

<b>Name</b>	<b>Astagar</b>	<b>By:</b>	<b>Robert Avery</b>	<b>Tech Level:</b>	<b>2</b>
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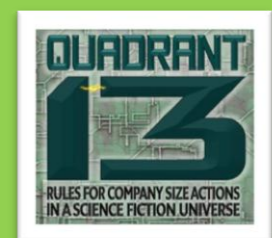
<b>Infantry</b>										
<b>Infantry Squad</b>	<b>Role</b>	<b>No.</b>	<b>Weight</b>	<b>Expertise</b>	<b>0</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>Equipment</b>
<i>Infantry</i>	<i>Leg</i>	8	<i>Light</i>	<i>Regular</i>	1, 2, 3	4	5	6, 7, 8	~	<i>Tech 2 Powered Armour</i>
<i>Heavy Infantry*</i>	<i>Leg</i>	9	<i>Standard</i>	<i>Regular</i>	1, 2, 3	4	5	6, 7, 8, 9	~	<i>Tech 2 Powered Armour</i>
<i>Assault Infantry**</i>	<i>Leg</i>	8	<i>Heavy</i>	<i>Regular</i>	1, 2, 3	4	5	6, 7, 8, 9	10	<i>Tech 2 Powered Armour/Flame</i>
<i>Drone Squad</i>	<i>Leg</i>	8	<i>Light</i>	<i>Regular</i>	1, 2, 3	4	5	6, 7, 8	~	<i>HOV</i>
<i>*add a grenade launcher to an Infantry Squad</i>										
<i>**add a Flamethrower to a Heavy Infantry Squad</i>										

<b>Support Weapons</b>						
<b>Support Weapon</b>	<b>Role</b>	<b>SV</b>	<b>TGT</b>	<b>Load</b>	<b>Expertise</b>	<b>Notes</b>
<i>Mortar Team</i>	<i>Inf. Supp.</i>	3	<i>IF</i>	<i>Boom</i>	<i>Regular</i>	
<i>Heavy Canon</i>	<i>Inf. Supp.</i>	3	<i>DF</i>	<i>Auto</i>	<i>Regular</i>	

<b>Vehicles</b>							
<b>Vehicle</b>	<b>Role</b>	<b>Crew</b>	<b>Move</b>	<b>Expertise</b>	<b>Armour</b>	<b>Weapons</b>	<b>Notes</b>
<i>Viperia Tactical</i>	<i>AFV</i>	<i>C</i>	<i>WLK</i>	<i>Regular (3)</i>	3	<i>2 x SV2 Auto; SV2 IF Boom</i>	<i>PMS</i>
<i>Viperia Comms</i>	<i>AFV</i>	<i>C</i>	<i>WLK</i>	<i>Regular (3)</i>	3	<i>Two SV2 Auto</i>	<i>EW Specialist</i>
<i>Viperia Support</i>	<i>AFV</i>	<i>C</i>	<i>WLK</i>	<i>Regular (3)</i>	3	<i>2 x SV2 Auto; 2 x SV2 VF Boom</i>	
<i>Volos Support</i>	<i>AFV</i>	<i>C</i>	<i>WLK</i>	<i>Regular (3)</i>	5	<i>2 x SV4 Auto; 2 x SV3 VF Boom</i>	<i>CC Capable</i>
<i>Volos Assault</i>	<i>AFV</i>	<i>C</i>	<i>WLK</i>	<i>Regular (3)</i>	5	<i>2 x SV3 VF Boom</i>	<i>CC Capable</i>
<i>MBT</i>	<i>AFV</i>	<i>C, D, G</i>	<i>HOV or TRK</i>	<i>Regular (3)</i>	6	<i>SV6 DF Bolt; SV2 Auto; SV4 DF Boom</i>	<i>EW variant for commanders</i>
<i>SP Artillery</i>	<i>AFV</i>	<i>C, D, G</i>	<i>HOV or TRK</i>	<i>Regular (3)</i>	6	<i>2 x SV6 IF Boom</i>	
<i>APC</i>	<i>APC</i>	<i>D</i>	<i>HOV or TRK</i>	<i>Regular (3)</i>	6	<i>SV4 DF Both or SV4 Auto</i>	<i>Can carry a squad of eight Astagar</i>
							<i>EW variant for commanders</i>

<b>Specialists</b>	EW
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<b>Off-Table Support</b>	<i>Off Table SP Artillery: SV6 IF Boom</i>
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<b>Characteristic Cards</b>	<i>Infantry Bonus Move; Rapid Deployment; Fade</i>
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<b>Chrome</b>	
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<b>Order of Battle</b>		
<b>Infantry Platoon</b>	<b>Infantry Company</b>	<b>Strike Team</b>
1 x Big Man	1 x Big Man	1 x Big Man
3 x Infantry Squad	2 x Infantry Platoon	2 x Infantry Squad
Make mobile by adding 3 x APC	1 x Mortar Platoon	1 x Heavy Cannon Team
	1 x Heavy Cannon Platoon	1 x Mortar Team
<b>Viperia Platoon</b>	1 x Drone Squad	1 x Volos Platoon
1 x Big Man in Viperia Support		1 x MBT
8 x Viperia Tactical	<b>Mechanised Infantry Company</b>	1 x SP Artillery
	1 x Big Man in APC/EW Variant	3 x APC
<b>Volos Platoon</b>	2 x Infantry Platoon	
2 x Volos Tactical	6 x APC	<b>Armoured Company</b>
		1 x Mechanised Infantry Company
<b>Mortar Platoon</b>	<b>Heavy Infantry Company</b>	1 x Armoured Platoon
3 x Mortar team	1 x Big Man	
	1 x Viperia Platoon	
<b>Heavy Cannon Platoon</b>	1 x Volos Platoon	
3 x Heavy Cannon Team	1 x Viperia Comms	
<b>Armoured Platoon</b>		
1 x Big Man in MBT/EW Variant		
3 x MBT		
3 x SP Artillery		

<b>Figures from:</b>	All Astagar figures from Critical Mass Games now part of <b>Ral Partha Europe</b>
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Background

**Tabletop Stats**

**Infantry**

Infantry Squad	Role	No.	Weight	Expertise	0	1	2	3	4
<i>Infantry</i>	<i>Leg</i>	8	<i>Light</i>	<i>Regular</i>	1, 2, 3	4	5	6, 7, 8	~
<i>Heavy Infantry*</i>	<i>Leg</i>	9	<i>Standard</i>	<i>Regular</i>	1, 2, 3	4	5	6, 7, 8, 9	~
<i>Assault Infantry**</i>	<i>Leg</i>	8	<i>Heavy</i>	<i>Regular</i>	1, 2, 3	4	5	6, 7, 8, 9	10
<i>Drone Squad</i>	<i>Leg</i>	8	<i>Light</i>	<i>Regular</i>	1, 2, 3	4	5	6, 7, 8	~

Firing
-1D6+4
+4
+1D6+4+Flame
-1D6+4

Infantry Squad	Miss	Shock	Dead	Save
<i>All Infantry</i>	1, 2, 3	4, 5	6	~
<i>Drones</i>	1, 2, 3	4, 5	6	~

Open	Light	Heavy	Imp
~	-1/D6	-2/D6	-4/D6
x2	~	-2/D6	-4/D6

AT: 0-4"	4-8"	8-12"
4	2	~
4	2	~

**Support Weapons**

Support Weapon	SV	TGT	vs Inf	vs Veh
<i>Mortar Team</i>	3	<i>IF</i>	3D6+4 & Pin, miss on two 1	Indirect fire only
<i>Heavy Cannon</i>	3	<i>DF</i>	3D6+7 & Pin	SV2

**Vehicles**

Vehicle	Gunner	Exp.	Arm.	vs Inf	vs Veh	CI Cmbt
<i>Viperia Tactical</i>		Regular	3	DF: 2D6+4 IF: 1D6+6	DF1	
<i>Viperia Comms</i>		Regular	3	DF: 2D6+4	DF1	
<i>Viperia Support</i>		Regular	3	DF: 2D6+4 IF: 1D6+6	DF1	
<i>Volos Support</i>		Regular	5	DF: 3D6+4 VF: 1D6+8	VF3 or DF2	
<i>Volos Assault</i>		Regular	5	VF: 1D6+8	VF3	Y
<i>MBT</i>	Y	Regular	6	DF: 2D6+4 VF: 1D6+10	DF12	
<i>SP Artillery</i>		Regular	6	IF: 1D6+14	IF only	
<i>APC</i>		Regular	6	IF: 1D6+8 or DF: 4D6+4	DF8 or DF4	

Vehicle	Type	Open	Light	Heavy	Imp
<i>Viperia Tactical</i>	WLK	+1"/Dice	Ignore	-2"/Dice	-4"/Dice
<i>Other Viperia</i>	WLK	+1"/Dice	Ignore	-2"/Dice	-4"/Dice
<i>Volos</i>	WLK	+1"/Dice	Ignore	-2"/Dice	-4"/Dice
<i>Tracked Vehicles</i>	TRK	+1"/Dice	Ignore	-2"/Dice	No
<i>Grav Vehicles</i>	HOV	x2			

**Points**

BM: Level x 20

EWSO: 40

Sniper: 30

Medic: 10

Drone Op or FO: 20

Infantry Squad	Points
<i>Infantry Squad</i>	20
<i>Heavy Infantry Squad</i>	32
<i>Assault Infantry Squad</i>	50
<i>Drones</i>	22

Support Weapons	Points
<i>Mortar Team</i>	14
<i>Heavy Cannon Team</i>	14

Vehicles	Points
<i>Viperia Tactical</i>	26
<i>Viperia Comms</i>	62
<i>Viperia Support</i>	28
<i>Volos Support</i>	48
<i>Volos Assault</i>	34
<i>MBT</i>	42/44(H)
<i>SP Artillery</i>	42/44 (H)
<i>APC</i>	26/28(H)

Cards & Chrome	Points
Bonus Move	40
Rapid Deployment	40
Fade	40