

Name	<i>Chewks</i>	By:	<i>Robert Avery</i>	Tech Level:	<i>1</i>
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Infantry

Infantry Squad	Role	No.	Weight	Expertise	0	1	2	3	4	Equipment
<i>Chewk Infantry Squad</i>	<i>Leg</i>	<i>12</i>	<i>Light</i>	<i>Regular</i>	<i>1, 2, 3</i>	<i>4</i>	<i>5</i>	<i>6, 7, 8, 9</i>	<i>10, 11, 12</i>	

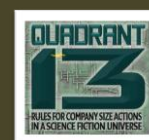
Support Weapons

Support Weapon	Role	SV	TGT	Load	Expertise	Notes
<i>Chewkgun MGs</i>	<i>Inf. Supp.</i>	<i>2</i>	<i>DF</i>	<i>Autogun</i>	<i>Regular</i>	
<i>Chewkbomber Mortars</i>	<i>Inf. Supp.</i>	<i>2</i>	<i>IF</i>	<i>Boom</i>	<i>Regular</i>	
<i>Chewkzooka AT Rifles</i>	<i>AT</i>	<i>2</i>	<i>DF</i>	<i>Bolt</i>	<i>Regular</i>	
<i>Chewkannon</i>	<i>GP: IS/AT</i>	<i>4</i>	<i>DF</i>	<i>Both</i>	<i>Regular</i>	<i>Mounted on Chewk Drilltank or towed by Chewkamel beast of burden</i>

Vehicles

Vehicle	Role	Crew	Move	Expertise	Armour	Weapons	Notes
<i>Chewk Drilltank</i>	<i>APC</i>	<i>C</i>	<i>TRK (S)</i>	<i>Regular</i>	<i>8</i>	<i>Can have Chewkannon</i>	<i>Capable of Battlefield Insertion</i>

Specialists



Off-Table Support

Characteristic Cards

Fade

Chrome

Order of Battle

<i>Force composition is tribal in nature, centred around a number of Drilltanks</i>	Chewk Infantry Platoon	
	<i>One Big Man Level II or III</i>	
	<i>Two or Three Chewk Infantry Squads of 12 Chewk</i>	
<i>Each Drilltank can hold an infantry platoon and one Chewkannon plus Chewkamel</i>	<i>Zero or One Chewk Weapon Squad</i>	
	Chewk Weapon Squad	
<i>A "Company" would be two to four Drilltanks</i>	<i>Up to three of the 2-man rating support weapons</i>	

Figures from:

All figures from Khurasan Miniatures

Background

Diminutive sentient xeno-crustaceans native to Sepulveda 7, the Chewks live in giant underground drilltanks which travel deep under the sands of the central Sepulvedan deserts. When they sense an intruder or there is an opportunity to raid travelers in the desert, the huge drilltanks will broach and out from them will spill tribesmen to the attack. Alternately, the Chewks will meticulously set up ambushes amongst the sand dunes to snare unwary foes as they stagger across the desert.

The Chewk is very small, but a deadly adversary all the same, being brave, crafty, and armed with crude but powerful fusion weapons. Tribesmen generally carry a single shot bolt-activated rifle which is loaded from the muzzle, a powerful chambered fusion round being capable of penetrating the toughest armour -- a necessity on a planet where most creatures have thick shells. Heavier weapons are available as well, ranging from the chewkbomber (a mortar) to the chewkzooka (a chewk-portable rocket launcher) to the chewkgun, which has a larger round than the chewkrifle and a fully automatic action. Arming the great drilltanks are chewkannons, which sit on top of an extending arm, flexing to bring fire on the enemy in any direction. The chewks often dismount these weapons for duty at ground level, mounting them on portable carriages which are dragged across the sands by chewkamel beasts of burden.

Tabletop Stats

Infantry

Infantry Squad	Role	No.	Weight	Expertise	0	1	2	3	4	Firing
<i>Chewk Infantry Squad</i>	<i>Leg</i>	<i>12</i>	<i>Light</i>	<i>Regular</i>	<i>1, 2, 3</i>	<i>4</i>	<i>5</i>	<i>6, 7, 8, 9</i>	<i>10, 11, 12</i>	<i>-1D6+2</i>

Infantry Squad	Miss	Shock	Dead	Save	Open	Light	Heavy	Imp	AT: 0-4"	4-8"	8-12"
<i>Chewk Infantry Squad</i>	<i>1,2</i>	<i>3,4</i>	<i>5,6</i>	<i>~</i>	<i>~</i>	<i>-1/D6</i>	<i>-2/D6</i>	<i>-4/D6</i>	<i>2</i>	<i>~</i>	<i>~</i>

Support Weapons

Support Weapon	SV	TGT	vs Inf	vs Veh
<i>Chewkgun MGs</i>	<i>2</i>	<i>DF</i>	<i>DF: 2D6+2 & Pin</i>	<i>DF 1</i>
<i>Chewkbomber Mortars</i>	<i>2</i>	<i>IF</i>	<i>IF: 2D6+2 & Pin, miss on one 1</i>	<i>Indirect fire only</i>
<i>Chewkzooka AT Rifles</i>	<i>2</i>	<i>DF</i>	<i>DF: Pin; one hit on a double on 2D6</i>	<i>DF 4</i>
<i>Chewkannon</i>	<i>4</i>	<i>DF</i>	<i>DF: 4D6+2 & Pin, miss on two 1s</i>	<i>Df 8</i>

Vehicles

Vehicle	Gunner	Exp.	Arm.	vs Inf	vs Veh	CI Cmbt
<i>Chewk Drilltank</i>		<i>Reg (3)</i>	<i>8</i>			<i>No</i>

Vehicle	Type	Open	Light	Heavy	Imp
<i>Chewk Drilltank</i>	<i>TRK (S)</i>	<i>~</i>	<i>-1/D6</i>	<i>-3/D6</i>	<i>No</i>

Points

BM: Level x 10

EWSO: 20

Sniper: 15

Medic: 5

Drone Op or FO: 10

Infantry Squad	Points
<i>Chewk Infantry Squad</i>	<i>36</i>

Support Weapons	Points
<i>Chewkgun MGs</i>	<i>11</i>
<i>Chewkbomber Mortars</i>	<i>11</i>
<i>Chewkzooka AT Rifles</i>	<i>11</i>
<i>Chewkannon</i>	<i>21</i>

Vehicles	Points
<i>Chewk Drilltank</i>	<i>18</i>
<i>Chewk Drilltank(with gun)</i>	<i>30</i>

Cards & Chrome	Points