Infantry   Role   No.   Weight   Expertise   0				Chuh	uac		By:			rt Avery		Tech Level: 2		
No.   No.   Weight   Expertise   0   1   2   3   4   Equipment	•													
rooper Squad		- •	1					T -	T -	1 -	T -	l= •		
Assault noper Squad   Assault   6   Standard   Veteran   1,2   3   4   5,6   Tech 2 Armour   Standard   Mobile   9   Heavy   Regular   1,2,3   4   5   6,7,8,9   Tech 2 Armour   Standard   Mobile   9   Heavy   Regular   1,2,3   4   5   6,7,8,9   Tech 2 Armour   Mobile   Mobile   9   Heavy   Regular   1,2,3   4   5   6,7,8,9   Tech 2 Armour   Mobile														
pipedal Dos Squad Mobile 9 Heavy Regular 1, 2, 3 4 5 6 Tech 2 Armour, MC Regular 1, 2, 3 4 5 6 Tech 2 Armour, MC Regular 1, 2, 3 4 5 6 Tech 2 Armour, MC Regular 1, 2, 3 4 5 6 Tech 2 Armour, MC Regular 1, 2, 3 4 5 6 7, 8, 9 6 Tech 2 Armour, MC Regular 1, 2, 3 4 6 7, 8, 9 6 Tech 2 Armour, MC Regular 1, 2, 3 4 6 7, 8, 9 6 Tech 2 Armour, MC Regular 1, 2, 3 4 6 7, 8, 9 6 Tech 2 Armour, MC Regular 1, 2, 3 4 6 7, 8, 9 6 Tech 2 Armour, MC Regular 1, 2, 3 4 6 7, 8, 9 6 Tech 2 Armour, MC Regular 1, 2, 3 4 6 7, 8, 9 6 Tech 2 Armour, MC Regular 1, 2, 3 4 6 7, 8, 9 6 Tech 2 Armour, MC Regular 1, 2, 3 4 6 7, 8, 9 6 Tech 2 Armour, MC Regular 1, 2, 3 4 6 7, 8, 9 6 Tech 2 Armour, MC Regular 1, 2, 2 4 7, 8, 9 7, 8, 9 7, 8, 9 7, 8, 9 7, 8, 9 7, 8, 9 7, 8, 9 7, 9 7			-						1		10, 11, 12		C	
Support Weapons Support Weapon Role SV   TGT   Load   Expertise   Notes  Weapons   Notes  W											-			
Support Weapon Role SV TGT Load Expertise Notes  Vehicles  Vehicle Role Crew Move Expertise Armour Weapons Move carry up to 12 Chahuac Stattlesuit AFV D HOV Regular (3) 3 SV2 Auto x 6 (2 at any target) May carry up to 12 Chahuac Stattlesuit AFV D, C, G HOV Regular (3) 5 SV4 DF Both SV5 VF Boom or SV2 Twin Auto or SV5 VF Boom or SV5 Twin Auto or SV5 VF Boom or SV5 VF Boom or SV5 Twin Auto or SV5 VF Boom or SV5 VF Boom or SV5 Twin Auto or SV5 VF Boom or SV5 VF Boom or SV5 Twin Auto or SV5 VF Boom or SV5 VF Boom or SV5 Twin Auto or SV5 VF Boom or SV5 VF B								1			- 6		217	
Role SV TGT Load Expertise Notes  Vehicles  Vehicle Role Crew Move Expertise Armour Weapons Notes  Vehicle Role Crew Move Expertise Armour Weapons Notes  Vehicle Role APC D HOV Regular (3) 3 SV2 Auto x 6 (2 at any target) May carry up to 12 Chuhuac forattesunt AFV D, C, G HOV Regular (3) 5 SV4 DB Balt SV5 DF Balt SV5 DF Balt SV5 DF Balt SV5 VF Boom or SV2 Twin Auto or SV5 VF Boom SV5 Twin Auto or SV5 T	Bruv Bike Willy	IVIODIIE	9	<u> </u>	теичу	Kegului	1, 2, 3	4	3	0, 7, 8, 9		Tech 2 Annour, AC	) V	
Pehicles   Role   Crew   Move   Expertise   Armour   Weapons   Notes	Support Weapons													
Vehicle   Role   Crew   Move   Expertise   Armour   Weapons   Notes	Support Weapon	Role	SV	TGT	Load	Expertise	Notes							
Periode   Role   Crew   Move   Expertise   Armour   Weapons   Notes														
irrus APC APC D HOV Regular (3) 3 SV2 Auto x 6 (2 at any target) May carry up to 12 Chuhuac attlesuit AFV D WLK Regular (3) 5 SV4 DY Bolt SV5 DY Bolt		Polo	Cu		Move	Evportice	Armour		Mooner	c	Notes			
AFV D WLK Regular (3) 5 SV4 DF Bolt  AFV D, C, G HOV Regular (3) 7 SV5 DF Bolt  AFV D, C, G HOV Regular (3) 7 SV5 VF Boom or SV2 Twin Auto or SV5 VF Boom  Pecialists  WSO  Off-Table Support  Characteristic Cards  Nuhuac Rally, Bonus Move, Chargel, Rapid Deployment, Dynamic Commander  Chrome  Quad Size Troopers may start the game in squads of six or twelve, player's choice.  Order of Battle  Chuhuac Infantry Company Support Units  Chuhuac Infantry Company Support Units  (each platon 24 Chuhuac in squads of 6 or 12 plus a Leader and an EWSO: 26 total)  Make mobile by adding minimum 4 Sirrus APCs  Companies may be Trooper, Assault or Special Ops  Battlesuit Sections of six Battlesuits  Chuhuac Infantry Battalion  Herdmaster as Command  2 x Infantry Company (any type)  plus ad hoc support units			_				-		•			un to 12 Chicking		
AFV D, C, G HOV Regular (3) 7 SV6 DF Bott SV2 VF Boom or SV2 Twin Auto or SV5 VF Boom  Diff-Table Support  Chrome Quad Size Troopers may start the game in squads of six or twelve, player's choice.  Drder of Battle  Chuhuac Infantry Company Chuhuac Herdmaster 2 x Platon Squads or platoons of any type of infantry (each platoon 24 Chuhuac in squads of 6 or 12 (made mobile by adding ome APC per 12 Chuhuac) plus a Leader and an EWSO: 26 total) Make mobile by adding minimum 4 Sirrus APCs  Chempanies may be Trooper, Assault or Special Ops Battlesuit Sections of six Battlesuits  Chuhuac Infantry Special Ops Battlesuit Sections of six Battlesuits  Chempanies may be Trooper, Assault or Special Ops Plus ad hoc support units										turget)	iviuy carry	up to 12 Chunude		
pecialists  WSO  Off-Table Support  Characteristic Cards  Inuhuac Rally, Bonus Move, Chargel, Rapid Deployment, Dynamic Commander  Chrome  quad Size Troopers may start the game in squads of six or twelve, player's choice.  Order of Battle  Chuhuac Infantry Company  (each platoon 24 Chuhuac in squads of 6 or 12  plus a Leader and an EWSO: 26 total)  Make mobile by adding minimum 45 strus APCs  Companies may be Trooper, Assault or Special Ops  Battlesuit Sections of six Battlesuits  Chuhuac Infantry Battalion  Herdmaster as Command  2 x Infantry Company (Raspid Deployment, Dynamic Commander)  Battlesuit Sections of six Battlesuits  Chuhuac Infantry Sattlesuits  Chuhuac Infantry Sattlesuits	ייונופטוונ	AFV		<u>'</u>	VVLK	negulai (3)	3	1						
Specialists  WSO  Off-Table Support  Characteristic Cards  Chuhuac Rally, Bonus Move, Chargel, 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  Chuhuac Herdmaster  2 x Platoon Squads or platoons of any type of infantry  (each platoon 24 Chuhuac in squads of 6 or 12 (made mobile by adding one APC per 12 Chuhuac)  plus a Leader and an EVISO: 26 total)  Make mobile by adding minimum 4 Sirrus APCs  Companies may be Trooper, Assault or Special Ops  Battlesuit Sections of six Battlesuits  Chuhuac Infantry Battalion  Herdmaster as Command  2 x Infantry Company (any type)  plus ad hoc support units	/assethStrike Tank	AFV	D. C	. G	HOV	Regular (3)	7			win Auto or				
Characteristic Cards Chuhuac Rolly, Bonus Move, Chargel, Rapid Deployment, Dynamic Commander  Chrome  Gly Grown Grown Squads of six or twelve, player's choice.  Chrome  Chuhuac Infantry Company Support Units  Chuhuac Herdmaster  2 x Platoon Squads or platoons of any type of infantry  (each platoon 24 Chuhuac in squads of 6 or 12 (made mobile by adding one APC per 12 Chuhuac)  plus a Leader and an EWSO: 26 total)  Make mobile by adding minimum 4 Sirrus APCs Grav Bike Wings of nine grav bikes  Chuhuac Infantry Battalion  Herdmaster as Command  2 x Infantry Company (any type)  plus ad hoc support units	assemserike rank	7.0	D, C, G   HOV		7101	negular (5)				WIII Auto oi				
Characteristic Cards Chuhuac Rally, Bonus Move, Chargel, Rapid Deployment, Dynamic Commander  Chrome Siguad Size Troopers may start the game in squads of six or twelve, player's choice.  Chrome Chuhuac Infantry Company Support Units Chuhuac Herdmaster 2 x Platoon Squads or platoons of any type of infantry (each platoon 24 Chuhuac in squads of 6 or 12 plus a Leader and an EWSO: 26 total) Make mobile by adding minimum 4 Sirrus APCs Grav Bike Wings of nine grav bikes  Chuhuac Infantry Battalion Herdmaster as Command 2 x Infantry Company (any type) plus ad hoc support units														
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Characteristic Cards Chuhuac Rally, Bonus Move, Chargel, Rapid Deployment, Dynamic Commander  Chrome Guad Size Troopers may start the game in squads of six or twelve, player's choice.  Chuhuac Infantry Company Support Units Chuhuac Herdmaster 2 x Platoon Squads or platoons of any type of infantry (each platoon 24 Chuhuac in squads of 6 or 12 (mode mobile by adding one APC per 12 Chuhuac) plus a Leader and an EWSO: 26 total) Make mobile by adding minimum 4 Sirrus APCs Grav Bike Wings of nine grav bikes  Companies may be Trooper, Assault or Special Ops Battlesuit Sections of six Battlesuits  Chuhuac Infantry Battalion Herdmaster as Command 2 x Infantry Company (any type) plus ad hoc support units												QUADRANT		
Order of Battle  Chuhuac Infantry Company Chuhuac Herdmaster 2 x Platoon Squads or platoons of any type of infantry (each platoon 24 Chuhuac in squads of 6 or 12 (made mobile by adding one APC per 12 Chuhuac) plus a Leader and an EWSO: 26 total) Make mobile by adding minimum 4 Sirrus APCs Companies may be Trooper, Assault or Special Ops  Chuhuac Infantry Battalion Herdmaster as Command 2 x Infantry Company (any type) plus ad hoc support units														
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Chuhuac Infantry Company Chuhuac Herdmaster 2 x Platoon Squads or platoons of any type of infantry (each platoon 24 Chuhuac in squads of 6 or 12 (made mobile by adding one APC per 12 Chuhuac) plus a Leader and a EWSO: 26 total) Make mobile by adding minimum 4 Sirrus APCs Grav Bike Wings of nine grav bikes  Companies may be Trooper, Assault or Special Ops Battlesuit Sections of six Battlesuits  Chuhuac Infantry Battalion Herdmaster as Command 2 x Infantry Company (any type) plus ad hoc support units		Rally, Bonus Mo	ove, Cha	irge!, i	Rapid Deplo	oyment, Dynami	c Command	er						
Chuhuac Herdmaster  2 x Platoon  Squads or platoons of any type of infantry  (each platoon 24 Chuhuac in squads of 6 or 12 (made mobile by adding one APC per 12 Chuhuac)  Plus a Leader and an EWSO: 26 total)  Make mobile by adding minimum 4 Sirrus APCs  Companies may be Trooper, Assault or Special Ops  Battlesuit Sections of six Battlesuits  Chuhuac Infantry Battalion  Herdmaster as Command  2 x Infantry Company (any type)  plus ad hoc support units	Chrome													
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(each platoon 24 Chuhuac in squads of 6 or 12 (made mobile by adding one APC per 12 Chuhuac)  plus a Leader and an EWSO: 26 total)  Make mobile by adding minimum 4 Sirrus APCs  Companies may be Trooper, Assault or Special Ops  Battlesuit Sections of six Battlesuits  Chuhuac Infantry Battalion  Herdmaster as Command  2 x Infantry Company (any type)  plus ad hoc support units  (made mobile by adding one APC per 12 Chuhuac)  (made mobile by adding one APC per 12 Chuhuac)  (made mobile by adding one APC per 12 Chuhuac)  (made mobile by adding one APC per 12 Chuhuac)  (made mobile by adding one APC per 12 Chuhuac)  (made mobile by adding one APC per 12 Chuhuac)  (made mobile by adding one APC per 12 Chuhuac)  (made mobile by adding one APC per 12 Chuhuac)  (made mobile by adding one APC per 12 Chuhuac)  (made mobile by adding one APC per 12 Chuhuac)  (made mobile by adding one APC per 12 Chuhuac)  (made mobile by adding one APC per 12 Chuhuac)  (made mobile by adding one APC per 12 Chuhuac)  (made mobile by adding one APC per 12 Chuhuac)  (made mobile by adding one APC per 12 Chuhuac)  (paul chuhuac)  (made mobile by adding one APC per 12 Chuhuac)  (made mobile by adding one APC per 12 Chuhuac)  (paul chuhuac)  (pau	Chrome iquad Size Order of Battle	Troopers may st				of six or twelve, <sub>l</sub>	olayer's choi							
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Chuhuac Infantry Battalion  Herdmaster as Command  2 x Infantry Company (any type)  plus ad hoc support units	Chrome  Equad Size  Order of Battle  Chuhuac Info  Chuhuac  2 x F  (each platoon 24 Chuh	Troopers may so antry Company Herdmaster Platoon huac in squads of 6	tart the		in squads o	of six or twelve, <sub>l</sub> <b>Suppo</b> uads or platoons	olayer's choo ort Units of any type	ice. of infantry	ac)					
Chuhuac Infantry Battalion  Herdmaster as Command  2 x Infantry Company (any type)  plus ad hoc support units	Chrome  Equad Size  Order of Battle  Chuhuac Info Chuhuac 2 x F  (each platoon 24 Chuh plus a Leader and	antry Company Herdmaster Platoon huac in squads of 6	tart the 6 or 12 al)		in squads o	of six or twelve, p Suppo uads or platoons mobile by adding	ort Units of any type	of infantry er 12 Chuhud	ac)					
Herdmaster as Command  2 x Infantry Company (any type) plus ad hoc support units	Chrome Squad Size  Order of Battle  Chuhuac Info Chuhuac 2 x F (each platoon 24 Chuh plus a Leader and Make mobile by addin	antry Company Herdmaster Platoon huac in squads of 6 d an EWSO: 26 toto g minimum 4 Sirru	tart the 6 or 12 al) Is APCs	game	s in squads of Squ (made o	of six or twelve, p Suppo lads or platoons mobile by adding Grav Bike Wings	olayer's cho ort Units of any type g one APC pe s of nine gra	ice. of infantry er 12 Chuhua v bikes	ac)					
2 x Infantry Company (any type) plus ad hoc support units	Chrome Squad Size Order of Battle Chuhuac Info Chuhuac 2 x F (each platoon 24 Chuh plus a Leader and Make mobile by addin	antry Company Herdmaster Platoon huac in squads of 6 d an EWSO: 26 total g minimum 4 Sirru oper, Assault or Sp	tart the 6 or 12 al) Is APCs	game	s in squads of Squ (made o	of six or twelve, p Suppo lads or platoons mobile by adding Grav Bike Wings	olayer's cho ort Units of any type g one APC pe s of nine gra	ice. of infantry er 12 Chuhua v bikes	ac)					
plus ad hoc support units	Chrome  Equad Size  Order of Battle  Chuhuac Info Chuhuac 2 x F (each platoon 24 Chuh plus a Leader and Make mobile by addin  Companies may be Troc	antry Company Herdmaster Platoon huac in squads of 6 d an EWSO: 26 total g minimum 4 Sirru oper, Assault or Sp	tart the 6 or 12 al) Is APCs	game	s in squads of Squ (made o	of six or twelve, p Suppo lads or platoons mobile by adding Grav Bike Wings	olayer's cho ort Units of any type g one APC pe s of nine gra	ice. of infantry er 12 Chuhua v bikes	ac)					
	Chrome quad Size  Order of Battle  Chuhuac Info Chuhuac 2 x F (each platoon 24 Chuh plus a Leader and Make mobile by addin  Companies may be Troc Chuhuac Info	antry Company Herdmaster Platoon huac in squads of 6 an EWSO: 26 tota g minimum 4 Sirru oper, Assault or Sp fantry Battalion r as Command	tart the 6 or 12 al) us APCs pecial Op	game	s in squads of Squ (made o	of six or twelve, p Suppo lads or platoons mobile by adding Grav Bike Wings	olayer's cho ort Units of any type g one APC pe s of nine gra	ice. of infantry er 12 Chuhua v bikes	ac)					
igures from:  All figures from Loud Ninja Games via 15mm.co.uk	hrome quad Size  Order of Battle  Chuhuac Info Chuhuac 2 x F (each platoon 24 Chuh plus a Leader and Make mobile by addin  Companies may be Troc Chuhuac Info Herdmaste 2 x Infantry Co	antry Company Herdmaster Platoon huac in squads of 6 an EWSO: 26 tota g minimum 4 Sirru oper, Assault or Sp fantry Battalion r as Command ompany (any type)	tart the 6 or 12 al) us APCs pecial Op	game	s in squads of Squ (made o	of six or twelve, p Suppo lads or platoons mobile by adding Grav Bike Wings	olayer's cho ort Units of any type g one APC pe s of nine gra	ice. of infantry er 12 Chuhua v bikes	ac)					
igures from:  All figures from Loud Ninja Games via 15mm.co.uk	Chrome  quad Size  Order of Battle  Chuhuac Info Chuhuac 2 x F (each platoon 24 Chuh plus a Leader and Make mobile by addin  Companies may be Troc Chuhuac Info Herdmaste 2 x Infantry Co	antry Company Herdmaster Platoon huac in squads of 6 an EWSO: 26 tota g minimum 4 Sirru oper, Assault or Sp fantry Battalion r as Command ompany (any type)	tart the 6 or 12 al) us APCs pecial Op	game	s in squads of Squ (made o	of six or twelve, p Suppo lads or platoons mobile by adding Grav Bike Wings	olayer's cho ort Units of any type g one APC pe s of nine gra	ice. of infantry er 12 Chuhua v bikes	ac)					
igures from:  All figures from Loud Ninja Games via 15mm.co.uk	Chrome  quad Size  Order of Battle  Chuhuac Info Chuhuac 2 x F (each platoon 24 Chuh plus a Leader and Make mobile by addin  Companies may be Troc Chuhuac Info Herdmaste 2 x Infantry Co	antry Company Herdmaster Platoon huac in squads of 6 an EWSO: 26 tota g minimum 4 Sirru oper, Assault or Sp fantry Battalion r as Command ompany (any type)	tart the 6 or 12 al) us APCs pecial Op	game	s in squads of Squ (made o	of six or twelve, p Suppo lads or platoons mobile by adding Grav Bike Wings	olayer's cho ort Units of any type g one APC pe s of nine gra	ice. of infantry er 12 Chuhua v bikes	ac)					
igures from:  All figures from Loud Ninja Games via 15mm.co.uk	Chrome  quad Size  Order of Battle  Chuhuac Info Chuhuac 2 x F (each platoon 24 Chuh plus a Leader and Make mobile by addin  Companies may be Troc Chuhuac Info Herdmaste 2 x Infantry Co	antry Company Herdmaster Platoon huac in squads of 6 an EWSO: 26 tota g minimum 4 Sirru oper, Assault or Sp fantry Battalion r as Command ompany (any type)	tart the 6 or 12 al) us APCs pecial Op	game	s in squads of Squ (made o	of six or twelve, p Suppo lads or platoons mobile by adding Grav Bike Wings	olayer's cho ort Units of any type g one APC pe s of nine gra	ice. of infantry er 12 Chuhua v bikes	ac)					
igures from:  All figures from Loud Ninja Games via 15mm.co.uk	Chrome  quad Size  Order of Battle  Chuhuac Info Chuhuac 2 x F (each platoon 24 Chuh plus a Leader and Make mobile by addin  Companies may be Troc Chuhuac Info Herdmaste 2 x Infantry Co	antry Company Herdmaster Platoon huac in squads of 6 an EWSO: 26 tota g minimum 4 Sirru oper, Assault or Sp fantry Battalion r as Command ompany (any type)	tart the 6 or 12 al) us APCs pecial Op	game	s in squads of Squ (made o	of six or twelve, p Suppo lads or platoons mobile by adding Grav Bike Wings	olayer's cho ort Units of any type g one APC pe s of nine gra	ice. of infantry er 12 Chuhua v bikes	ac)					
igures from: All figures from Loud Ninja Games via 15mm.co.uk	Chrome  quad Size  Order of Battle  Chuhuac Info Chuhuac 2 x F (each platoon 24 Chuh plus a Leader and Make mobile by addin  Companies may be Troc Chuhuac Info Herdmaste 2 x Infantry Co	antry Company Herdmaster Platoon huac in squads of 6 an EWSO: 26 tota g minimum 4 Sirru oper, Assault or Sp fantry Battalion r as Command ompany (any type)	tart the 6 or 12 al) us APCs pecial Op	game	s in squads of Squ (made o	of six or twelve, p Suppo lads or platoons mobile by adding Grav Bike Wings	olayer's cho ort Units of any type g one APC pe s of nine gra	ice. of infantry er 12 Chuhua v bikes	ac)					
	hrome quad Size  Order of Battle  Chuhuac Infe Chuhuac 2 x F (each platoon 24 Chuh plus a Leader and Make mobile by addin  Companies may be Troo  Chuhuac Infe Herdmaste 2 x Infantry Co plus ad hoc	antry Company Herdmaster Platoon huac in squads of 6 an EWSO: 26 tota g minimum 4 Sirru oper, Assault or Sp fantry Battalion r as Command ompany (any type)	tart the 6 or 12 al) us APCs pecial Op	game	s in squads of Squ (made o	of six or twelve, p Suppo lads or platoons mobile by adding Grav Bike Wings	olayer's cho ort Units of any type g one APC pe s of nine gra	ice. of infantry er 12 Chuhua v bikes	ac)					

Tabletop Stats														
nfantry														
nfantry Squad	Role	No.	Weigh	nt E	xpertise	(	)	1	2		3	4		Firing
Trooper Squad	Mobi	le 12	Standa	rd I	Regular	1, 2	2, 3	4	5	6, 7	. 8, 9	10, 11, 12		
Assault Trooper Squad	Assau	ılt 6	Standa	rd \	/eteran	1,	2	3	4	5,	. 6			
Special Ops Squad	Mob/A	Ass 6	Standa	rd	Elite	1	!	2	3	4,	. 5	6		
Grav Bike Wing	Mobi	le 9	Heavy	, 1	Regular	1, 2	2, 3	4	5		. 8, 9			
nfantry Squad	Miss	Shock	Dead	Save	0	pen	Light	Heav	//	Imp	1	AT: 0-4"	4-8"	8-12"
Trooper Squad	1,2,3	4,5	6	~		~	-1/D6	-2/D	_	-4/D6		4	2	~
Assault Trooper Squad	1,2,3	4,5	6	~		~	-1/D6	-2/D		-4/D6		4	2	~
Special Ops Squad	1,2,3	4,5	6	~	1	~	-1/D6	-2/D		-4/D6	-	4	2	~
Grav Bike Wing	1,2,3	4,5	6	~		x2	2(-1/D6)	2(-2/[		(-4/D6)		4	2	~
Grav Erice viring	2,2,0	.,0					2( 2, 2 3)	_(_/,		( 1,20)			_	
Support Weapons														
Support Weapons	SV TG1	-	vs In	F			vs V	eh		7				
опрестиварон	1													
/ehicles		1 -	Ι											
Vehicle	Gunner	Exp.	Arm.		DE: 2DC: 4	1 0 Din	vs Inf	/ -2	) DF	1	<u> </u>	vs Veh		Cl Cmbt
Sirrus APC		Reg (3)	3	Auto	DF: 2D6+4	+4 & Pin, +3 per weapon (<3)					No No			
Battlesuit		Reg (3)	5	Main		n; one hit on a double on 2D6				DF 1 DF 8				No
					Main DF: Pin; one		ne hit on a double on 2D6			14				INO
				Auto						DF 1				٦
Vasseth Strike Tank	One	Reg (3)	7	MissLnchr	1	4 & Pin, miss on one 1 4 & Pin, miss on two 1		one 1		DF 2 DF 5			No	
				RktLnchr	5D6+4 & F									1
				INCLITCITI		1111, 111113	ss on two 1	3	U	9				
				IXCENCIII		111, 11113	s on two 1	3	Di	<u> </u>				
Vahida	Tuno	Onon	Light		Imp	1	s on two 1	3		3				
	Type HOV	Open x2	<b>Light</b> 2(-1/D6)	Heavy	Imp 2(-4/D6)		ss on two 1		Di					
Sirrus APC	Type HOV WLK	x2	2(-1/D6)	Heavy 2(-2/D6)	2(-4/D6)		s on two 1		U					
	HOV WLK	x2 +1/D6	2(-1/D6) -1/D6	Heavy 2(-2/D6) -2/D6	2(-4/D6) -4/D6		s on two 1	3		3				
Sirrus APC	HOV	x2	2(-1/D6)	Heavy 2(-2/D6)	2(-4/D6)		s on two 1	3		3				
Sirrus APC Battlesuit	HOV WLK	x2 +1/D6	2(-1/D6) -1/D6	Heavy 2(-2/D6) -2/D6	2(-4/D6) -4/D6		s on two 1	3		3				
Sirrus APC Battlesuit	HOV WLK	x2 +1/D6 x2	2(-1/D6) -1/D6	Heavy 2(-2/D6) -2/D6 2(-2/D6)	2(-4/D6) -4/D6		Sniper: 30			edic: 10		Drone	e Op or FO:	20
Sirrus APC Battlesuit Vasseth Strike Tank	HOV WLK	x2 +1/D6 x2 BM:	2(-1/D6) -1/D6 2(-1/D6)	Heavy 2(-2/D6) -2/D6 2(-2/D6)	2(-4/D6) -4/D6 2(-4/D6)								e Op or FO:	
Sirrus APC Battlesuit Vasseth Strike Tank  Points Infantry Squad Trooper Squad	HOV WLK HOV	x2 +1/D6 x2 BM:	2(-1/D6) -1/D6 2(-1/D6) Level x 20	Heavy 2(-2/D6) -2/D6 2(-2/D6)	2(-4/D6) -4/D6 2(-4/D6)		Sniper: 30  Vehicles  Sirrus APO			edic: 10	38	<b>Cards</b> Rally	& Chrome	4
Sirrus APC Battlesuit Vasseth Strike Tank  Points Infantry Squad Trooper Squad Assault Trooper Squad	HOV WLK HOV	x2 +1/D6 x2 BM:	2(-1/D6) -1/D6 2(-1/D6) Level x 20	Heavy 2(-2/D6) -2/D6 2(-2/D6)	2(-4/D6) -4/D6 2(-4/D6)		Sniper: 30  Vehicles  Sirrus APC  Battlesuit		М	edic: 10	10	Cards Rally Bonu	& Chrome	4
Sirrus APC Battlesuit Vasseth Strike Tank  Points  Infantry Squad Trooper Squad Assault Trooper Squad Special Ops Squad	HOV WLK HOV 58 22 32	x2 +1/D6 x2 BM:	2(-1/D6) -1/D6 2(-1/D6) Level x 20	Heavy 2(-2/D6) -2/D6 2(-2/D6)	2(-4/D6) -4/D6 2(-4/D6)		Sniper: 30  Vehicles  Sirrus APO		М	edic: 10		Cards Rally Bonus Charg	s <b>&amp; Chrome</b> s Move	4 4
Sirrus APC Battlesuit Vasseth Strike Tank  Points Infantry Squad Trooper Squad	HOV WLK HOV	x2 +1/D6 x2 BM:	2(-1/D6) -1/D6 2(-1/D6) Level x 20	Heavy 2(-2/D6) -2/D6 2(-2/D6)	2(-4/D6) -4/D6 2(-4/D6)		Sniper: 30  Vehicles  Sirrus APC  Battlesuit		М	edic: 10	10	Cards Rally Bonus Charg Rapid	& Chrome	4 4 4 nt 4