Name		Xar (Gr	ound .	Zero Game	s)	В	y:	Robe	rt Avery		Tech Level:	
Infantry	٦											
Infantry Squad	Role	No.	V	/eight	Expertise	0	1	2	3	4	Equipment	
Leg Infantry	Leg	9		-leavy	Regular	1, 2, 3	4	5	6, 7, 8, 9	~		
Mobile Infantry	Mobile	9	I	-leavy	Veteran	1, 2	3	4	5, 6, 7	8, 9	On Saucers	
Engineers	Engineer	9		Light	Regular	1, 2, 3	4	5	6, 7, 8, 9	~	Engineers	
Support Weapons												
Support Weapon	Role	SV	TGT	Load	Expertise	Notes						
Projectile Launcher	Inf Supp	2	VF	Both	Regular	Three cre	W					
Heavy Beam Cannon	Inf Supp	3	DF	Auto	Regular	Three cre	W					
Vehicles												
Vehicles Vehicle	Role	Cr	ew	Move	Expertise	Armour		Weapon	ıs	Notes		
Vehicle	Role AFV		ew (AI)	Move STP	Expertise Regular (3)	Armour 3	(a) Twin S	•		Notes		
								SV2 Auto	ı	Notes		
Vehicle		C (			Regular (3)		(a) Twin S	SV2 Auto V2 DF Bo	ı	Notes		
Vehicle Attack Drone	AFV	C (	(AI)	STP		3	(a) Twin S (b) Two S	SV2 Auto V2 DF Bo uto	ı		Acquired from th	le
Vehicle Attack Drone	AFV	C (	(AI)	STP	Regular (3)	3	(a) Twin S (b) Two S (a) SV4 Au	SV2 Auto V2 DF Bo uto er	ı		Acquired from th	
Vehicle Attack Drone Gekotaa A/C	AFV	C (	(AI)	STP	Regular (3) Regular (3)	3	(a) Twin S (b) Two S (a) SV4 Au (b) Scann	SV2 Auto V2 DF Bo uto er	ı		•	

Characteristic Cards

Off-Table Support

Bonus Move; Rapid Deployment, Recon (Saucers, Gekotaa)

Batteries of three Heavy Projectile Launchers: SV4 IF Regular Boom

## Chrome

Order of Battle		
Infantry Squads of (9):	Platoons of three Infantry Squads	Possible Attachments to a Company
4 x Beam Rifle, 3 x Heavy beamer,		
1 x Grenade Projector, 1 x Leader	Companies of three platoons and	Mobile squads as scouts
	two support squads	Engineer squads for particular missions
Support squads of three weapon teams		
		Scout squad of three Gekotaa A/Cs
		(two with guns, one with scanner)
		Heavy tank squad of three Dragamaa Tanks
		Drone squad of two Attack Drones
		plus Drone Operator

Figures from:	GZG
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## Background

The Xar - often known to human troops as "Chitters" from the rapid clicks and chirps of their speech - are an eight-limbed exoskeletal insectoid race, with six walking limbs ending in three-clawed feet and an upright torso with two manipulating arms.

Tabletop Stats	7															
Tabletop Stats																
Infantry																
Infantry Squad		Role	No.	Weigh	nt E	xpertise	(	0	1	2	2	3	4			Firing
Leg Infantry		Leg	9	Heavy	/ 1	Regular	1, 2	2, 3	4	5	5 6	5, 7, 8, 9	~			+1D6+4
Engineers	Er	nginee	rs 9	Light	1	Regular	1, 2	2, 3	4	5	5 6	5, 7, 8, 9	~			-1D6+4
Mobile Infantry	I	Mobile	9	Heavy	/ I	/eteran	1,	. 2	3	4	1	5, 6, 7	8, 9			+1D6+4
Infantry Squad	М	iss	Shock	Dead	Save	1	Open	Light	Hea	vv	lmp	,	AT: 0-4"	4-8	3"	8-12"
Xar/Engineers	1	, 2	3, 4	5, 6	~		~	-1/D6	-2/	•	-4/D	_	4	2		~
Saucers		2, 3	4, 5	6	2D6<4		x2	2(-1/D6)	2(-2,		2(-4/[		4	4		2
Support Weapons	7															
Support Weapon	sv	TGT		vs Inf	i			vs Ve	h							
Projectile Launcher	2	DF	2D6+	4 & Pin, mis	s on two 1'	S		DF4	ļ							
Trojectne Eddnener	2	IF	If in Blas	t, 1D6+4 on	Effective 8	، Pin		IF2								
Heavy Beam Cannon	3	Auto		3D6+4 &	Pin			DF2	2							
	_			3 <b>2</b> 3:1 &												
Heavy Projectile Launcher	4	IF	If in Blas	t, 1D6+8 on		k Pin		IF4								
Heavy Projectile Launcher	4		If in Blas			Pin		IF4								
	4		If in Blas			Pin		IF4								
			If in Blas			è Pin		IF4					vs Veh			Cl Cmbt
Vehicles		IF		t, 1D6+8 on	Effective 8	(a) P		<b>vs Inf</b> : 2D6+7 Oi	ne: 2D6			: DF2 C	ne: DF1			Cl Cmbt No
Vehicles Vehicle		IF	Exp.	t, 1D6+8 on Arm.	Effective 8	(a) PA	oth: 4D6+	<b>vs Inf</b> : 2D6+7 Oi +4 miss on	ne: 2D6 two 1's			: DF2 C				
Vehicles Vehicle Attack Drone		IF	Exp. Reg (3)	Arm. 3	Effective 8	(a) P. (b) B. (b) O	oth: 4D6+ ne: 2D6+	vs Inf : 2D6+7 Or +4 miss on 4 miss on o	ne: 2D6 two 1's		Both	: DF2 C	ne: DF1			No
Vehicles Vehicle		IF	Exp.	t, 1D6+8 on Arm.	Effective 8	(a) Pi (b) Bi (b) O	oth: 4D6+ ne: 2D6+ in & 4D6+	vs Inf : 2D6+7 Or +4 miss on 4 miss on o	ne: 2D6 two 1's			: DF2 C	ne: DF1			
Vehicles Vehicle Attack Drone Gekotaa A/C		IF	Exp. Reg (3)	Arm. 3	Effective 8	(a) PA (b) BA (b) O (a) PA (b) SO	oth: 4D6+ ne: 2D6+ in & 4D6+ canner	vs Inf : 2D6+7 Or +4 miss on 4 miss on o	ne: 2D6 two 1's one 1		Both DF2	: DF2 C : DF4 C	ne: DF1			No No
Vehicles Vehicle Attack Drone		IF	Exp. Reg (3)	Arm. 3	Effective 8	(a) Pi (b) Bi (b) O (a) Pi (b) So Pin 8	oth: 4D6+ ne: 2D6+ in & 4D6+ canner 22D6: if a	vs Inf : 2D6+7 Oi +4 miss on 4 miss on o +4	ne: 2D6 two 1's one 1		DF2	: DF2 C : DF4 C	ne: DF1			No
Vehicles Vehicle Attack Drone Gekotaa A/C		IF	Exp. Reg (3)	Arm. 3	Effective 8	(a) Pi (b) Bi (b) O (a) Pi (b) So Pin 8	oth: 4D6+ ne: 2D6+ in & 4D6+ canner	vs Inf : 2D6+7 Oi +4 miss on 4 miss on o +4	ne: 2D6 two 1's one 1		Both DF2	: DF2 C : DF4 C	ne: DF1			No No
Vehicles Vehicle Attack Drone Gekotaa A/C Dragamaa Hvy Tk	Gur	IF nner	Exp.  Reg (3)  Reg (3)  Reg (3)	Arm. 3 3 8	2 guns 2 guns	(a) PI (b) Bi (b) O (a) PI (b) Si Pin 8	oth: 4D6+ ne: 2D6+ in & 4D6+ canner : 2D6: if a : 5D6+10	vs Inf : 2D6+7 Oi +4 miss on 4 miss on o +4	ne: 2D6 two 1's one 1		DF2	: DF2 C : DF4 C	ne: DF1			No No
Vehicles Vehicle Attack Drone Gekotaa A/C Dragamaa Hvy Tk Vehicle	Gur	nner pe	Exp. Reg (3)	Arm. 3	Effective 8	(a) Pi (b) Bi (b) O (a) Pi (b) So Pin 8	oth: 4D6+ ne: 2D6+ in & 4D6+ canner : 2D6: if a : 5D6+10	vs Inf : 2D6+7 Oi +4 miss on 4 miss on o +4	ne: 2D6 two 1's one 1		DF2	: DF2 C : DF4 C	ne: DF1			No No
Vehicles Vehicle Attack Drone  Gekotaa A/C  Dragamaa Hvy Tk  Vehicle Attack Drone	Gur	IF Inner	Exp. Reg (3)  Reg (3)  Reg (3)  Open	Arm. 3 3 8	2 guns 2 guns Heavy	(a) Pi (b) Bi (b) O (a) Pi (b) So Pin 8	oth: 4D6+ ne: 2D6+ in & 4D6+ canner : 2D6: if a : 5D6+10	vs Inf : 2D6+7 Oi +4 miss on 4 miss on o +4	ne: 2D6 two 1's one 1		DF2	: DF2 C : DF4 C	ne: DF1			No No
Vehicles Vehicle Attack Drone  Gekotaa A/C  Dragamaa Hvy Tk  Vehicle Attack Drone Gekotaa A/C	Gur Ty S'	nner pe	Exp. Reg (3)  Reg (3)  Reg (3)  Open	Arm. 3 3 8	2 guns 2 guns 2 guns NO	(a) PI (b) Bi (b) O (a) PI (b) Si Pin 8	oth: 4D6+ ne: 2D6+ in & 4D6+ canner : 2D6: if a : 5D6+10	vs Inf : 2D6+7 Oi +4 miss on 4 miss on o +4	ne: 2D6 two 1's one 1		DF2	: DF2 C : DF4 C	ne: DF1			No No
Vehicles Vehicle Attack Drone  Gekotaa A/C  Dragamaa Hvy Tk  Vehicle Attack Drone	Gur Ty S'	IF Inner IP	Exp. Reg (3)  Reg (3)  Reg (3)  Open	Arm. 3 3 8 Light -2/D6	2 guns 2 guns Heavy	(a) Pi (b) Bi (b) O (a) Pi (b) So Pin 8	oth: 4D6+ ne: 2D6+ in & 4D6+ canner : 2D6: if a : 5D6+10	vs Inf : 2D6+7 Oi +4 miss on 4 miss on o +4	ne: 2D6 two 1's one 1		DF2	: DF2 C : DF4 C	ne: DF1			No No
Vehicles Vehicle Attack Drone  Gekotaa A/C  Dragamaa Hvy Tk  Vehicle Attack Drone Gekotaa A/C	Gur Ty S'	IF Inner IP	Exp. Reg (3)  Reg (3)  Reg (3)  Open	Arm. 3 3 8 Light -2/D6	2 guns 2 guns 2 guns NO	(a) Pi (b) Bi (b) O (a) Pi (b) So Pin 8	oth: 4D6+ ne: 2D6+ in & 4D6+ canner : 2D6: if a : 5D6+10	vs Inf : 2D6+7 Oi +4 miss on 4 miss on o +4	ne: 2D6 two 1's one 1		DF2	: DF2 C : DF4 C	ne: DF1			No No
Vehicles Vehicle Attack Drone  Gekotaa A/C  Dragamaa Hvy Tk  Vehicle Attack Drone Gekotaa A/C	Gur Ty S'	IF Inner IP	Exp. Reg (3)  Reg (3)  Open  x2 +1/D6	Arm. 3 3 8 Light -2/D6	2 guns 2 guns Heavy NO -2/D6	(a) Pi (b) Bi (b) O (a) Pi (b) So Pin 8	oth: 4D6+ ne: 2D6+ in & 4D6+ canner : 2D6: if a : 5D6+10	vs Inf : 2D6+7 Oi +4 miss on 4 miss on o +4	ne: 2D6 two 1's one 1	it	DF2	: DF2 C	ne: DF1 ne: DF2	ne Op o		No No
Vehicles Vehicle Attack Drone  Gekotaa A/C  Dragamaa Hvy Tk  Vehicle Attack Drone Gekotaa A/C  Dragamaa Hvy Tank  Points	Gur Ty S'	IF Inner IP	Exp. Reg (3)  Reg (3)  Open  x2 +1/D6	Arm. 3  3  8  Light  -2/D6	2 guns 2 guns 2 guns NO -2/D6	(a) Pi (b) Bi (b) O (a) Pi (b) Si Pin 8 Pin 8	oth: 4D6+ ne: 2D6+ in & 4D6+ canner : 2D6: if a : 5D6+10	vs Inf : 2D6+7 Oi +4 miss on 4 miss on o +4 Houble, the	ne: 2D6 two 1's one 1	it	DF2  DF10  DF3	: DF2 C	Droi	ne Op o	r FO:	No No
Vehicles Vehicle Attack Drone  Gekotaa A/C  Dragamaa Hvy Tk  Vehicle Attack Drone Gekotaa A/C  Dragamaa Hvy Tank  Points  Infantry Squad	Gur Ty S' W	IF Inner IP	Exp. Reg (3)  Reg (3)  Open  x2 +1/D6  BM:	Arm. 3 3 8 Light -2/D6 ~	2 guns 2 guns 2 guns NO -2/D6	(a) Pi (b) Bi (b) O (a) Pi (b) Si Pin 8 Pin 8	oth: 4D6+ ne: 2D6+ in & 4D6+ canner : 2D6: if a : 5D6+10	vs Inf : 2D6+7 Or +4 miss on of +4 double, the  Sniper:	ne: 2D6 two 1's one 1 n one h	it	DF2  DF10  DF3	: DF2 C	Droi  Caro	·	r FO:	No No
Vehicles Vehicle Attack Drone  Gekotaa A/C  Dragamaa Hvy Tk  Vehicle Attack Drone Gekotaa A/C  Dragamaa Hvy Tank  Points	Gur Ty S'S'W TI	nner pe TP HL RK	Exp. Reg (3)  Reg (3)  Open  x2 +1/D6  BM: Supp	Arm. 3 3 8 Light -2/D6 ~	Heavy NO -2/D6 EWS	(a) Pi (b) Bi (b) O (a) Pi (b) Si Pin 8 Pin 8 NO NO	oth: 4D6+ ne: 2D6+ in & 4D6+ canner : 2D6: if a : 5D6+10	vs Inf : 2D6+7 Or +4 miss on of +4 double, the  Sniper: Vehicles	ne: 2D6 two 1's one 1 n one h	it	DF2  DF10  DF3	: DF2 C	Droi Care Bon	ls & Chi	r FO:	No No 20