

Name	Gitungi	By:	Robert Avery	Tech Level:	3
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Infantry

Infantry Squad	Role	No.	Weight	Expertise	0	1	2	3	4	Equipment
Scout Squad	Recon	6	Light (+1 Close)	Veteran	1, 2	3	4	5, 6	~	Tech 2 Armour; Jump Pack
Tactical Squad	Leg	8	Standard	Regular	1, 2, 3	4	5	6, 7, 8	~	Tech 2 Armour
Veteran Squad	Leg	8	Standard	Veteran	1, 2	3	4	5, 6, 7	8	Tech 3 Armour
Cavalry Squad	Mobile Assault	8	Heavy	Regular	1, 2, 3	4	5	6, 7, 8	~	Tech 3 Armour, VSHNR
Powered Armour	Leg	8	Heavy	Veteran	1, 2	3	4	5, 6, 7	8	Tech 2 Powered Armour

Support Weapons

Support Weapon	Role	SV	TGT	Load	Expertise	Notes
Anti-Armour Cannon	AT	3	DF	Bolt	Regular	Three crew
Mole Mine	ENG	V	DF	Both	Regular	Controlled by Drone Operator; SVs are A2/B4/L6; see Chrome for more

Vehicles

Vehicle	Role	Crew	Move	Expertise	Armour	Weapons	Notes
Missile Drone	ARV		WLK	Regular	2	SV3 IF Boom	Controlled by Drone Operator
HMG Drone	AFV		WLK	Regular	2	SV2 Autogun	Controlled by Drone Operator
Assault Cannon Drone	AFV		WLK	Regular	2	One SV3 DF Autogun, 4 barrels	Controlled by Drone Operator
Assault Drone	AFV		WLK	Regular	4	One SV2 DF Autogun, 4 barrels	Controlled by Drone Operator
Recovery Drone	ENG		WLK	Regular	2	None	Controlled by Drone Operator
Superheavy Tank	AFV	5	HOV	Regular	10	One SV7 VF Both Two SV2 DF Autogun	
Anti-Aircraft Battery	AA		HOV	Regular	4	Two SV4 VF Both	Controlled by Drone Operator
Shuttle	Runaround		STP	Regular	4	Two SV3 DF Autogun	Can carry 4 Gitungi

Specialists

Sniper; Medic; Drone Operator; EWSO



Off-Table Support

Characteristic Cards

Chrome

- 1) Gitungi Scout Squads add one dice when firing at Close Range. Their jump packs allow them to move as if on muscle-powered vehicles; and allows Battlefield Insertion
- 2) Gitungi powered armour allows wearers to move as if on muscle-powered vehicles and counts as Powered Armour for defence.
- 3) Gitungi anti-armour cannon move as foot i.e. count as prolonging.
- 4) Gitungi mole-mines can be used against any target, and can explode as a Bolt (for armour) or Boom (for other targets). The mines activate on their Drone Specialist's card and move just below the surface like TRK. The Operator must use one Action to give a particular mole mine one Action, and it takes one Action to explode i.e. if an Operator has three available Actions, they can move one mine with two Actions and explode it with a third. Note that when attacking armour, mole mines explode as if attacking the rear of the vehicle i.e. penetrate on a 4/5/6.
- 5) Other drones require at least one Drone Operator crew to function, with the Operator using their Actions to operate the Drone as (4) above. The Drone Operator can operate the drone from anywhere on the tabletop. Big Men can also use their Actions to operate drones. Dead drone operators can be replaced by members of the EWSO team (the team only requires one man to continue in its EWSO role).
- 6) VSHNR riders count as cavalry for movement and carry powerlances that can be used in close combat or to shoot bolts of energy.

Order of Battle

<i>Infantry Company</i>	<i>Infantry Support Units</i>	<i>Support Units</i>
<i>Company HQ</i>	<i>Scout Platoon</i>	<i>Shuttle Wing</i>
1 x Big Man (Level III)	1 x Big Man (Level III) 2 x Scout Squad (each 6 Gitungi)	2 x Shuttle
<i>1st Infantry Platoon</i>	<i>Powered Armour Assault Squad</i>	<i>Drone Recovery Squad</i>
1 x Big Man (Level II); 1 x Medic	1 x Big Man (Level III)	2 x Recovery Drone
2 x Tactical Squad (each 8 Gitungi)	2 x Powered Armour Squad (each 8 Gitungi)	<i>Drone Assault Squad</i>
<i>2nd Infantry Platoon</i>	<i>Anti-Armour Squad</i>	2 x Assault Drone
1 x Big Man (Level II); 1 x Medic	3 x Anti-Armour Cannon + crew	<i>Superheavy Tank Squad</i>
2 x Tactical Squad (each 8 Gitungi)		3 x Superheavy Tank
<i>Weapons Platoon</i>	<i>Assault Drone Squad</i>	
1 x Big Man (Level II)	2 x Assault Drone + crew	<i>VSHNR Squad (platoons of two squads)</i>
1 x HMG Drone Squad (2 x Drones + crew)		8 x VSHNR rider
1 x Missile Drone Squad (2 x Drones + crew)	<i>Specialists (attached on an ad hoc basis)</i>	
	Sniper	
	Drone Operators	
	EWSO team (6-man Tech Support Crew)	

Figures from:*All Gitungi from Micropanzer, except for the Superheavy Tanks from Khurasan***Background**