	+1	x12	0	-1RB	20	2:
Bonus Actions:	1	Maneuver:	-3								x			/	3:
Piloting :	/	Fire Control:	o								x			1	4:
Gunnery:	/	Armor:	42/84/126								x			1	5:
Leadership:	/										x			1	6:
EW:	1										x			1	7:
Tactics:	1				Perks: Autopilot, Automation (R1), Back-up Sensors, HEAT-resistant Armor (R10), HEP: Desert, Pintle Mount,										8:
Sensors:	+1/5				einforced Crew Compartment, Rugged Movement System, Smoke Launchers (10), Sniper System (HAG), Stabilizer ystem, Flaws: Large Sensor Profile (R2), Sensor Dependent.										9:
Communications:	0/20			-	-						6. S.	1.1			10:

Vehicle: Visigoth Unit ID #: **Round Notes:** Walker Speed Weapons: Combat/Top: Threat Value: 2585 0/0 Name Fire Arc S M L EX Acc. Dam. ROF Special Ammo/Left 0: HFG 8 16 32 64 0 x28 IF 1: Size: 13 **Ground Speed** Т 0 25 Crew: 2 Combat/Top: 5/10 HAC T 3 6 12 24 0 x12 ROF1 300 2: 1 2 LLC т 5 10 20 40 +1 -2DRB 30 3: **Bonus Actions:** Maneuver: -2 x16 0 Piloting : MRP/9 2 4 8 16 -1 x18 IF 9 4: 0 F Fire Control: 1 1 40/80/120 MRP/9 F 2 4 8 16 -1 x18 IF 9 5: Armor: 1 Gunnery: 1 00000 00000 6: Leadership: 1 х EW: 7: 1 x Perks: Autopilot, Automation (R2), Backup Sensors, HEAT-resistant Armor (R10), HEP: Desert, Pintle Mount, Reinforced Armor (R5, Front), Rugged Movement System, Smoke Launchers (10). Flaws: Large Sensor Profile (R2), Sensor Dependent. 8: Tactics: Sensors: 0/2 9: 0/20 10: Communications:

Vehicle: Visig	oth, Blitz	Walker Speed	*	Weapons:									Unit ID #:	Round Notes:	
Threat Value:	2306	Combat/Top:	0/0	Name	Fire Arc	S	м	L	EX	Acc.	Dam.	ROF	Special	Ammo/Left	0:
Size:	13	Ground Speed		2 x SC	F	1	2	4	8	-1	x28	0	-	25ea.	1:
Crew:	2	Combat/Top:	5/10	VHAC	Т	3	6	12	24	0	x15	1	-	200	2:
Bonus Actions:	2	Maneuver:	-2	LLC	T	5	10	20	40	+1	x16	0	-2DRB	30	3:
Piloting :	1	Fire Control:	0	MRP/9	F	2	4	8	16	-1	x18	1	IF	9	4:
Gunnery:	1	Armor:	40/80/120	MRP/9	F	2	4	8	16	-1	x18	1	IF	9	5:
Leadership:	1										x			1 .	6:
EW:	1										x			/	7:
Tactics:	1				Perks: AP Charges (R1,20), Autopilot, Automation (R2), Backup Sensors, HEAT-resistant Armor (R10), HEP: Desert,										8:
Sensors:	0/2				intle Mount, Reinforced Armor (R5, Front), Rugged Movement System, Smoke Launchers (10). Flaws: Large ensor Profile (R2), Sensor Dependent.										9:
Communications	0/20				•• ••••••••••••••••••••••••••••••••••••		en-on				2.6.3				10:

Vehicle: Visigot	h, Khan	Walker Speed		Weapons:									Unit ID #:		Round Notes:
Threat Value:	2768	Combat/Top:	0/0	Name	Fire Arc	S	м	L	EX	Acc.	Dam.	ROF	Special	Ammo/Left	0:
Size:	13	Ground Speed		HFG	I	8	16	32	64	0	x28	0	IF	25	1:
Crew:	2	Combat/Top:	5/10	HAC	т	3	6	12	24	0	x12	1	-	300	2:
Bonus Actions:	2	Maneuver:	-2	LLC	Т	5	10	20	40	+1	x16	0	-2DRB	30	3:
Piloting :	1	Fire Control:	0	MRP/9	F	2	4	8	16	-1	x18	1	IF	9	4:
Gunnery:	1	Armor:	40/80/120	MRP/9	F	2	4	8	16	-1	x18	1	IF	9	5:
Leadership:	1										x			1	6:
EW:	/										x			1	7:
Tactics:	1				Perks: Autopilot, Automation (R2), Backup Sensors, ECM (R2), ECCM (R2), HEAT-resistant Armor (R10), HEP:									8:	
Sensors:	0/2				Desert, Pintle Mount, Reinforced Armor (R5, Front), Reinforced Location Armor (R2, Movement), Smoke Launch- rs (10). Flaws: Large Sensor Profile (R1), Sensor Dependent.									9:	
Communications:	+1/20				-		. ,			•	5				10:

Vehicle:	Walker Speed	Weapons:									Unit ID #:		Round Notes:
Threat Value:	Combat/Top: /	Name	Fire Arc	S	м	L	EX	Acc.	Dam.	ROF	Special	Ammo/Left	0:
Size:	Ground Speed								x			1	1:
Crew:	Combat/Top: /								x			1	2:
Bonus Actions:	Maneuver:								x			1	3:
Piloting : /	Fire Control:								x			1	4:
Gunnery: /	Armor:								x			1	5:
Leadership: /									x			1	6:
EW: /									x			1	7:
Tactics: /		Perks:					Flaw	s:				•	8:
Sensors: /													9:
Communications: /													10:





