

Name	<i>Chuhuac</i>	By:	<i>Robert Avery</i>	Tech Level:	2
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Infantry

Infantry Squad	Role	No.	Weight	Expertise	0	1	2	3	4	Equipment
<i>Trooper Squad</i>	<i>Mobile</i>	12	<i>Standard</i>	<i>Regular</i>	1, 2, 3	4	5	6, 7, 8, 9	10, 11, 12	<i>Tech 2 Armour, APC</i>
<i>Assault Trooper Squad</i>	<i>Assault</i>	6	<i>Standard</i>	<i>Veteran</i>	1, 2	3	4	5, 6		<i>Tech 2 Armour</i>
<i>Special Ops Squad</i>	<i>Mob/Ass</i>	6	<i>Standard</i>	<i>Elite</i>	1	2	3	4, 5	6	<i>Tech 2 Armour</i>
<i>Grav Bike Wing</i>	<i>Mobile</i>	9	<i>Heavy</i>	<i>Regular</i>	1, 2, 3	4	5	6, 7, 8, 9		<i>Tech 2 Armour, HOV</i>

Support Weapons

Support Weapon	Role	SV	TGT	Load	Expertise	Notes

Vehicles

Vehicle	Role	Crew	Move	Expertise	Armour	Weapons	Notes
<i>Sirrus APC</i>	<i>APC</i>	<i>D</i>	<i>HOV</i>	<i>Regular (3)</i>	3	<i>SV2 Auto x 6 (2 at any target)</i>	<i>May carry up to 12 Chuhuac</i>
<i>Battlesuit</i>	<i>AFV</i>	<i>D</i>	<i>WLK</i>	<i>Regular (3)</i>	5	<i>SV4 DF Bolt</i>	
<i>VassethStrike Tank</i>	<i>AFV</i>	<i>D, C, G</i>	<i>HOV</i>	<i>Regular (3)</i>	7	<i>SV6 DF Bolt</i> <i>SV2 VF Boom or SV2 Twin Auto or</i> <i>SV5 VF Boom</i>	

Specialists

EWSO



Off-Table Support

Characteristic Cards

Chuhuac | *Rally, Bonus Move, Charge!, Rapid Deployment, Dynamic Commander*

Chrome

Squad Size | *Troopers may start the game in squads of six or twelve, player's choice.*

Order of Battle

Chuhuac Infantry Company	Support Units
<i>Chuhuac Herdmaster</i>	
<i>2 x Platoon</i>	<i>Squads or platoons of any type of infantry</i>
<i>(each platoon 24 Chuhuac in squads of 6 or 12 plus a Leader and an EWSO: 26 total)</i>	<i>(made mobile by adding one APC per 12 Chuhuac)</i>
<i>Make mobile by adding minimum 4 Sirrus APCs</i>	<i>Grav Bike Wings of nine grav bikes</i>
<i>Companies may be Trooper, Assault or Special Ops</i>	<i>Battlesuit Sections of six Battlesuits</i>
Chuhuac Infantry Battalion	
<i>Herdmaster as Command</i>	
<i>2 x Infantry Company (any type)</i>	
<i>plus ad hoc support units</i>	

Figures from: | *All figures from Loud Ninja Games via 15mm.co.uk*

Background

Tabletop Stats

Infantry										Firing	
Infantry Squad	Role	No.	Weight	Expertise	0	1	2	3	4		
Trooper Squad	Mobile	12	Standard	Regular	1, 2, 3	4	5	6, 7, 8, 9	10, 11, 12		
Assault Trooper Squad	Assault	6	Standard	Veteran	1, 2	3	4	5, 6			
Special Ops Squad	Mob/Ass	6	Standard	Elite	1	2	3	4, 5	6		
Grav Bike Wing	Mobile	9	Heavy	Regular	1, 2, 3	4	5	6, 7, 8, 9			

Infantry Squad	Miss	Shock	Dead	Save	Open	Light	Heavy	Imp	AT: 0-4"	4-8"	8-12"
Trooper Squad	1,2,3	4,5	6	~	~	-1/D6	-2/D6	-4/D6	4	2	~
Assault Trooper Squad	1,2,3	4,5	6	~	~	-1/D6	-2/D6	-4/D6	4	2	~
Special Ops Squad	1,2,3	4,5	6	~	~	-1/D6	-2/D6	-4/D6	4	2	~
Grav Bike Wing	1,2,3	4,5	6	~	x2	2(-1/D6)	2(-2/D6)	2(-4/D6)	4	2	~

Support Weapons

Support Weapon	SV	TGT	vs Inf	vs Veh

Vehicles

Vehicle	Gunner	Exp.	Arm.	vs Inf	vs Veh	CI Cmbt
Sirrus APC		Reg (3)	3	DF: 2D6+4 & Pin, +3 per weapon (<3)	DF 1	No
Battlesuit		Reg (3)	5	Auto DF: 1D6+5 & Pin	DF 1	No
	Main DF: Pin; one hit on a double on 2D6			DF 8	No	
Vasseth Strike Tank	One	Reg (3)	7	Main DF: Pin; one hit on a double on 2D6	DF 14	No
				Auto DF: 2D6+7 & Pin	DF 1	
				MissLnchr 2D6+4 & Pin, miss on one 1	DF 2	
				RktLnchr 5D6+4 & Pin, miss on two 1s	DF 5	

Vehicle	Type	Open	Light	Heavy	Imp
Sirrus APC	HOV	x2	2(-1/D6)	2(-2/D6)	2(-4/D6)
Battlesuit	WLK	+1/D6	-1/D6	-2/D6	-4/D6
Vasseth Strike Tank	HOV	x2	2(-1/D6)	2(-2/D6)	2(-4/D6)

Points

BM: Level x 20

EWSO: 40

Sniper: 30

Medic: 10

Drone Op or FO: 20

Infantry Squad	Support Weapons	Vehicles	Cards & Chrome
Trooper Squad	58	Sirrus APC 38	Rally 40
Assault Trooper Squad	22	Battlesuit 40	Bonus Move 40
Special Ops Squad	32	Vasseth Strike Tank 40	Charge 40
Grav Bike Wing	42		Rapid Deployment 40
			Dynamic Cmmdr 40