CRITICALS: 4   MOVE: 2   ATTACK: +1   DAMAGE: 144 per Hit   SOLDIERS DAMAGE   HITS   17-20   13-16	Anti-Mech Cavalry				Anti-Mech Infantry				Flamer Cavalry				
SOLDIERS DAMAGE	CRITICALS:	4	MOVE:	2	CRITICALS	: 3	MOVE:	1	CRITICALS	6: 4	MOVE:	2	
17-20	ATTACK: +1	DAM	AGE:	1d4 per Hit	ATTACK:	+1 <b>DAM</b>	AGE:	1d4 per Hit	ATTACK:	+1 DAN	AGE:	2 Per Hit	
13-16	SOLDIERS DAMAGE HITS			SOLDIERS DAMAGE HITS			HITS	SOLDIERS	DAMA	AGE	HITS		
9-12	17-20	* * 1	<b>†</b> †	3	17-20	* * 1	<b>+</b> +	3	17-20	##	<b>†</b> †	5	
Soldiers   Damage   Hits   Damage   Hits   Damage   Hits   Damage   Damage   Hits   Damage   Damage   Hits   Damage   Damage   Hits   Damage   Da	13-16	+ + 1	<b>†</b> †	3	13-16	* * 1	<b>†</b>	3	13-16	##	<b>†</b> †	4	
1-4	9-12	1	<b>À</b>	2	9-12	##	<b>†</b> †	2	9-12	î î	<b>†</b> †	3	
Note   1	5-8	1 1	<b>†</b> †	2	5-8	<b>†</b> † †	<b>†</b> †	2	5-8	# #	<b>†</b> †	2	
MIN   Short   Medium   Long   Anti-Medium   Long	1-4	11	<b>f f</b>	1	1-4	<b># # !</b>	<b>†</b> †	1	1-4	##	<b>†</b> †	1	
This unit damages a   Mech's Legs only.   Anti-Mech   This unit damages a   Mech's Legs only.   LOCATION:   LOCA	-	0	1	-	-	0	1	_	-	1	2	3	
Anti-Mech	MIN	Short	Medium	Long	MIN	Short	Medium	Long	MIN	Short	Medium	Long	
Mech's Legs only.   LOCATION:   LOCATION				-4 Atk			~ / W.X	-4 Atk			v -2 Atk	-4 Atk	
CRITICALS: 3   MOVE: 1   CRITICALS: 4   MOVE: 0   CRITICALS: 4   MOVE: 0   ATTACK: +1   DAMAGE: 2 Per Hit   SOLDIERS DAMAGE   HITS   SOLDIERS DA		_		•				-	•				
CRITICALS: 3   MOVE: 1   CRITICALS: 4   MOVE: 0   CRITICALS: 4   MOVE		ecn's L	egs only	<b>'.</b>			egs only				nit to the	target.	
CRITICALS: 3   MOVE: 1   CRITICALS: 4   MOVE: 0   CRITICALS: 4   MOVE: 0	LOCATION:				LUCATION	N:			LOCATION	V:			
CRITICALS: 3   MOVE: 1   CRITICALS: 4   MOVE: 0   ATTACK: +1   DAMAGE: 2 Per Hit   ATTACK: +1   DAMAGE: 1 Per Hit   ATTACK: +2   DAMAGE: 2 Per Hit   ATTACK: +1   DAMAGE: 1 Per Hit   ATTACK: +2   DAMAGE: 2 Per Hit   ATTACK: +3   DAMAGE   HITS   ATTACK: +3   DAMAGE: 2 Per Hit   ATTACK: +3   DAMAGE: 2 Per Hit   DAMAGE: 3   DAMAGE: 2 Per Hit   DAMAGE: 3	Fla	Flamer Platoon				GEL Battery				Laser Batterv			
SOLDIERS DAMAGE	CRITICALS:	3	MOVE:	1	CRITICALS	: 4	MOVE:	0	CRITICALS	6: 4	MOVE:	0	
17-20	ATTACK: +1	DAM	AGE:	2 Per Hit	ATTACK:	+1 <b>DAM</b>	AGE:	1 Per Hit	ATTACK:	+2 <b>DAN</b>	//AGE:	2 Per Hit	
13-16	SOLDIERS	DAMA	GE	HITS	SOLDIERS	DAMA	GE	HITS	SOLDIERS	5 DAMA	AGE	HITS	
9-12	17-20	<b>†</b> † †	<b>†</b> †	5	17-20	* * 1	<del>   </del>	5	17-20	<b>†</b> †	<b>†</b> †	5	
S-8	13-16	+ +	<b>†</b> †	4	13-16	* * 1	<del>- #</del>	4	13-16	##	<del>*</del> *	4	
1-4	9-12	+ +	<b>†</b> †		9-12	* * 1	<b>\</b>	3	9-12	##	<b>†</b> †	3	
- 1 2 3  MIN Short Medium Long -I Per Hex INo Penalty -2 Atk -4 Atk Heat Weapons: This unit also does one heat damage per hit to the target.  LOCATION:  Laser Cavalry  CRITICALS: 4 MOVE: 2  ATTACK: +2 DAMAGE: 2 Per Hit  SOLDIERS DAMAGE HITS  17-20	5-8	* * 1	<b>†</b> †	2	5-8	##	<b>†</b> †	2	5-8	##	<b>†</b> †	2	
MIN Short Medium Long -1 Per Hex No Penalty -2 Atk	1-4	+ + 1	##		1-4	##	<b>† †</b>			##	##		
This unit also does one heat damage per hit to the target.  LOCATION:  Laser Cavalry  CRITICALS: 4 MOVE: 2 CRITICALS: 3 MOVE: 1 CRITICALS: 4 MOVE: 0  ATTACK: +2 DAMAGE: 2 Per Hit  SOLDIERS DAMAGE HITS  17-20	-	1	2	3	-	1-2	3-4	5-6	-	1-3	4-6	7-9	
This unit also does one heat damage per hit to the target.  LOCATION:  Laser Cavalry  CRITICALS: 4 MOVE: 2 CRITICALS: 3 MOVE: 1 CRITICALS: 4 MOVE: 0  ATTACK: +2 DAMAGE: 2 Per Hit  SOLDIERS DAMAGE HITS  17-20	MIN	Short	Medium	Long	MIN	Short	Medium	Long	MIN	Short	Medium	Long	
damage per hit to the target.  LOCATION:  Laser Cavalry  CRITICALS: 4 MOVE: 2 CRITICALS: 3 MOVE: 1 CRITICALS: 4 MOVE: 0  ATTACK: +2 DAMAGE: 2 Per Hit  SOLDIERS DAMAGE HITS  17-20 5 13-16 4 13-16 4 13-16 4 13-16 4 13-16 4 13-16 4 13-16 4 13-16 4 13-16 4 13-16 4 13-16 4 13-16 4 13-16 1 1 1 1 1-4 1 1 1 1 1 1 1 1 1 1 1 1 1 1	-1 Per Hex No	Penaltv	-2 Atk	-4 Atk	-1 Per Hex	No Penalty	-2 Atk	-4 Atk				•	
LOCATION:   LOCA		_											
Laser Cavalry         Laser Platoon         LRM Battery           CRITICALS:         4 MOVE:         2         CRITICALS:         3 MOVE:         1         CRITICALS:         4 MOVE:         0           ATTACK:         +2 DAMAGE:         2 Per Hit         ATTACK:         +1 DAMAGE:         1 Per Hit           SOLDIERS DAMAGE         HITS         SOLDIERS DAMAGE         HITS           17-20         5         17-20         5         17-20         5           13-16         4         13-16         4         13-16         4         9-12         3         9-12         3           5-8         1         2         5-8         1         2         5-8         1         1         1           -         1-2         3-4         5-6         -         1-2         3-4         5-6         0-6         7         8-14         15-21           MIN         Short         Medium         LRM Battery         CRITICALS:         4         MOVE:         0           ATTACK:         +2         DAMAGE:         HITS         ATTACK:         +1         DAMAGE:         HITS           13-16         4         13-16         4		e per h	it to the t	target.	•								
CRITICALS:         4         MOVE:         2         CRITICALS:         3         MOVE:         1         CRITICALS:         4         MOVE:         0           ATTACK:         +2         DAMAGE:         2 Per Hit         ATTACK:         +1         DAMAGE:         1 Per Hit           SOLDIERS         DAMAGE         HITS         SOLDIERS         DAMAGE         HITS           17-20         1         1         5         17-20         5         17-20         5           13-16         4         13-16         4         13-16         4         13-16         4           9-12         3         9-12         3         9-12         3         3         2           1-4         1         1         1         1         1         1         1           -         1-2         3-4         5-6         -         1-2         3-4         5-6         0-6         7         8-14         15-21           MIN         Short         Medium         Long         MIN         Short         Medium         Long	LOCATION:				LOCATION:				LOCATION:				
CRITICALS:         4         MOVE:         2         CRITICALS:         3         MOVE:         1         CRITICALS:         4         MOVE:         0           ATTACK:         +2         DAMAGE:         2 Per Hit         ATTACK:         +1         DAMAGE:         1 Per Hit           SOLDIERS         DAMAGE         HITS         SOLDIERS         DAMAGE         HITS           17-20         1         1         5         17-20         1         1         5           13-16         4         13-16         4         13-16         4         13-16         4         9-12         3         9-12         3         9-12         3         3         9-12         3         3         2         1-4         1	Laser Cavalry				Laser Platoon				LRM Battery				
SOLDIERS         DAMAGE         HITS         SOLDIERS         DAMAGE         HITS           17-20         <	CRITICALS:	4	MOVE:	2	CRITICALS	: 3	MOVE:	1	CRITICALS	6: 4	MOVE:	0	
17-20       17-20 <td< td=""><td>ATTACK: +2</td><td>DAM</td><td>IAGE:</td><td>2 Per Hit</td><td>ATTACK:</td><td>+2 <b>DAM</b></td><td>AGE:</td><td>2 Per Hit</td><td>ATTACK:</td><td>+1 DAN</td><td>/IAGE:</td><td>1 Per Hit</td></td<>	ATTACK: +2	DAM	IAGE:	2 Per Hit	ATTACK:	+2 <b>DAM</b>	AGE:	2 Per Hit	ATTACK:	+1 DAN	/IAGE:	1 Per Hit	
13-16       13-16 <td< td=""><td>SOLDIERS</td><td>DAMA</td><td>GE</td><td>HITS</td><td>SOLDIERS</td><td>DAMA</td><td>GE</td><td>HITS</td><td>SOLDIERS</td><td>DAMA</td><td>AGE</td><td>HITS</td></td<>	SOLDIERS	DAMA	GE	HITS	SOLDIERS	DAMA	GE	HITS	SOLDIERS	DAMA	AGE	HITS	
9-12	17-20	<b>†</b> † †	<b>†</b> †	5	17-20	<b>†</b> † †	h #	5	17-20	# #	<b>†</b> †	5	
5-8         1         1         1         5-8         1         1         2         5-8         1         1         1         2         1-4         1	13-16	1	t #	4	13-16	##	T #	4	13-16	##	##	4	
1-4         1         1-4         1         1-4         1         1-4         1	9-12	1	<b>†</b> †	3	9-12	##	<b>†</b> †	3	9-12	##	<b>†</b> †	3	
-       1-2       3-4       5-6       -       1-2       3-4       5-6       0-6       7       8-14       15-21         MIN       Short       Medium       Long       MIN       Short       Medium       Long       MIN       Short       Medium       Long	5-8	1	<b>†</b> †	2	5-8	<b>† †</b> †	<b>†</b>	2	5-8	<b>†</b> †	<b>†</b> †	2	
MIN Short Medium Long MIN Short Medium Long MIN Short Medium Long	1-4	t t	t t	1	1-4	<b>t</b> t 1	<b>†</b> †	1	1-4	t t	† †	1	
	-				-								
-1 Per Hex TNO Penalty -2 Atk 1 -4 Atk -1 Per Hex TNO Penalty -2 Atk 1 -4 Atk -1 Per Hex TNO Penalty -2 Atk 1 -4 Atk													
	-1 Per Hex No	Penaltv		-4 Atk	-1 Per Hex	No Penalty	2 Atk	<del>-4</del> Atk	-1 Per Hex	No Penalt	V -2 Atk	-4 Atk	
LOCATION: LOCATION: LOCATION:	LOCATION:				LOCATION:				LOCATION:				

Machine Gun Battery				Machine Gun Cavalry				Machine Gun Platoon				
CRITICALS:				CRITICALS	: 4	MOVE:	2	CRITICALS	<b>S</b> : 3	MOVE:	1	
ATTACK: +	1 DAN	MAGE:	2 Per Hit	ATTACK:	+1 DAN	IAGE:	2 Per Hit	ATTACK:	+1 DAN	IAGE:	2 Per Hit	
SOLDIERS	SOLDIERS DAMAGE HITS			SOLDIERS DAMAGE			HITS	SOLDIERS DAMAGE HITS			HITS	
17-20	* *	<b>†</b> †	5	17-20	<b>†</b> †	<b>†</b> †	5	17-20	<b>†</b> †	<del>†</del> †	5	
13-16	##	##	4	13-16	* *	<b>†</b> †	4	13-16	##	<b>†</b> †	4	
9-12	##	<b>†</b> †	3	9-12	##	<b>†</b> †	3	9-12	##	<b>†</b> †	3	
5-8	##	##	2	5-8	##	<b>†</b> †	2	5-8	##	##	2	
1-4	##	##	1	1-4	##	<b>†</b> †	1	1-4	##	# #	1	
	1	2	3	_	1-2	3-4	5-6	<u> </u>	1-2	3-4	5-6	
MIN	Short	Medium	_	MIN	Short	Medium	Long	MIN	Short	Medium		
-1 Per Hex			-4 Atk		No Penalty		-4 Atk		No Penalty		Long -4 Atk	
Anti-Infantr	y: This	unit does	s +1 damage	Anti-Infantry: This unit does +1 damage								
per hit	to anot	her Infan	try unit.	per hit	t to anoth	ner Infant	ry unit.	per hi	t to anoth	ner Infant	ry unit.	
LOCATION				LOCATION	V:			LOCATION:				
	Rifle (	Cavalr	y		Rifle F	Platoor	ı	SRM Battery				
CRITICALS:	3	MOVE:	2	CRITICALS	: 2	MOVE:	1	CRITICALS	S: 4	MOVE:	0	
ATTACK: +	1 DAN	MAGE:	2 Per Hit	ATTACK:	+1 DAN	IAGE:	2 Per Hit	ATTACK:	+1 DAN	IAGE:	1d4 per Hit	
SOLDIERS	DAMA	AGE	HITS	SOLDIERS	DAMA	AGE	HITS	SOLDIERS	S DAMA	\GE	HITS	
17-20	<b>†</b> †	<b>†</b> †	5	17-20	* *	<b>†</b> †	5	17-20	<b>†</b> †	<b>†</b> †	4	
13-16	* *	* *	4	13-16	* *	<del>*</del> *	4	13-16	* * :	<b>†</b> †	3	
9-12	* *	<b>†</b> †	3	9-12	* *	<b>†</b> †	3	9-12	* *	<del>*</del> *	2	
5-8	* *	<b>†</b> †	2	5-8	##	<b>†</b> †	2	5-8	##	<b>†</b> †	1	
1-4	##	##	1	1-4	##	##	1	1-4	##	<b>†</b> †	1	
_	1	2	3	_	1	2	3		1-3	4-6	7-9	
NAINI	Cla a mt			MAINI	Ob - ut			MINI		Medium	-	
MIN -1 Per Hex II	Short No Penalt	Medium		MIN -1 Per Hex	Short No Penalty	Medium	Long -4 Atk	MIN -1 Per Hex	Short No Penalty		Long -4 Atk	
				Anti-Infantry: This unit does +1 damage				1 T CI TICX	110 T Chare,	2 / (()	1 / tex	
	per hit to another Infantry unit.				per hit to another Infantry unit.							
LOCATION					LOCATION:				LOCATION:			
SRM Cavalry				SRM Platoon				Targeting Laser Battery				
CRITICALS: 5 MOVE: 1				CRITICALS: 4 MOVE: 1				CRITICALS: 4 MOVE: 0				
ATTACK: +	1 DAN	MAGE:	1d4 per Hit	ATTACK:	+1 DAN	IAGE:	1d4 per Hit	ATTACK:	+1 DAN	IAGE:	0	
SOLDIERS	DAMA	AGE	HITS	SOLDIERS	DAMA	AGE	HITS	SOLDIERS	S DAMA	<b>IGE</b>	HITS	
17-20	* *	<b>†</b> †	4	17-20	* *	<b>†</b> †	4	17-20	##	<b>†</b> †	1	
13-16	##	##	3	13-16	* *	<b>†</b> †	3	13-16	##	<b>†</b> †	1	
9-12	* *	<b>†</b> †	2	9-12	* *	<b>†</b> †	2	9-12	##	<b>†</b> †	1	
5-8	##	##	1	5-8	##	<b>†</b> †	1	5-8	##	<b>†</b> †	1	
1-4	##	##	1	1-4	##	<b>†</b> †	1	1-4	* *	<b>†</b> †	1	
	1-2	3-4	5-6		1-2	3-4	5-6		1-3	4-6	7-9	
-								_				
MIN -1 Per Hex	Short	Medium	Long -4 Atk	MIN	Short No Penalty	Medium -2 Atk	Long -4 Atk	MIN	Short No Penalty	Medium	Long	
1 Pel Hex		VZ AIK	-T ALK	TAIN TO PENDICULE 2 AUX 1 TAIN				Shared C6 This unit is attuned to				
								your C6 Network, and shares its bonus.				
LOCATION	LOCATION:				LOCATION:				LOCATION:			
LOOKHON	•			LUCATION.				LOCATION.				