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- 4 TACTICAL SCENARIOS

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PRINTED IN CANADA

ISBN: 1-896776-51-5

DP9-057



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The use of the male gender throughout this manual should in no way imply the exclusion of the female gender or suggest that the game is intended exclusively for a male audience. It is our hope that female gamers will find this product just as interesting as their male counternarts.

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> Stock DP9-057 Legal Deposit May 1999 Bibliothèque Nationale du Québec National Library of Canada

> > ISBN 1-896776-51-5 Printed in Canada

INTRODUCTION	3
SCENARIO 1: THE STRAY	
SCENARIO 2: TURNCOAT	
SCENARIO 3: RUSH THE MAMMOTH	6
SCENARIO 4: A MATTER OF HONOR	7
VEHICLE DATA SHEETS	8
ALLER	8 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3
ALLER, HARDY	
ALLER, NAVY	
ALLIGATOR	
ARTEMIS	
ARTEMIS, LASER	
BADGER	
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BADGER MEDEVAC	
BADGER, RABID	
BALISTA	
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CELT	
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CROCODILE, SUPPORT	
DAMOCLES	
DAMOCLES 2	
HITTITE	
HUN	
HUN RECON	
JAXON	
JAXON STORMHAMMER	
HLEMM	
HLEMM BANDIT	
MRMMOTH	
MRMMOTH, RSSRULT	
MRMMOTH, BRAWLER	
MRMMOTH, COMMAND	
NRGA	
NAGA, COMMAND	
NRGA, LONG FANG	
NAGA, SEA	14
NAGA, SNIPER	14
NAGA, TUSHED	
OSTROGOTH	
STINGER	
TYBURA	
VANDAL	
VERDER	
VISIGOTH	
VISIGOTH, BLITZ	
VISIGOTH HHRN	
BLANK VEHICLE SHEET	



INTRODUCTION

Welcome to the Armor Pack supplement! This package contains scenarios, game statistics and counters designed specifically for use with the Heavy Gear tactical combat game. The following text explains the content in detail and gives advice and suggestions on how to use this package. Your copy of the Armor Pack should contain six 8.5x11" full-color counter sheets and a 16-page black and white booklet. The booklets contains four tactical scenarios designed around armored vehicles, which are followed by the game statistics of forty-four Terranovan combat vehicles.

The maps used by the scenarios in this pack can be found in the Tactical Combat Boxed Set (DP9-043). They are generic maps that can be freely combined to create new environments suitable for any scenario you might want to design. This also means that home-made or alternative maps can be easily substituted if the Tac Box is not available. Ideally, the maps should be covered or laminated with clear plastic so that water-soluble pens or grease pencils can be used to record information directly on them without permanent damage.



DATA SHEETS - 1.1

The vehicle data sheets make up the bulk of this booklet. They contain the game statistics of forty-four vehicles and striders, presented in the same game-friendly condensed format that was first introduced in the Tactical Combat Boxed Set and the later Tactical Pack series.

Each sheet takes little space and includes only the statistics that are directly relevant to combat (for example, the Deployment Range is omitted). There is space reserved on the left hand side of the sheet to mark down the Attributes and Skills of the crew. The "Notes" column on the right side is very useful to mark down battle damage in a condensed format (for example, "-1 Sen." or "Sens. Dest.").

Once photocopied, the sheets provide a helpful and quick reference without having to comb through the sourcebooks all the time. For the players' convenience, a blank version of the vehicle sheet is included in the booklet on page 16.

COUNTERS - 1.2

The counters included in this package represent the basic types of striders and armored vehicles used by Terranovan forces, as shown in the Vehicle Compendium sourcebooks and other Heavy Gear resources. There are more Aller and Visigoth Main Battle Tanks counters to allow Players to field massive armor assault waves.

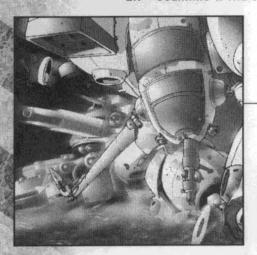
A colored data tab along one edge of the counter indicates the affiliation of the vehicle (blue for North, red for South); the symbols are basic data that is useful during game play. The shield denotes the basic Armor value, the arrow with the rounded corners is the Ground Speed (some striders may have two of these — one for their Walking speed, one for their Ground speed), the circle is the number of crew aboard (if absent, the vehicle has two crewmen — the striders, hacving two movement systems, do not have room for that marker) and the cog contains an identification letter, to tell the various vehicles apart.

The counters should be carefully cut out of the sheet along the hairlines. Use a sharp pair of scissors and be careful not to cut the data tabs off. The counters should be inserted in a standard counter holder. These are found in the Tactical Combat Boxed Set or are available directly from Dream Pod 9 (product #DP99030, Tactical Accessory pack). The strider counters have the same orientation as the Gear counters: they must face an hex side. The vehicle counters are shown in profile: their front edge should be perpendicular to the front of the hex.

TACTICAL CAMPAIGN



2.1 - SCENARIO 1: THE STRAY



Sous-lieutenant Walland couldn't believe his luck. A single Northern Aller main battle tank was grinding its way through the dense undergrowth of the oasis. Walland double checked his sensors for supporting units, but all his screens only displayed one large blip. "Must've gotten separated from his buddies during the skirmish." He switched on his comm system. "Riggs. Get your bully boys over to the north-western edge of the oasis. We've got a stray..."

Mission Conditions

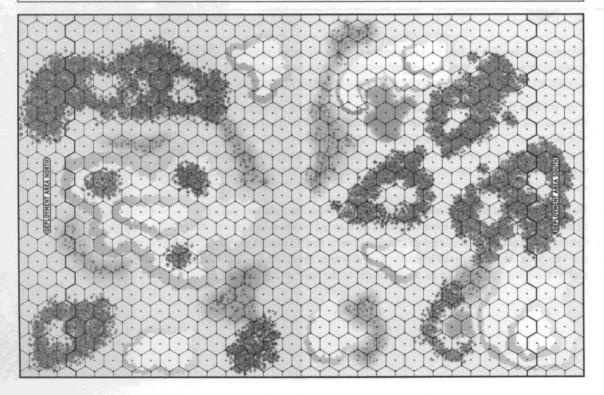


Weather:	Clear
Time of Day:	Day
Base Terrain:	Rough becomes Woodland, Clear becomes Rough
Northern Forces:	NT-3 Aller Main Battle Tank 1 x Lvl 3
Southern Forces:	Naga 2 x Lvl 2, Command Naga 1 x Lvl 2
Northern Objectives:	Get the Aller off the board
Southern Objectives:	Destroy or capture the Northern vehicle

Specific Scenario Conditions

As the Interpolar War progressed, it quickly degenerated into many smaller skirmishes in many regions. In this particular scenario, a Northern tank, which was separated from the rest of its unit due to faulty comm gear, is trying to return to its base of operations. The Southern forces must take it out before it can reach the safety of the perimeter currently controlled by the Northern Guard (right edge of the map). The tank begins on the left edge of the board while the pursuers start anywhere on the rightmost map.

	a. Description of the strain o	Victory Conditions [
North Victory Conditions	fit is suited from the land the stage of an effective or the same of	Section of Section Victory Points
Getting the Aller off the edge of the board	The sould be a sense of the tage of an array to	50° 30° 1429°, 400 30 2000 4
For every enemy unit destroyed	The series	182 17 Part 6 161 F #1
South Victory Conditions		Victory Points
Destruction of the Aller	Enter the second Manager State of the second	5
For every friendly unit destroyed	17. WE LLT	-1



TACTICAL CAMPAIGN



SCENARIO 2: TURNCOAT - 2.2

"The treasonous dogs have holed up in the hamlet of Roussillons," Lieutenant Ephriam barked over the comm lines. "We have them now. I want Bravo 1 to flank the dogs from the left, and Bravo 2 to go in from the right. Let's go! Move it!" The Huns rumbled forward toward the tiny village. The rebellious MILICIAmen had to be brought back into line, for the sake of the war effort.

Weather:	Sandstorm (+1 Obscurement)
Time of Day:	Tyred his of Day
Base Terrain:	Woodland becomes Rough
Attacker Forces:	Hun Light Tanks 2 x Lvl 2
Defender Forces:	Hittites 1 x Lvl 2, Balista 1 x Lvl 2, Ostrogoth 1 x Lvl 2
Attacker Objectives:	Destroy or capture the rebellious forces
Defender Objectives:	Escape; if possible slow down or eliminate pursuers

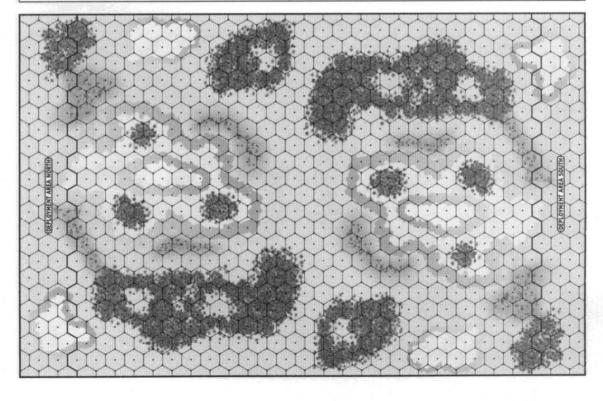


Specific Scenario Conditions



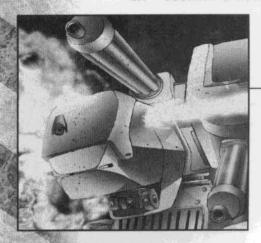
Many conscripted MILICIA troopers assigned to far-off posts used the opportunity to desert, making their way to freedom. Unfortunately for this group, a Republican cadre was nearby and have pursued them to a small Badlands hamlet. The village is three hexes of buildings somewhere on the rightmost map (treat as Urban hexes for game purposes, each capable of taking 30 points of damage). The goal of the attacking Republican unit is to destroy or capture the defending units and occupy the three buildings complexes (i.e. be the only troops in the three Urban hexes). The defender must prevent this or, failing that, escape.

Attacker Victory Conditions	Victory Points
Destruction of the entire rebel forces or control of the Urban hexes	11 1- 1- 1- 1- 1- 1- 1- 1- 1- 1- 1- 1
For every enemy unit incapacitated (no Movement)	**************************************
Defender Victory Conditions	Victory Points
Getting at least one of the units off the edge of the board	h., . (90 ,)
For every enemy unit destroyed or incapacitated (no Movement)	**************************************





2.3 - SCENARIO 3: RUSH THE MAMMOTH



The fortunes of war sometimes make for strange bedfellows. In this case, a Mammoth strider found itself trapped in the Badlands when its combat transport was disabled. It was met by a group of ragged Northern Guard infantrymen who are currently moving away from a stronger Southern force. With "Big Brother" on their side, though, they have a fighting chance.

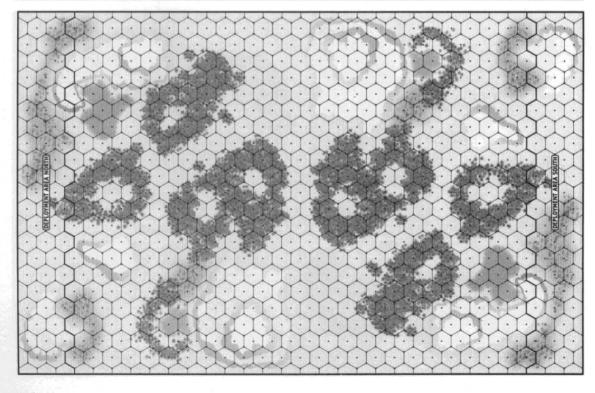
Mission	Conditions		
3 30000	Da	wn	

Weather:	Dawn
Time of Day:	Day
Base Terrain:	Rough becomes Woodland
Northern Forces:	Mammoth 1 x Lvl 2, Badger APC 1 x Lvl 2, basic infantry squads 2 x Lvl 2
Southern Forces:	Hun 2 x Lvl 2, Crocodile AFV 2 x Lvl 2, basic infantry escouades 2 x Lvl 2
Northern Objectives:	Hold until reinforcements arrive
Southern Objectives:	Destroy or capture the Mammoth

Specific Scenario Conditions

During the retreat, the Northern forces have moved into a ravine and assumed defensive positions. The goal of the Southern troops is to destroy the Mammoth and the infantry before any reinforcement can show up. Reinforcements for the North arrive on turn 12, provided that at least half of the infantry squads are still alive; this ends the battle, since they vastly overpower the Southerners. All sides of the playing area are ragged Level 3 cliffs. The Mammoth starts three hexes from the leftmost edge of the map. The infantry and their transport can be placed anywhere. The Southern forces enter within three hexes of the rightmost side.

	Victory Conditions 🗆
North Victory Conditions	Wictory Points
Holding until Turn 12	many moved and in house, in communication palmer and in the colors
For every enemy unit destroyed	(18 ma eve in the Liberter supposed (19 mu greaters or the purpose)
South Victory Conditions	A commence of Victory Points
Destruction of the Mammoth	Constitution of the second contract of the property of the pro
For every enemy unit destroyed	(provides on) petrological in improve they bear being set



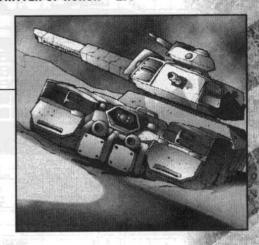
TACTICAL CAMPAIGN



SCENARIO 4: A MATTER OF HONOR - 2.4

"Reconnaissance report coming in, Captain" Lieutenant Lincon reported. "Looks like cavalry from the 12th, sir." The fabled 12th — the ones who claimed to never have lost a battle. Well, there's a first time for everything, Captain Reinhold mused. "Saddle up, men. We've got to teach those snakes a little something about defeat!"

Weather:	Dusk
Time of Day:	Day
Base Terrain:	Rough becomes Clear
Northern Forces:	Aller MBT 1 x Lvl 2, Klemm LBT 2 x Lvl 2
Southern Forces:	Visigoth MBT 1 x Lvl 2, Hun LBT 2 x Lvl 2
Northern Objectives:	Destroy or capture the enemy
Southern Objectives:	Destroy the enemy without losing any vehicle

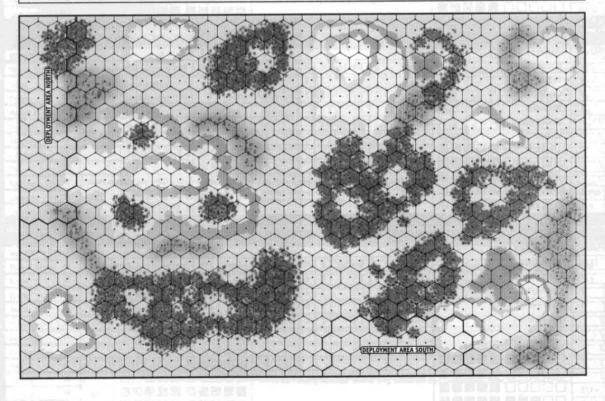


Specific Scenario Conditions



An advanced formation of the MILICIA's 12th cavalry regiment, expecting an easy victory, suddenly find themselves in the fight of their lives. They have the honor of having never been on the losing side of a fight; defeat would be a great dishonor and a terrible loss of morale. The local Guard command will not pass up such a good opportunity to destroy the fighting spririt of their opponents. The Southern units enter the board on the southern edge, while the Northern forces enter on the northeast end (see map below).

	T I III III II II II II II II II II II I
North Victory Conditions	Victory Points
For every enemy unit destroyed	100 100 100 100 +2
For every enemy unit incapacitated (no Movement)	41.
South Victory Conditions	Victory Points
For every enemy unit destroyed	+3
For every friendly unit destroyed	er ampled this has been to be 1



Vehicle: Aller	Walker Speed	Weapons:			N/E						Unit ID #:		Round Notes:
Threat Value: 2817	Combat/Top: 0/0	Name	Fire Arc	S	M	L	EX	Acc.	Dam.	ROF	Special	Ammo/Left	0:
Size: 14	Ground Speed	HRG	T	10	20	40	80	0	x35	0	-	20/	1:
Crew: 3	Combat/Top: 5/10	LPLC	T	3	6	12	24	+1	x20	0	-3DRB	30/	2:
Bonus Actions: 2	Maneuver: -2	MAC	T	3	6	12	24	0	x10	1	Ment's action?	60/	3:
Piloting: /	Fire Control: 0	LMG	T	1	2	4	8	0	х3	4	AI	1200/	4:
Gunnery: /	Armor: 40/80/120	LMG	T	1	2	4	8	0	x3	4	AI	1200/	5:
Leadership: /									x	1437	OL IL	1	6:
EW: /	000000000								x	10.5		1	7:
Tactics: /	0000000000	Perks: Autopilot	Automation	(R1),	Back	up S	enson	s, HEAT	-resistan	t Armor	(R10), HEP: Dese	rt, Pintle Mount,	8:
Sensors: 0/2		Reinforced Armo	r (R5, Front), I	Reinfor	rced (rew (ompa	art., Rug	gged Move	ement Sy	stem, Smoke Laund Annoyance (crampe	thers (10), Sniper	9:
Communications: 0/20		System (RRG). P	taws: Large se	nsor r	TOTILE	(nz), Jell	isui bej	pendent.	Defects /	amoyance (crampe		10:
Communications: 0/20	1. (1. 1. 1. 1. 1. 1. 1. 1. 1. 1. 1. 1. 1. 1	N. X. H. L.	3 40		1		75	Victor A	1 March	100		744 Maa	
	250 270 370 400 400	in a state of the	We the				œ,		Y III	KKU I		150 THE W	
Vehicle: Aller, Hardy	Walker Speed	Weapons:	en l'i			X.	R-ac		1 444		Unit ID #:		Round Notes:
Threat Value: 3706	Combat/Top: 0/0	Name	Fire Arc	S	M	L	EX	Acc.	Dam.	ROF	Special	Ammo/Left	0:
Size: 14	Ground Speed	VHFG	Т	10	20	40	80	0	x33	0	IF	8/	1:
Crew: 3	Combat/Top: 5/10	HAAC	T	3	6	12	24	0	x12	3		600/	2:
Bonus Actions: 2	Maneuver: -2	MAC	T	3	6	12	24	0	x10	1		60/	3:
Piloting: /	Fire Control: 0	LMG	T	1	2	4	8	0	х3	4	AI	1200/	4:
	Armor: 40/80/120	LMG	T	1	2	4	8	0	х3	4	AI	1200/	5:
Gunnery: /	40/80/120	srid.		i i	-	Ť	_	-	x	-		1 -	6:
Leadership: /	00000000000	6	_	\forall		\vdash			×			,	7:
EW: /		Darley Amma Ch	arana Autocii	ot A	tomo	tion	/R11	Backer		HEAT.	esistant Armor (R	10). HEP: Desert	8:
Tactics: /		Pintle Mount, Re	inforced Armo	r (R5,	Front	t), Re	inford	ced Crev	w Compart	t., Rugge	d Movement System	n, Smoke Launch-	9:
Sensors: 0/2		ers (10), Sniper cabin).	System (VHFG). Flaw	rs: La	rge Se	ensor	Profile	(R2), Ser	sor Dep	endent. Defect: Ani	noyance (cramped	10:
Communications: 0/20		California de la companya del companya del companya de la companya	33.413	011		533	200	NO.	18.26	THE R. LEWIS CO.	SPECIAL STATE	THE RESIDENCE	De la Schikos
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Webbler Aller Heart	Walker Speed	Waspers	100					-1-	254	1000	Unit ID #:	and September 1988	Round Notes:
Vehicle: Aller, Naval	Walker Speed	Weapons:	Fire Ar-	S	М	L	EX	Acc.	Dam.	ROF	Special Special	Ammo/Left	O:
Threat Value: 5485	Combat/Top: 0/0	Name	Fire Arc	10	20	40	80 80	O O	x35	0	Special	18	1:
Size: 14	Ground Speed	HRG		-	-	-		-	-	-			
Crew: 3	Combat/Top: 4/8	HATM	F	5	10	20	40	+1	x30	0	G, IF	6	2:
Bonus Actions: 1	Maneuver: -2	HAAC	T	3	6	12	24	0	x12	3	-	600	3:
Piloting: /	Fire Control: 0	MAC	T	3	6.	12	24	0	x10	1		60	4:
Gunnery: /	Armor: 45/90/135	HMG	Т	1	2	4	8	0	x4	3	AI	1200ea.	5:
Leadership: /									×			/	6:
EW: /									×			/	7:
Tactics: /		Perks: Ammo S	torage, Autop	lot, A	utom	ation	(R1)	, Backu	p Sensor	s, HEAT-	resistant Armor (R per System (HRG),	10), HEP: Desert,	8:
Sensors: 0/2											e (cramped cabin)		9:
Communications: 0/20													10:
	ALL LANGE CONTRACTOR		WING SO V	100			W.A.	MAN	(42.20)	(SIN)			THE PARTY OF
		A STANFORM	0,275			¥.	A G		4.15	(E)L	CHANGE OF THE PARTY OF THE PART	West to be	
Vehicle: Alligator	Walker Speed	Weapons:	- 10					1		Lex	Unit ID #:		Round Notes:
Threat Value: 242	Combat/Top: 0/0	Name	Fire Arc	-	M	L	EX	-		ROF	Special	Ammo/Left	0:
Size: 8	Ground Speed	MAC	T	3	6	12	24	-	x10	1	st Capasinia	40	1:
Crew: 2	Combat/Top: 6/12	LMG	T	1	2	4	8	0	х3	4	AI	800	2:
Bonus Actions: 1	Maneuver: -3		TY	T					×	8 9	4 14 3	1	3:
Piloting: /	Fire Control: -1	1	THE TOTAL STREET		1			36	×	11		1	4:
Gunnery: /	Armor: 13/26/39	200		19			100		x	1	7.76	1	5:
Leadership: /		GREET TO							×	745	Se/sets	1	6:
EW: /						E			x	200		1	7:
Tactics: /		Perks: Amphibio	us, HEP: Dese	rt, Pass	senge	r Sea	ting ((10), Re	einforced	Crew Cor	npartment, Shielde	ed Weapons. Flaws:	8:
Sensors: 0/1.5		Annoyance (sma	ill passenger r	room).									9:
Communications: 0/8			Caller I	22		ĮF.					10000		10:
THE PARTY OF THE PARTY.			10000	4				180 ×	W 18 W				COMPANY OF USE
	DEPT. TO SHARE		Or by Andrew				N.	W.E		S.Fa	Stockley 120	mint we g	
Vehicle: Artemis	Walker Speed	Weapons:							+		Unit ID #:		Round Notes:
Threat Value: 1419	Combat/Top: 0/0	Name	Fire Arc	S	М	L	EX	Acc.	Dam.	ROF	Special	Ammo/Left	0:
Size: 9	Ground Speed	LAAC	T	2	4	8	16	0	x8	6		500/	1:
1500.50	Combat/Top: 5/10	LAAC	T	2	4	8	16	0	x8	6	- 1. "t	500/	2:
Crew: 2			T	2	4	8	16	-	x8	6	e 7 27 3	500/	3:
	Maneuver: -2	LAAC		-	-	-	-	-	-				
Bonus Actions: 1		_	T	2	4	8	16	0	x8	6		500/	4:
Bonus Actions: 1 Piloting: /	Fire Control: +1	LAAC	T	2	4	8	16	0	x8	6		500/	4: 5:
Bonus Actions: 1 Piloting: / Gunnery: /	Fire Control: +1 Armor: 22/44/66	_	T	2	4	8	16	0	×	6		500/	
Bonus Actions: 1 Piloting: / Gunnery: / Leadership: /	Fire Control: +1 Armor: 22/44/66	_	T	2	4	8	16	0	×	6		500/	5: 6:
Bonus Actions: 1 Piloting: / Gunnery: / Leadership: / EW: /	Fire Control: +1 Armor: 22/44/66	LAAC	1 1						x x		and Fire Control	500/	5: 6: 7:
Bonus Actions: 1 Piloting: / Gunnery: / Leadership: /	Fire Control: +1 Armor: 22/44/66	_	1 1						x x		ed Fire Control.	500/ / / /	5: 6:

Vehicle: Arten	nis, Laser	Walker Speed	TO ESCAL TRAIN	Weapons:	THIRD AND	YEL S	N _E	(Arrel	J ANIE		1,740 H	Name of Street	Unit ID #:	HILL SHEET	Round Notes:
Threat Value:	1015	Combat/Top:	0/0	Name	Fire Arc	S	M	Ti	EX	Acc.	Dam.	ROF		Ammo/Left	O:
Size:	9	Ground Speed		LLC	T	5	10	20	-	+1	x16	0	-2DRB	40/	1:
Crew:	4	Combat/Top:	5/10	LLC	T	5	10	-	-	+1	x16	0	-2DRB	80/	2:
Bonus Actions:	2	Maneuver:	-2						-		×		40	1	3: 324 647
Piloting:	1	Fire Control:	+1			T		\vdash			×	\top	919000	1	4: pare-in-
Gunnery:	1	Armor:	22/44/66			1					×			1	5:
Leadership:	1										×	109.0	STATE OF	1	6: SalitaneSeal
EW:	1			EL FIL	To Ab.	I					×	90.0		1	7:
Tactics:	1			Perks: Automat	tion (R2), Snipe	r Syst	tem, T	arget	Desig	nator (R2), Wea	pon Lin	k (LAAC). Flaws: I	Exposed Fire Control.	8:
Sensors:	+1/5														9:
Communications:	0/10			-											10:
	2 (22)					11,710,		20	4.3	15	11/3	4.53			L 大学等别以及
					STATE WITH		NA.		i Elik		i entr	18/45			
Vehicle:	Badger	Walker Speed		Weapons:	min .		-		V .	SA			Unit ID #:	AND ASSESSED.	Round Notes:
Threat Value:	214	Combat/Top:	0/0	Name	Fire Arc	S	М	L	EX	Acc.	Dam.	ROF	Special	Ammo/Left	0:
Size:	8	Ground Speed		LAC	T	2	4	8	16	0	x8	2	- Non-II has	30/	1:
Crew:	2	Combat/Top:	10/20	LAC	T	2	4	8	16	0	x8	2	· almyte	30/	2:
Bonus Actions:	1	Maneuver:	-3	di l					12		×	_	3873	1	3:
Piloting:	/	Fire Control:	0		13	1				111	×		2001(95)	/	4:
Gunnery:	1	Armor:	12/24/36		104						x	-		/	5:
Leadership:	1				4	1	-				×	-	THE PARTY OF	1	6:
EW:	1										×			1 /	7:
Tactics:	/ 0/0			tem.			ng (20), Re	inforc	ced Pas	senger Co	ompartm	nent. Flaws: Expos	sed Fire Control Sys-	8: /==
Sensors: Communications:	0/2														9:
Communications:	0/10			THE REAL PROPERTY.	West Will	0350	esti, e			-		-			10:
	8.5E.16.		All AVIDO	A THE STREET			-0.00						THE REAL PROPERTY.		AT LESS SENSE
Vehicle: Ba	dger CFV	Walker Speed	11 25 11	Weapons:			di		TR	100	Self-1	-	Unit ID #:	E SEELE TAIL	Part Name
Threat Value:	831	Combat/Top:	0/0	Name	Fire Arc	5	М	1.1	EV	Acc	Dam	POF	1	1 Amma // - 64	Round Notes:
Size:	8	Ground Speed	0/0	MRP/36	T T	2	4	L 8	EX	Acc.	Dam.	ROF	Special	Ammo/Left	0:
Crew:	2	Combat/Top:	10/19	MRP/36	T	2	4	8	16	-1	x18	4	IF	36/	1:
Bonus Actions:	1	Maneuver:	-3	MKF/30	-	-	4	0	10	-1	x18	4	IF	36/	2:
Piloting:	1	Fire Control:	0			-		\vdash	-		x	-	1,000	1	3:
Gunnery:	1	Armor:	12/24/36		++	\vdash		Н	_	-	×	\vdash	-	1 /	4:
Leadership:	1			-	+			Н		1	×	130 0		1 1	5: 6:
EW:	1						-	\vdash		110	×	201		+ /	7:
Tactics:	1			Perks: Ammo/F	uel Containmen	t. Am	mo St	torage	(72	MRP an		P: Deser	rt Passenner Seat	ting (4), Reinforced	8: 12104
Sensors:	0/2			Passenger Comp	partment. Flaws	: Expo	sed F	ire Co	ontrol	Syster	1.			and (4), namoree	9:
Communications:	0/10														10:
1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1		DECEMBER OF THE		CAN STATE	110 × 2 1 × W	1	27%		8.8	-	dell-		\$61)E78\E78	9 - Z 3 - 7 (1)	**************************************
			Was sin					10		Ha.		N. O.		SPEANED	Charles and a
Vehicle: Badger	Medevac	Walker Speed		Weapons:				1614	19				Unit ID #:	de la la comp	Round Notes:
Threat Value:	351	Combat/Top:	0/0	Name	Fire Arc	S	М	L	EX	Acc.	Dam.	ROF	Special	Ammo/Left	0:
Size:	8	Ground Speed	1	MAC	F	2	4	8	16	0	x6	+2	n policy just	40/	1:
Crew:	2	Combat/Top:	10/20	MRP/18	F	2	4	8	16	-1	x18	+3	IF	18/	2: 7470
Bonus Actions:	1	Maneuver:	-3	MRP/18	F	2	4	8	16	-1	x18	+3	IF July 110	18/	3: 100 ta A 100 mill
Piloting:	1	Fire Control:	0	HG	F	0	0	0	0	-1	x15	0	AI	3/	4: 0//8
Gunnery:	1	Armor:	12/24/36	VB	F	0	0	0	0	0	x8	0	- 70	116	5: greenmail
Leadership:	1										x	100		1	6: 500 100 644
EW:	1				1.					1 5	x	100	30 SK3L/E	1	7:
Tactics:	/			Perks: Ammo/Fu	uel Containment	, Char	ff/Flan	re Dis	pense	ers (R2,	ammo 10	O), Emer	gency Medical (6	crew), HEP: Desert, (4 patients). Flaws:	8:
Sensors:	0/1			Exposed Fire Co	ntrol System.	ed	and (-/, "		. ceu l'é	-acriger	Compart		- patients), rtaws:	9:
Communications:	0/20			Name and Address of the Owner, where		COLUMN TO SERVICE				Gen.				1.5	10:
The Control of the Co	Manager A		A The Work	18/A) N/A/A		4			10 V		NE E		Unit Back		
Vehicle: Badge	s Dabid	Walles Sac-4	THE PARTY	W		8. 1			E 7.	MAN AND AND AND AND AND AND AND AND AND A	TOP AN	TO COME	Contract Con	\$10, 18th - 2 2 2 4 1	罗克斯 拉克克克
Threat Value:	r, Rabid 591	Walker Speed	0/0	Weapons:	Sin. A.	6	10	. 1	ry I	Ave	D	_	Unit ID #:	1 4 1 14 14	Round Notes:
Size:	591	Combat/Top: Ground Speed	0/0	AGM	Fire Arc	3	M	-	_	Acc.	Dam.	ROF	Special	Ammo/Left	0:
Crew:	2	Combat/Top:	10/19	AUM		3	6	12	24	+1	x15	0	G	12	1:
Bonus Actions:	1	Maneuver:	-3	1 1 1					5	1 1	x		Light 1991	1	2:
Piloting:	/	Fire Control:	0					-	-	1.6	x	-	shows 2	1	3:
Gunnery:	1	Armor:	12/24/36					-	-	+	x			1	4:
Leadership:	1			111				+	-		x		TO COL	/	5: 6:
EW:	1							-	-		x		ULU	/	7:
Tactics:	1			Perks: HEP: Des	ert, Passenger S	eating	1 (20)), Rai	nforce	ed Crew	10.4	tment E	laws: Exposed Fir	re Control	8:
Sensors:	0/2			The state of the s			, (20)	, Au		a siew	Zompari		and exposed Fir	e Control.	9:
	100														

	Balista	Walker Speed	Weapons:						7		- 1 E	Unit ID #:		Round Notes:
Vehicle:	590	Combat/Top: 0/0	Name Name	Fire Arc	5	М	L	EX	Acc.	Dam.	ROF	Special	Ammo/Left	0:
Threat Value:			VLRP/128	T	1	2	4	8	-1	x8	6	IF	256	1:
Size:	10	Ground Speed	VLRF/120	-	1	-	-	٥		x	U	AT IN SECTION	/	2:
Crew:	2	Combat/Top: 6/12	The part and	1					11.0	-		30 300	1	3:
Bonus Actions:	1	Maneuver: -1							11 34	×		2=9(6)[16]	1	4:
Piloting:	/	Fire Control: 0					-			×	-		/	5:
Gunnery:	/	Armor: 25/50/75			100	51		-	44	X	-	F1 (346)	/	
Leadership:	/			1		-				×	-		1	6:
EW:	1		T 1. L 2							×	1		/	7: 😢
Tactics:	1		Perks: Amphibio Weapons, Sniper	us, Autopilot, System, Flaws	HEAT-	resist	tant A	Armor	(R6),	HEP: Des	ert, Rei	nforced Armor (R3	3, Front), Shielded	8:
Sensors:	0/2		Heapons, Shiper	System: rum.		yunc				"			Apply Ave.	9: 1000000
Communications:	0/15				-	-	_	_	-		-	#10 x 10 x	DATE OF THE PARTY OF	10:
	Upit Said		造。2008 wines			11	181	N.	Act	STEEL ST	100		5,210 (820)	
E SEAL CHARLES	3114				4.5	200		1			TO SE	The Street	N. S. DON	
Vehicle:	Baxter	Walker Speed	Weapons:								_	Unit ID #:		Round Notes:
Threat Value:	771	Combat/Top: 0/0	Name	Fire Arc	S	М	L	EX	Acc.	Dam.	ROF	Special	Ammo/Left	0:
Size:	10	Ground Speed				W. J.	91			×		* Named Irea	15	1:
Crew:	2	Combat/Top: 5/9	YELERALDY:		12			L.	1.00	x		70.0	Do Do	2:
Bonus Actions:	1	Maneuver: -3		7	11		1		110	×		2000/30	I I	3: min/ 6, 46
Piloting:	1	Fire Control: -2							70	х		61 (60:500)	100	44: 1 mm area
Gunnery:	1	Armor: 23/46/69			17			9	1.6	x		191	1	5:
Leadership:	1									x			/	6:
EW:	1		7-11							×		Dent	1	7:
Tactics:	1												ent, Pintle Mount,	8: parat l
Sensors:	-1/2		Reinforced Armo Towing capacity.							Front), 1	fool Arm	(R12, cannot pur	nch - crane), Triple	9:
Communications:	0/12		towing capacity.	Allioya		- arts			T C				0.00	10:
TO TO LET CHANGE	No. of Lot	TO CONTRACT OF THE PARTY OF		13.00	100				3.8					18 A200 L 15 W
	A WART	SPECANNESS HER SELECTION	WHITE BUILD	The same	THE ME	730			NUE	GEAR)	- X. 5 V			NES EMPONENT (CE
Vehicle:	Caiman	Walker Speed	Weapons:								7 3	Unit ID #:	ter Villadi	Round Notes:
Threat Value:	190	Combat/Top: 0/0	Name	Fire Arc	S	М	L	EX	Acc.	Dam.	ROF	Special	Ammo/Left	0:
Size:	8	Ground Speed	MAC	T	3	6	12	24	0	×10	1	- Samuel Child	40	1:
	2		LMG	T	1	2	4	8	0	x3	4	AI man in a	800	2:
Crew:		T CONTROL OF THE CONT	LING		1	-	-	0		×	1	A golyman	/=00	3:
Bonus Actions:	1	Maneuver: -1	No.	-	-	-					-	D Prode	1	4:
Piloting:	1	Fire Control: -1	372	-	-	-			-1	×	-	26/2/110/2	/	5:
Gunnery:	1	Armor: 13/26/39			-	-			1 1	X	101.0		1	
Leadership:	1		-	-	-	-			-	X			1	6: annowers
EW:	/						Ш			x			1	7:
Tactics:	1		Perks: HEP: Dese ance (small pas		Seating	(10), Rei	nforc	ed Pass	senger Co	mpartme	ent, Shielded Weap	oons, Flaws: Annoy-	8: 120328
Sensors:	0/1.5													9:
													LULE HISTORY	10:
Communications:	0/8			ADS CASE OF	W 100		200	700	1200	200 S				
Communications:	0/8		CALEDO			14								
AND THE REAL PROPERTY.				705 P		74 219	5	() R ()						Payed Man
Vehicle:	Camel	Walker Speed	Weapons:				5				l arr	Unit ID #:		Round Notes:
Vehicle: Threat Value:	Camel 75	Combat/Top: 0/0	Weapons:	Fire Arc	S	М	L	EX	Acc.	-	ROF	Unit ID #:	Ammo/Left	0:
Vehicle:	Camel 75	Combat/Top: 0/0 Ground Speed		Fire Arc	S	М	L	EX	Acc.	x	ROF		Ammo/Left	1:
Vehicle: Threat Value:	Camel 75	Combat/Top: 0/0 Ground Speed Combat/Top: 7/13		Fire Arc	S	М	L	EX	Acc.	x	ROF		Ammo/Left /	0: 1: 2:
Vehicle: Threat Value: Size:	Camel 75	Combat/Top: 0/0		Fire Arc	S	М	L	EX	Acc.	x x	ROF		Ammo/Left / / /	0: 2: 2: 3: 2: 2: 3: 2: 2: 2: 2: 2: 2: 2: 2: 2: 2: 2: 2: 2:
Vehicle: Threat Value: Size: Crew:	Camel 75 4	Combat/Top: 0/0 Ground Speed Combat/Top: 7/13		Fire Arc	S	М	L	EX	Acc.	x	ROF		Ammo/Left / / / / /	1: 2: 3: 2:
Vehicle: Threat Value: Size: Crew: Bonus Actions:	Camel 75 4	Combat/Top: 0/0		Fire Arc	S	M	L SI	EX	Acc.	x x x x	ROF		Ammo/Left / / / / / / / /	0: 2: 2: 3: 4: 5: 2: 2: 3: 3: 3: 3: 3: 3: 3: 3: 3: 3: 3: 3: 3:
Vehicle: Threat Value: Size: Crew: Bonus Actions: Piloting:	Camel 75 4	Combat/Top: 0/0		Fire Arc	S	M	t at	EX	Acc.	x x x	ROF		Ammo/Left / / / / / / / / / / / / / / / / / /	0: 2: 3: 4: 5: 6: 1: 1: 1: 1: 1: 1: 1: 1: 1: 1: 1: 1: 1:
Vehicle: Threat Value: Size: Crew: Bonus Actions: Piloting: Gunnery:	Camel 75 4	Combat/Top: 0/0		Fire Arc	S	M	L S	EX	Acc.	x x x x	ROF		Ammo/Left // / / / / / / / / / / / / / / / / /	0: 2: 2: 3: 4: 5: 2: 2: 3: 3: 3: 3: 3: 3: 3: 3: 3: 3: 3: 3: 3:
Vehicle: Threat Value: Size: Crew: Bonus Actions: Piloting: Gunnery: Leadership:	Camel 75 4	Combat/Top: 0/0	Name Perks: Cargo Bay	(40 m²). Dou	ble To	wing	Capac	ity, H	EP: De:	x x x x x x x x x x x	enger Se	Special	/ / / / / / / / / / / / / / / / / / /	0: 2: 3: 4: 5: 6: 1: 1: 1: 1: 1: 1: 1: 1: 1: 1: 1: 1: 1:
Vehicle: Threat Value: Size: Crew: Bonus Actions: Piloting: Gunnery: Leadership: EW:	Camel 75 4	Combat/Top: 0/0	Name Perks: Cargo Bay	(40 m²). Dou	ble To	wing	Capac	ity, H	EP: De:	x x x x x x x x x x x	enger Se	Special	/ / / / / / /	0: 2: 3: 4: 5: 5: 7: 411
Vehicle: Threat Value: Size: Crew: Bonus Actions: Piloting: Gunnery: Leadership: EW: Tactics:	Camel 75 4 1 0 / / / / / / / / / / / / / / / / / /	Combat/Top: 0/0	Perks: Cargo Bay Flaws: No Senso	(40 m²). Dou	ble To	wing	Capac	ity, H	EP: De:	x x x x x x x x x x x	enger Se	Special	/ / / / / / / / / / / / / / / / / / /	0: 2: 3: 4: 5: 6: 7: 4: 8:
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Vehicle: Threat Value: Size: Crew: Bonus Actions: Piloting: Gunnery: Leadership: EW: Tactics: Sensors:	Camel 75 4 1 0 / / / / / / / / / / / 0/0	Combat/Top: 0/0	Perks: Cargo Bay Flaws: No Senso	(40 m²). Dou	ble To	wing	Capac	ity, H	EP: De:	x x x x x x x x x x x	enger Se	Special	/ / / / / / / / / / / / / / / / / / /	0: 1: 2: 3: 4: 5: 6: 7: 8: 9:
Vehicle: Threat Value: Size: Crew: Bonus Actions: Piloting: Gunnery: Leadership: EW: Tactics: Sensors: Communications:	Camel 75 4 1 0 / / / / / / / / / / / / / / / / / /	Combat/Top: 0/0 Ground Speed Combat/Top: 7/13 Maneuver: -3 Fire Control: -3 Armor: 8/16/24	Perks: Cargo Bay Flaws: No Senso in stats).	(40 m²). Dou	ble To	wing	Capac	ity, H	EP: De:	x x x x x x x x x x x x x	enger Se	Special eating (2), Searchi Notive Defect (-1 N	/ / / / / / / / / / / / / / / / / / /	0: 1: 2: 3: 4: 5: 6: 7: 8: 9:
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Vehicle: Threat Value: Size: Crew: Bonus Actions: Piloting: Gunnery: Leadership: EW: Tactics: Sensors: Communications: Vehicle: Threat Value: Size: Crew: Bonus Actions: Piloting:	Camel 75 4 1 0 / / / / / / / / / / / / / / Celt 647 10 3	Combat/Top: 0/0 Ground Speed Combat/Top: 7/13 Maneuver: -3 Fire Control: -3 Armor: 8/16/24 Walker Speed Combat/Top: 0/0 Ground Speed Combat/Top: 5/10 Maneuver: -3 Fire Control: 0	Perks: Cargo Bay Flaws: No Senso in stats).	(40 m²), Dou	ble Toive Sys	wing tem,	Capac	lity, H	EP: De:	x x x x x x x x x x x x x x x x x x x	enger Seefects: I	Special Lating (2), Searchi Antive Defect (-1 N Unit ID #: Special	/ / / / / / / / / / / / / / / / / / /	0: 1: 2: 3: 4: 5: 6: 7: 8: 9: 10: Round Notes: 0: 1: 2: 3:
Vehicle: Threat Value: Size: Crew: Bonus Actions: Piloting: Gunnery: Leadership: EW: Tactics: Sensors: Communications: Vehicle: Threat Value: Size: Crew: Bonus Actions: Piloting: Gunnery:	Camel 75 4 1 0 / / / / / / / / / / / / / / Celt 647 10 3	Combat/Top: 0/0 Ground Speed Combat/Top: 7/13 Maneuver: -3 Fire Control: -3 Armor: 8/16/24 Walker Speed Combat/Top: 0/0 Ground Speed Combat/Top: 5/10 Maneuver: -3	Perks: Cargo Bay Flaws: No Senso in stats).	(40 m²), Dou	ble Toive Sys	wing tem,	Capac	lity, H	EP: De:	x x x x x x x x x x x x x x x x x x x	enger Seefects: I	Special Lating (2), Searchi Antive Defect (-1 N Unit ID #: Special	/ / / / / / / / / / / / / / / / / / /	0: 1: 2: 3: 4: 5: 6: 7: 8: 9: 10: Round Notes: 0: 1: 2: 3: 4:
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Vehicle: Threat Value: Size: Crew: Bonus Actions: Piloting: Gunnery: Leadership: EW: Tactics: Sensors: Communications: Vehicle: Threat Value: Size: Crew: Bonus Actions: Piloting: Gunnery: Leadership: EW:	Camel 75 4 1 0 / / / / / / / / / / / / / / Celt 647 10 3	Combat/Top: 0/0 Ground Speed Combat/Top: 7/13 Maneuver: -3 Fire Control: -3 Armor: 8/16/24 Walker Speed Combat/Top: 0/0 Ground Speed Combat/Top: 5/10 Maneuver: -3 Fire Control: 0	Perks: Cargo Bay Flaws: No Senso in stats). Weapons: Name	(40 m²), Dou r, Exposed Mot	S S	wing tem,	Capac	EX	EP: Des or Prof	X	enger Seefects: I	Special Lating (2), Searchi Lotive Defect (-1 N Unit ID #: Special	/ / / / / / / / / / / / / / / / / / Ammo/Left / / / / / / / / / / / / / / / / / / /	0: 1: 2: 3: 4: 5: 6: 7: 8: 9: 10: Round Notes: 0: 1: 2: 3: 4: 5: 6:
Vehicle: Threat Value: Size: Crew: Bonus Actions: Piloting: Gunnery: Leadership: EW: Tactics: Sensors: Communications: Vehicle: Threat Value: Size: Crew: Bonus Actions: Piloting: Gunnery: Leadership:	Camel 75 4 1 0 / / / / / / / / / / / / / / / / / /	Combat/Top: 0/0 Ground Speed Combat/Top: 7/13 Maneuver: -3 Fire Control: -3 Armor: 8/16/24 Walker Speed Combat/Top: 0/0 Ground Speed Combat/Top: 5/10 Maneuver: -3 Fire Control: 0	Perks: Cargo Bay Flaws: No Senso in stats). Weapons: Name	Fire Arc	S S	wing tem,	Capac Large	EX	EP: De: De: Acc.	x x x x x x x x x x x x x x x x x x x	ROF	Special atting (2), Searchi Antive Defect (-1 A Unit ID #: Special	/ / / / / / / / / / / / / / / / / / /	0: 1: 2: 3: 4: 5: 6: 7: 8: 9: 10: Round Notes: 0: 1: 2: 3: 4: 5:

Vehicle: Crocodile	Walker Speed	Weapons:				Ш					Unit ID #:	1016	Round Notes:
Threat Value: 316	Combat/Top: 0/0	Name	Fire Arc	S	М	L	EX	Acc.	Dam.	ROF	Special	Ammo/Left	O: settly securit
Size: 8	Ground Speed	HRP/48	T	3	6	12	24	-1	x20	4	IF	48	1:
Crew: 2	Combat/Top: 8/16	- le 105 (DC)	-				50	13	x		Sec-new	1	2:
Bonus Actions: 1	Maneuver: -3	2017				34	9.0	H 3	×		conditions	1	3: 0:00
Piloting: /	Fire Control: -1					\forall			×		Berthe 7 V	1	4: Samely
Gunnery: /	Armor: 13/26/39		1	1		+		-	×	1	100	1	5: umanana
Leadership: /						+			×	103.5	7.3.5	1	6:
EW: /						+		1	×		LEDEN SES	,	7:
Tactics: /		Parks HEP Dasa	rt Passanger	Sastir	va /10	Pai	nfore	rad Par	_	omparte	nent, Shielded Wear	none Flawer An	8: 40691
Sensors: 0/1.5		noyance (small p			9 (10	, Kei	more	ceu ras	senger	ompai ci	ment, Sinetueu Hear	polis. Flaws. All-	9:
Communications: 0/8													10:
Communications. 0/8	ROUGH VIEW TO THE ROY THE ROY	SET TO BUS	A-10 (01) NO			100	100			A TO	WEST STERNA	-318161	No.
			Miles Sa						8 10				MICHAEL STATE
Vehicle: Crocodile, Support	Walker Speed	Weapons:	THE REAL PROPERTY.	NI OVA			No.	-			Unit ID #:		Round Notes:
Threat Value: 610			Fire Are	l c	44		EVI	A	Dam	POF	The state of the s	A/1-64	
	Combat/Top: 0/0	Name	Fire Arc	S	M	-	EX	Acc.	Dam.	ROF	Special	Ammo/Left	0:
Size: 8	Ground Speed	HRP/48	T	3	6	12	24	-1	x20	4	IF hand? hand	48	1:
Crew: 2	Combat/Top: 8/16	Z 2 L.		-		-	-	4.3	x	9	R MINE MEDII	/	2:
Bonus Actions: 1	Maneuver: -3	101.4.1.1		-		-	_		×	4	7777976	/	3:
Piloting: /	Fire Control: -1				- 1			11,	x		1811/107 (/	4:
Gunnery: /	Armor: 13/26/39	T 1				3	1	1 %	x		, ned	4 / 1 20	5:
Leadership: /									x		CALCALL	- 1	6: American
EW:									×		2 2 1 p 1 p 1 p	- 1	7:
Tactics: /									ıg (5), R	einforce	f Passenger Compart	tment, Shielded	8: material
Sensors: 0/1.5		Weapons. Flaws:	Annoyance (s	mall p	asseng	er roc	om).						9:
Communications: 0/8		frynkei,							1,1,	144	1 - 1 - 1 - 1 - 1 - 1 - 1 - 1 - 1 - 1 -	4) 5	10:
				811			10			15.0			
			14 M/ 16	Ц.,	4	:40		200		"Stage	(a. 15), y. 14(a). 19		TOP WELL THE STATE OF THE STATE
Vehicle: Damocles	Walker Speed	Weapons:				TV)					Unit ID #:	W Please 1	Round Notes:
Threat Value: 903	Combat/Top: 3/5	Name	Fire Arc	S	M	LI	EX	Acc.	Dam.	ROF	Special	Ammo/Left	0:
Size: 9	Ground Speed	LAG	FF	25	50	00 2	00	-2	x12	1	ART, AEO, MR10	4	1:
Crew: 2	Combat/Top: 0/0	2 x SLC	F	5			-	+1	x12	0	-1DRB	15ea.	2:
Bonus Actions: 1	Maneuver: -2	2 x HMG	F	1	2	-	-	0	x4	3	AI	250ea.	3:
Piloting: /	Fire Control: 0	I I		-	-	+	-	. 6	x	-	Sorres V d	/	4:
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						+	\rightarrow			1296.10	1 75 17 17 1	1	6.
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Leadership: / EW: / Tactics: / Sensors: +1/2		Reinforced Armor	(R4, Front).	Flaws:	Annoy	ance	(lurc	thing m	x stant arm), Annoy			7: 8: 9:
Leadership: / EW: / Tactics: /		Reinforced Armor	(R4, Front).	Flaws:	Annoy	ance	(lurc	thing m	x stant arm), Annoy	ance (smell in life-		7: 8:
Leadership: / EW: / Tactics: / Sensors: +1/2		Reinforced Armor	(R4, Front).	Flaws:	Annoy	ance	(lurc	thing m	x stant arm), Annoy	ance (smell in life-		7: 8: 9:
Leadership: / EW: / Tactics: / Sensors: +1/2 Communications: 0/10		Reinforced Armor Sensor Profile (R2	(R4, Front).	Flaws:	Annoy	ance	(lurc	thing m	x stant arm	to get u	rance (smell in life- p), Problem Prone.		7: 8: 9: 10:
Leadership: / EW: / Tactics: / Sensors: +1/2 Communications: 0/10 Vehicle: Damocles Mk2	Walker Speed	Reinforced Armor Sensor Profile (R: Weapons:	(R4, Front). 2), Sensor De	Flaws: pende	Annoy nt. De	ance fect: /	(lurci Annoy	thing m	x stant arm novement (-1 Pilot	t), Annoy to get u	yance (smell in life- p), Problem Prone.	support), Large	7: 8: 9: 10:
Leadership: / EW: / Tactics: / Sensors: +1/2 Communications: 0/10 Vehicle: Damocles Mk2 Threat Value: 913	Walker Speed Combat/Top: 3/5	Reinforced Armor Sensor Profile (R: Weapons: Name	(R4, Front). 2), Sensor De	Flaws: pende	Annoynt. De	L E	Annoy	Acc.	x stant arm novement (-1 Pilot Dam.	to get u	yance (smell in life- p), Problem Prone. Unit ID #: Special	support), Large	7: 8: 9: 10: Round Notes: 0:
Leadership: / EW: / Tactics: / Sensors: +1/2 Communications: 0/10 Vehicle: Damocles Mk2 Threat Value: 913 Size: 9	Walker Speed Combat/Top: 3/5 Ground Speed	Reinforced Armor Sensor Profile (R: Weapons: Name LAG	(R4, Front). 1 2), Sensor De	Flaws: pende	M 50 1	L I	(lure Annoy	Acc.	x stant arm novement (-1 Pilot Dam.	ROF	unit ID #: Special ART,AEO,MR10	Ammo/Left	7: 8: 9: 10: Round Notes: 0: 1:
Leadership: / EW: / Tactics: / Sensors: +1/2 Communications: 0/10 Vehicle: Damocles Mk2 Threat Value: 913 Size: 9 Crew: 2	Walker Speed Combat/Top: 3/5 Ground Speed Combat/Top: 0/0	Reinforced Armor Sensor Profile (R: Weapons: Name LAG 2 x SLC	(R4, Front). 1 2), Sensor De	S 25	M 50 1	L E	EX 200	Acc2	x stant arm novement (-1 Pilot Dam. x12 x12	ROF 1	unit ID #: Special ART,AEO,MR10 -1DRB	Ammo/Left 4 15ea.	7: 8: 9: 10: Round Notes: 0: 1:
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Leadership: / EW: / Tactics: / Sensors: +1/2 Communications: 0/10 Vehicle: Damocles Mk2 Threat Value: 913 Size: 9 Crew: 2 Bonus Actions: 1 Piloting: / Gunnery: / Leadership: / EW: / Tactics: / Sensors: +1/2 Communications: 0/10	Walker Speed Combat/Top: 3/5 Ground Speed Combat/Top: 0/0 Maneuver: -2 Fire Control: 0 Armor: 25/50/75	Reinforced Armor Sensor Profile (R: Weapons: Name LAG 2 x SLC 2 x HMG	(R4, Front). (R4, Front). (R4, Front). (R4, Front). (R4, Front). (R5, Front). (R5, Front). (R6,	S 25 5 1	M 50 11 2 2	L I I I I I I I I I I I I I I I I I I I	EX COO 88	Acc2 +1 0	Dam. x12 x12 x4 x x x x x stant arm	ROF 1 0 3	unit ID #: Special ART,AEO,MR10 -1DRB AI HEP: Desert, Limite Annoyance (lurchi	Ammo/Left 4 15ea. 250ea. / / / / dt Life-Support,	7: 8: 9: 10: Round Notes: 0: 1: 2: 3: 4: 5: 6: 7: 8: 9:
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Leadership: / EW: / Tactics: / Sensors: +1/2 Communications: 0/10 Vehicle: Damocles Mk2 Threat Value: 913 Size: 9 Crew: 2 Bonus Actions: 1 Piloting: / Gunnery: / Leadership: / EW: / Tactics: / Sensors: +1/2 Communications: 0/10 Vehicle: Hittite Threat Value: 563	Walker Speed Combat/Top: 3/5 Ground Speed Combat/Top: 0/0 Maneuver: -2 Fire Control: 0 Armor: 25/50/75	Reinforced Armor Sensor Profile (R: Weapons: Name LAG 2 x SLC 2 x HMG	(R4, Front). 2), Sensor Del Fire Arc FF F F F F F F F F F F F F F F F F F	S 25 5 1 1	M 50 1 10 2 2 E-up See See See See See See See See See Se	L E E E E E E E E E E E E E E E E E E E	EX COO 440 8	Acc2 +1 0 AT-resisie (R2	Dam. Name of the state of the	ROF 1 0 3 ROF	unit ID #: Special ART,AEO,MR10 -1DRB AI HEP: Desert, Limite: Annoyance (lurchi	Ammo/Left 4 15ea. 250ea. / / / / dt Life-Support, ng movement),	7: 8: 9: 10: Round Notes: 0: 1: 2: 3: 4: 5: 6: 7: 8: 9: 10:
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Leadership: / EW: / Tactics: / Sensors: +1/2 Communications: 0/10 Vehicle: Damocles Mk2 Threat Value: 913 Size: 9 Crew: 2 Bonus Actions: 1 Piloting: / Gunnery: / Leadership: / EW: / Tactics: / Sensors: +1/2 Communications: 0/10 Vehicle: Hittite Threat Value: 563 Size: 10 Crew: 2 Bonus Actions: 1 Piloting: / Gunnery: / Leadership: / Communications: 0/10	Walker Speed Combat/Top: 3/5 Ground Speed Combat/Top: 0/0 Maneuver: -2 Fire Control: 0 Armor: 25/50/75 Walker Speed Combat/Top: 0/0 Ground Speed Combat/Top: 0/0 Ground Speed Combat/Top: 0/0 Ground Speed Combat/Top: 6/11 Maneuver: -1 Fire Control: 0 Armor: 25/50/75	Reinforced Armor Sensor Profile (R: Weapons: Name LAG 2 x SLC 2 x HMG Perks: Ammo/Fue 2 x Manipulator / Annoyance (smell Weapons: Name HFL 2 x HMG	(R4, Front). 2), Sensor Del Fire Arc FF F F F F F F F F T T T LS	S 25 5 1 1 S S O 1 1	M 50 1 10 2 2 C-up Security Residue Security Sec	L E E L E L E L L E L L E L L E L L E L L E L	EX COO 88 EX	Acc2 +1 0 Acc2 +1 0	Dam. x12 x4 x x x x x x x x x x x x x x x x x x	ROF ROF ROF 3	unit ID #: Special ART,AEO,MR10 -1DRB AI HEP: Desert, Limite Annoyance (lurchient. Special SB,IF AI	Ammo/Left 4 15ea. 250ea. / / / /d Life-Support, ng movement), Ammo/Left 260 500ea.	7: 8: 9: 10: Round Notes: 0: 1: 2: 3: 4: 5: 6: 7: 8: 9: 10: Round Notes: 0: 1: 2: 3: 4: 5: 6:
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Leadership: / EW: / Tactics: / Sensors: +1/2 Communications: 0/10 Vehicle: Damocles Mk2 Threat Value: 913 Size: 9 Crew: 2 Bonus Actions: 1 Piloting: / Gunnery: / Leadership: / EW: / Tactics: / Sensors: +1/2 Communications: 0/10 Vehicle: Hittite Threat Value: 563 Size: 10 Crew: 2 Bonus Actions: 1 Piloting: / Gunnery: / Leadership: / Communications: 0/10	Walker Speed Combat/Top: 3/5 Ground Speed Combat/Top: 0/0 Maneuver: -2 Fire Control: 0 Armor: 25/50/75 Walker Speed Combat/Top: 0/0 Ground Speed Combat/Top: 0/0 Ground Speed Combat/Top: 0/0 Ground Speed Combat/Top: 6/11 Maneuver: -1 Fire Control: 0 Armor: 25/50/75	Reinforced Armor Sensor Profile (R: Weapons: Name LAG 2 x SLC 2 x HMG Perks: Ammo/Fuel 2 x Manipulator / Annoyance (smell Weapons: Name HFL 2 x HMG 2 x HMG	(R4, Front). 2), Sensor Del Fire Arc FF F F F F F F F F F F F F F F F F F	S 25 5 1 S S O 1 1 S S O 1 1 S S O 1 1 S S O 1 1 S S O 1 1 S S O 1 1 S S O 1 1 S S O 1 1 S S O 1 1 S S O 1 1 S S O 1 1 S S O 1 1 S S O	M 50 1 10 2 2 C-up Searge Si	L E E L E L E L L E L L E L L E L L E L L E L L E L L L E L L L E L	EX COO 88 S S S S S S S S S S S S S S S S S	Acc2 +1 0 Acc. ++1 0 0	Dam. x12 x4 x x x x x x x x x x x x x x x x x x	ROF 1 0 3 ROF 2 3 ROF 3 ROF 3 ROF 3 ROF 3 ROF 2 3 3	unit ID #: Special ART,AEO,MR10 -1DRB AI HEP: Desert, Limite Annoyance (lurchi ent. Special SB,IF AI AI (10), Reinforced An	Ammo/Left 4 15ea. 250ea. / / / /d Life-Support, ng movement), Ammo/Left 260 500ea. / / / / / / / / / / / / / / / / / / /	7: 8: 9: 10: Round Notes: 0: 1: 2: 3: 4: 5: 6: 7: 8: 9: 10: Round Notes: 0: 1: 2: 3: 4: 5: 6:

	Hun	Walker Speed	Weapons:	9.1 16.15	A.A.		200	T. A.		The second		Init ID #:	er Marre	Round Notes:
Vehicle:	Hun 927	Combat/Top: 0/0	Name	Fire Arc	S	м	L	EX	Acc.	Dam.	ROF	Special	Ammo/Left	O: Shift parell
Threat Value:	10	Ground Speed	HRF	T	4	8	16	32	0	x12	0	- Italys!	40	1:
Size:	2	Combat/Top: 6/12	LLC	T	5		20	40	+1	x16	0	-2DRB	10	2:
Crew:	1	Maneuver: -1	MRP/36	FF	2	4	8	16	-1	×18	4	IF	32	3:
Bonus Actions:	,	Fire Control: 0	Pilityso	-	1	-				×		2362-01	1	4: cadu/= 1
Piloting:	/	Armor: 25/50/75			1					x			1	5: ₍₂₀)(11)
Gunnery:	/		-		1				10	×		HE LIKE IS	1	6:
Leadership:	/				1					×		ULLED	1	7:
EW:	/		Parker Amphibiou	s Autonilot	HEAT	resis	tant	Armor	(R6).		ert, Reini	forced Armor (R3,	, Front), Shielded	8: radial
Tactics:	/		Weapons. Flaws:	Annoyance (n	nax. B	uild i	s 0).		()				2.610	9:
Sensors:	0/2													10:
Communications:	0/15	A THE PARTY OF THE	S U. 45 100 200	-63VSi-	38	186	18	25	TRIL	1 1 1	13.5	To see the		
						ON.		-		62.58	W. S.	A SWITZ		96 H
WALLEY WAS THE REAL PROPERTY.	- Dagge	Walker Speed	Weapons:		100		2000	-	SHE			Unit ID #:	LOU T STREET	Round Notes:
	n Recon		Name	Fire Arc	S	M	L	EX	Acc.	Dam.	ROF	Special	Ammo/Left	0:
Threat Value:	864		HRF	T	4	8	16	-	0	×12	0	A house been	40	1: 1917
Size:	10	Ground Speed		T	5	-	20	-	+1	x16	0	-2DRB	10	2:
Crew:	2	Combat/Top: 6/12	LLC	1	2	10	20	40	71		-	-EDND	1	3: netro a mark
Bonus Actions:	1	Maneuver: -1		-	+	\vdash	-	-	-	×		Ser Called	1	4:
Piloting:	1	Fire Control: 0			-	-	-	-	-	X		V9507553 I	1	5:
Gunnery:	1	Armor: 25/50/75			+	-	-	-		×		100	1	6:
Leadership:	1		المالمالية			-	-	-		×	-		/	
EW:	1					_		_		×			/	7:
Tactics:	1		Perks: Amphibio	us, Autopilot,	HEAT	T-resis	stant m (R2	Armo	r (R6), not pur	HEP: De	sert, Rein	forced Armor (R3 e Bay (R3). Flaws:	, Front), Shielded : Annoyance (max.	8:
Sensors:	0/2		Build is 0).	Caurendia (1	7, 10		- Inc				45 (15 (15)			9:
Communications:	1/30		and the same										In all the same of the same	10:
		に対して、 			THE	SMI	38	188	WW.	N. Police				September 2. September 2.
77-17	ri este il	· 公司 (1985年) · 1985年 1985年 1985年		T. THE				39		1085	0.46		Test of a little	ENTER PRES
Vehicle:	Jaxon	Walker Speed	Weapons:									Unit ID #:		Round Notes:
Threat Value:	1142	Combat/Top: 0/0	Name	Fire Arc	S	М	L	EX	Acc.	. Dam.	ROF	Special	Ammo/Left	0:
Size:	10	Ground Speed	HRP/48	T	3	6	12	24	-1	x20	4	IF the said from	48	1: gs//
Crew:	2	Combat/Top: 6/11	HRP/48	T	3	6	12	24	-1	x20	4	IF policycle	48	2:
Bonus Actions:	1	Maneuver: -1	APGL	T	1	2	4	8	-1	х3	0	AEO,AI,IF	16	3: ALL A PLYME
Piloting:	1	Fire Control: 0					Т			x		THE PERSON NAMED IN	/	4: 1 polito 1
Gunnery:	1	Armor: 25/50/75			T	T	Т			×		1.00	. 1	5: 1,777 1110
Leadership:	1									x	A RES	MULL	1	6: alternative)
EW:	1				T	$^{+}$	\top			×			1	7: ::::::::::::::::::::::::::::::::::::
Tactics:	1		Perks: Autopilot	Back-up Ser	isors.	HEAT-	resis	tant A	rmor ((R5), HEP:	Desert, I	Reinforced Armor	(R5, Front). Flaws:	8:
Sensors:	0/1		Annoyance (max	. Build is 0).	1750					ii in i				9:
Communications:	0/15													10:
Communications.	0/15	A PROPERTY OF THE PARTY OF	Indiana valde	1000	Tall !	le ni		1	the state of	Dist.	35115	TO THE SE		ASEMINA A
	Hi TAN	THE WAY SHEET HER TO	Susser Stain Cal	A STATES	100	166	S. III		WHEN S	HOE Y	STEL	TANKS IN	Silver of the	関系第四十二十二十二十二十二十二十二十二十二十二十二十二十二十二十二十二十二十二十二
Vehicle: Jax Storm	hammer	Walker Speed	Weapons:						T.			Unit ID #:	Service Control	Round Notes:
Threat Value:	1491	Combat/Top: 0/0		Fire Arc	S	М	L	EX	Acc	. Dam.	ROF	Special	Ammo/Left	O: wallet feering
		Ground Speed	HFM	Т	6	-	-	-	-	x25	0	IF,AEO,MR6	20	1: 100/E
Size:	10			T	1	-	-	-	-1	х3	0	AEO,AI,IF	16	2:
Crew:	2				+	+	+7	-	1	×	1	page 10a	1	3: mers / 1 movil 1
Bonus Actions:	2		_			+	+	+	1	×	1	Name A	1	4:
Piloting:	1	7357 1231275			+	+	+	+	1	×			1	5: Transfer
Gunnery:	/	Armor: 25/50/75		+	+	+	+	+	+	×		THE P	1	6: http://doi.org/
Leadership:	1			-	+	+	+	+	+	×			1	7:
EW:	1			(nc)			_	Carre			at Armon	(DE) HED Derect	Painforced Armor	8: 25596
Tactics:	1		Perks: Automati (R5, Front), Rei	ion (R2), Aut	tion (R1, M	k-up ovem	senso rent).	rs, HEA Flaws:	Annoyan	e (max. l	Build is 0).	t, Reinforced Armor	9:
Sensors:	0/1		Land I	A service						أقو				10:
Communications:	0/15				7 1 10	6 (9)		IVE		Name of Street	سوي			Complete No.
1 3 3 3 5	13 1 1 1 2 W		THE PETER	an All Marke				(= y) (= y)	1 E.	Windson and	7 W	IN COLUMN	AND THE RESIDENCE	SALE LA LEGISTA
AMME ELLOY	· 400	to the Residence Library	Rendress and	000013 = 1	VIII.		ent	V FEE	mic	WITTE	124	Unit TD #	Charles and the same	Round Notes:
Vehicle:	Klemm	Walker Speed	Weapons:					-	1	1-	1	Unit ID #:	A 11 - 6:	
Threat Value:	1867	Combat/Top: 0/0		Fire Arc	_	-	-	-	-		_	Special	Ammo/Left	O: wode? Heruff
Size:	10	Ground Speed	LAC	F	2	-	-	_	-	x8	2	· Interpt. htt	200	1:
Crew:	2	Combat/Top: 6/11		T	3	-	-	-	-	_	0	G	6	2:
Bonus Actions:	2	Maneuver:	APGL	T	1	2	4	8	-1	x3	0	AEO,AI,IF	16	3:
Piloting:	1	Fire Control:								×		59936	1 / A	4:
Gunnery:	1	Armor: 25/50/75		FILE						x	1	10	1	5:
Leadership:	1									×			1	6:
EW:	1						T			x			_ 1	7:
Tactics:	1		Perks: Automat	ion (R2), Au	topilo	t, Bac	k-up	Senso	ors, HE	AT-resista	nt Armor	(R5), HEP: Deser	t, Reinforced Armor	8: (4.19.7)
Sensors:	0/1		(R5, Front). Fla	ws: Annoyan	ce (m	ax. Bu	rild is	s 0).						9:
West Street	4/4													10:

	Water P.	WE WANT TO THE SERVICE OF THE SERVIC						-		1000		DESCRIPTION OF THE PERSON OF T	A PROPERTY OF	
	Bandit	Walker Speed	Weapons:		_	,	-		W/			Unit ID #:		Round Notes:
Threat Value:	1106	Combat/Top: 0/0	Name	Fire Arc	S	M	L	EX	Acc.	Dam.	ROF	Special	Ammo/Left	0:
Size:	10	Ground Speed	HRF	T	4	8	16	32	0	x12	0	 Design 0 	100	1:
Crew:	2	Combat/Top: 6/11	MRP/36	T	2	4	8	16	-1	x18	4	IF TONT ON	36	2:
Bonus Actions:	2	Maneuver: -1	APGL	T	1	2	4	8	-1	х3	0	AEO,AI,IF	16	3:
Piloting:	1	Fire Control: 0	HMG	F	1	2	4	8	0	x4	3	AI	200	4:
Gunnery:	1	Armor: 25/50/75	The mean of the							x	ic.		ent /	5:
Leadership:	1		14 74 15 25	BALLIS					- 3	×	TIE	BUUU	1	6:
EW:	1		多用节目	8 2 1						x	ā l	Handle	1	7:
Tactics:	1		Perks: Automation	n (R2), Auto	pilot,	Back	-up S	ensor	s, HEAT	-resistant	Armor	(R5), HEP: Desert	, Reinforced Armor	8:
Sensors:	+1/3		(R5, Front) smok									ELL E		9:
Communications:	0/15													10:
	Marin.		DESTRUCTION	Alex No.	City	918	100		- 600	145M	1,250	A . (18. 11/15)	54/W 75-4H4	
10111120000		NATION SERVICE VIOLENCE SAN AND			W.O	TO N	333		DS IS	No. of Street	TO S		* ***	
Vehicle: Ma	mmoth	Walker Speed	Weapons:		EKO III		-		- 17	an sur	-	Unit ID #:	2020 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	Round Notes:
Threat Value:	1500	Combat/Top: 3/5	Name	Fire Arc	S	М	L	EX	Acc.	Dam.	ROF	Special	Ammo/Left	0:
A. W. 1929 S. A. 1937 S. 141	1			F F	-	-	-		O O	-		Special	-	
Size:	9	Ground Speed	MAC		3	6	12	-	-	x10	1		200	1:
Crew:	2	Combat/Top: 0/0	ATM	FF	3	6	12		+1	x25	0	G	8	2:
Bonus Actions:	1	Maneuver: -2	LMG	FF	1	2	4	8	0	х3	4		600	3:
Piloting:	1	Fire Control: 0	LMG	FF	1	2	4	8	0	х3	4	. shilly	600	4:
Gunnery:	1	Armor: 25/50/75	SC	F	1	2	4	8	-1	x28	0	*ing	20	5:
Leadership:	1									x	1	1000	1	6:
EW:	1									x		LABLE	/	7:
Tactics:	1												istant armor (R5),	8:
Sensors:	+1/3												Designator (R1). ofile (R2), Sensor	9:
Communications:	0/12		Dependent.			,,,	1482				,,,,,,	16 31	()	10:
1 . PE 17 / W. W.	gors a.	AND THE RESERVE	W. Pisakali	17,50	dill.	100	1/8		art s	Y8 8	1	and John	100	Harman Call
	2 Miles	SURVINES PERMIT		TO I was a	A.	1.00	i te	NET.		Dell'	100 5	AFTER TO		of water to
Vehicle: Mam,	Assault	Walker Speed	Weapons:		215			TO SHE		TETR		Unit ID #:		Round Notes:
Threat Value:	991	Combat/Top: 3/5	Name	Fire Arc	S	м	L	EX	Acc.	Dam.	ROF	Special	Ammo/Left	0:
Size:	9	Ground Speed	HAC	T	3	6	12	-	0	×12	1	Special	150	1:
Crew:	2	Combat/Top: 0/0	LMG	FF	1	2	4	-	0	x3	4			
Bonus Actions:	1			1,531%	-		-	8	-			-	600	2:
The second secon			LMG	FF	1	2	4	8	0	х3	4	- 1000	600	3:
Piloting:	,	Fire Control: 0	SC	F	1	2	4	8	-1	x28	0		25	4:
Gunnery:	1	Armor: 25/50/75	SC	F	1	2	4	8	-1	x28	0	- 7	25	5:
Leadership:	/									x	4	اسا اسالسا	1	6:
EW:	1									x				7:
Tactics:	1											unch), HEAT-resis		8:
Sensors:	0/2												Target Designator nsor Profile (R2),	9:
Communications:	0/10		Sensor Dependent		La La Y		-	4			30.40		- The	10:
The state of the s			Mary Town		a i		400		71.14		105		《美国大学》	ST. THE STATE
P to the	VIICE AND		That was said	100 C	Sell.	2	18	50	THE R	(d.5)(4)	146.71	STETLE	Emilant A. C	Point at 1
Vehicle: Mam,	Brawler	Walker Speed	Weapons:						- km			Unit ID #:	100 -	Round Notes:
Threat Value:	699	Combat/Top: 3/5	Name	Fire Arc	S	М	L	EX	Acc.	Dam.	ROF	Special	Ammo/Left	0:
Size:	9	Ground Speed	2 x MAC	F	3	6	12	24	0	x10	1	Phase terms	150ea.	1:
Crew:	2	Combat/Top: 0/0	2 x FGC	F	1	2	4	8	+1	x7	0	AI, FA	20ea.	2:
Bonus Actions:		Maneuver: -2	2 x LMG	FF	1	2	4	8	0	x3	4	and the	600ea.	3:
Piloting:	1		2 x VLRP/128	F	1	2	4	-				TE		
	,		2 × VLRF/128		Y	-	4	8	-1	x8	6	IF SKINTE	256ea.	4: certaining
Gunnery:	1	Armor: 25/50/75					-	\vdash		x	-		/	5:
Leadership:	1							_ 1		x			/	6:
EW:	1							j	- 8	×			1	7:
Tactics:	/		Perks: Ammo/Fuel HEP: Desert, Impr	Containmen	t, Bac	ck-up	Sens	ors, 2	x Batt	tle Arm (I	R9, can	punch), HEAT-resi	stant armor (R5),	8:
Sensors:	0/3		Flaws: Annoyance	(lurching me	oveme	ent),	Anno	yance	(smel	l in life-s	upport)	, Large Sensor Pr	offile (R2), Sensor	9:
Communications:	0/12		Dependent.	والارد			Hiv					1.12 14	11 3 SKVAL	10:
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TLANGUAGE STATE				140/140	4,0	100			4	W. 37			THE THE PARTY	
Vehicle: Mam, Co	mmand	Walker Speed	Weapons:		7,7				. 1	4/18		Unit ID #:	mer word	Round Notes:
Threat Value:	1754	Combat/Top: 3/5	Name	Fire Arc	5	М	L	EX	Acc.	Dam.	ROF	Special	Ammo/Left	0:
Size:	9	Ground Speed	MAC	F	3	6	12	24	0	x10	1	. 1	200	1:
Crew:	2	Combat/Top: 0/0	SC	F	1	2	4	8	-1	x28	0	200 100	20	2:
Bonus Actions:	1	Maneuver: -2	APGL	F	1	2	4	8	-1	x3	0	AI, IF, AEO	12	3: another countil
Piloting:	1	Fire Control: 0	7 1 1		-					x	1111	THE ATT MED		4:
	1	TOWN THE PROPERTY OF THE PROPE											/	
Gunnery:	1	Armor: 25/50/75						1.15		×			/	5:
Leadership:	,			10.00		511		N.		×	of the		/	6:
EW:	/		GENERAL BY	446				-		x	- PO (FIE)		/	7:
Tactics:	/		Perks: Ammo/Fuel HEAT-resistant am											8:
Sensors:	+2/6		Manipulator Arm	(R9, can pun										9:
Communications:	+1/20	The state of the s	Large Sensor Profi	- (na)									W. C.	10:

	Walker Speed	Weapons:									Unit ID #:		Round Notes:
Threat Value: 1645	Combat/Top: 4/7	Name	Fire Arc	S	М	L	EX	Acc.	Dam.	ROF	Special	Ammo/Left	O: The last Second
Size: 8	Ground Speed	MAC	F	3	6	12	24	0	x10	1	· beauti	200	1: 460
Crew: 2	Combat/Top: 6/12	ATM	FF	3	6	12	24	+1	x25	0	G Manager	4	2: (9)
Bonus Actions: 1	Maneuver: -2	ATM	FF	3	-	-	24	+1	x25	0	G	4	3: more an essent
	Fire Control: 0			-	-	-	-	-	x	-	Source	1	4: solvalet
Piloting: /	20,000			-		+			x		-	- 1	5:
Gunnery: /	Armor: 23/46/69			\vdash		+		-		S III	D T T	,	6: aphtenhand
Leadership: /				\vdash		+	_	-	x			1	
EW: /						Ш	_		x			1	7:
Tactics: /		Perks: HEP: Desert Armor (R2)	t, 3 x Tool Arm	(R1,	annot	t punc	ch - s	ensor p	ods). Flav	vs: Large	Sensor Profile (R	1).Heat-Resistance	8: install
Sensors: 0/4													9:
Communications: 0/12		والمراجعة المراجعة						-		-	Mark Control	halfall atten	10:
Figure 12 sections		建 工作 [5]		- 30	14		100		200			CON A COURT	
THE PROPERTY OF THE PARTY OF TH		· 大学 · 大学 ·				-			. Ban			Marine Company	
Vehicle: Naga, Command	Walker Speed	Weapons:	Acres 6				100				Unit ID #:		Round Notes:
Threat Value: 1312	Combat/Top: 4/7	Name	Fire Arc	S	М	L	EX	Acc.	Dam.	ROF	Special	Ammo/Left	0:
Size: 8	Ground Speed	MAC	F	3	6	12	24	0	×10	1	- Innet h	200	1: 16.7
Crew: 2	Combat/Top: 6/12	ATM	FF	3	6	12	24	+1	x25	0	G The Control	dre2 1 4	2: 5747
Bonus Actions: 1	Maneuver: -2	8 1 0 1		10			- 21		x		100	man / I	3: maniful et mus
Piloting: /	Fire Control: 0	0 1 1 1 1	1	97			1	11.	×		Settles	Ome /	4: (portole)
Gunnery: /	Armor: 23/46/69	and a fact of				\vdash			x	5		orma /	5: -ytsaou3
Leadership: /						-			×	1.0		1	6:
						-	_		×	12	T TOTAL	1	7:
EW: /					4000						(00) HED 0	A S-Mallia, II-II-I	
Tactics: /											r (R2), HEP: Deser vs: Large Sensor P	rt, Satellite Uplink, rofile (R1).	8: Printed
Sensors: 0/4			(,-/,-			WOLL		ur.					9:
Communications: +2/30			11500	THE RES				-		_	الساليما البوار الوو		10:
PART (\$1000000000000000000000000000000000000			and the				-14		VII.	7		M. (LE) NOT	
		The Sandsin		иŸ		95		1 10		- Const			
Vehicle: Naga, Long Fang	Walker Speed	Weapons:		,			1				Unit ID #:	other Lines	Round Notes:
Threat Value: 651	Combat/Top: 4/7	Name	Fire Arc	S	М	L	EX	Acc.	Dam.	ROF	Special	Ammo/Left	O: remark results
Size: 8	Ground Speed	MAC	F	3	6	12	24	0	x10	1	20 beight	200	1: 19377
Crew: 2	Combat/Top: 6/12	LFG	FF	5	10	20	40	0	x22	0	IF .	12	2:
Bonus Actions: 1	Maneuver: -2	LFG	FF	5	10	20	40	0	x22	0	IF	12	3: Harden James II
Piloting: /	Fire Control: 0	Talett.						2	x		Jantino	Olmin /	4: /////
	Armor: 23/46/69					\vdash		2	×	1		1	5: greaturi
Gunnery:					- 1	- 1			107		-	/	
Gunnery: /									×	100		1	6:
Leadership: /								Н	x	H (12)		/	6:
Leadership: /		Dayley UPAY	that Assert	(0.2)	IED.			Test	x			/ /	7:
Leadership: / EW: / Tactics: /									x Arm (R1,		punch - sensor po els are cumberson	/ ods), 2 x Stabilizer ne).	7: 8:
Leadership: / EW: / Tactics: / Sensors: 0/4									x Arm (R1,				7: 8: 9:
Leadership: / EW: / Tactics: /									x Arm (R1,				7: 8:
Leadership: / EW: / Tactics: / Sensors: 0/4									x Arm (R1,				7: 8: 9:
Leadership: / EW: / Tactics: / Sensors: 0/4 Communications: 0/12		Mount. Flaws: Lai							x Arm (R1,		els are cumberson		7: 8: 9: 10:
Leadership: / EW: / Tactics: / Sensors: 0/4 Communications: 0/12 Vehicle: Naga, Sea	Walker Speed	Mount. Flaws: Lai	ge Sensor Pro	ofile (I	R2). D	Defect	ts: An	inoyane SMIII	x Arm (R1, ce (long g	un barre	els are cumberson	ne).	7: 8: 9: 10:
Leadership: / EW: / Tactics: / Sensors: 0/4 Communications: 0/12 Vehicle: Naga, Sea Threat Value: 3096	Walker Speed Combat/Top: 4/7	Mount. Flaws: Lar Weapons: Name	ge Sensor Pro	S S	M M	Defect	EX	Acc.	x Arm (R1, ce (long g	ROF	Unit ID #: Special	Ammo/Left	7: 8: 9: 10: Round Notes:
Leadership: / EW: / Tactics: / Sensors: 0/4 Communications: 0/12 Vehicle: Naga, Sea	Walker Speed	Mount. Flaws: Lai	ge Sensor Pro	ofile (I	R2). D	Defect	ts: An	inoyane SMIII	x Arm (R1, ce (long g	un barre	Unit ID #: Special IF, UW	Ammo/Left	7: 8: 9: 10:
Leadership: / EW: / Tactics: / Sensors: 0/4 Communications: 0/12 Vehicle: Naga, Sea Threat Value: 3096	Walker Speed Combat/Top: 4/7	Mount. Flaws: Lar Weapons: Name	ge Sensor Pro	S S	M 4	L 8	EX	Acc.	x Arm (R1, ce (long g	ROF	Unit ID #: Special	Ammo/Left	7: 8: 9: 10: Round Notes:
Leadership: / EW: / Tactics: / Sensors: 0/4 Communications: 0/12 Vehicle: Naga, Sea Threat Value: 3096 Size: 8	Walker Speed Combat/Top: 4/7 Submarine Speed	Mount. Flaws: Lai Weapons: Name LRP/16	Fire Arc	S 2	M 4 6	L 8 12	EX 16	Acc.	x Arm (R1, ce (long g	ROF 3	Unit ID #: Special IF, UW	Ammo/Left	7: 8: 9: 10: Round Notes: 0: 1:
Leadership: / EW: / Tactics: / Sensors: 0/4 Communications: 0/12 Vehicle: Naga, Sea Threat Value: 3096 Size: 8 Crew: 2	Watker Speed Combat/Top: 4/7 Submarine Speed Combat/Top: 3/6	Weapons: Name LRP/16 ATM	Fire Arc	S 2 3	M 4 6	L 8 12	EX 16 24	Acc1 +1	x Arm (R1, ce (long g Dam. x12 -x25	ROF 3	Unit ID #: Special IF, UW G, SR	Ammo/Left	7: 8: 9: 10: Round Notes: 0: 1: 2:
Leadership: / EW: / Tactics: / Sensors: 0/4 Communications: 0/12 Vehicle: Naga, Sea Threat Value: 3096 Size: 8 Crew: 2 Bonus Actions: 1	Walker Speed Combat/Top: 4/7 Submarine Speed Combat/Top: 3/6 Maneuver: -2	Weapons: Name LRP/16 ATM	Fire Arc	S 2 3	M 4 6	L 8 12	EX 16 24	Acc1 +1	x Arm (R1, re (long g Dam. x12 -x25 x25	ROF 3	Unit ID #: Special IF, UW G, SR	Ammo/Left 16 4	7: 8: 9: 10: Round Notes: 0: 1: 2: 3:
Leadership: / EW: / Tactics: / Sensors: 0/4 Communications: 0/12 Vehicle: Naga, Sea Threat Value: 3096 Size: 8 Crew: 2 Bonus Actions: 1 Piloting: /	Walker Speed Combat/Top: 4/7 Submarine Speed Combat/Top: 3/6 Maneuver: -2 Fire Control: 0	Weapons: Name LRP/16 ATM	Fire Arc	S 2 3	M 4 6	L 8 12	EX 16 24	Acc1 +1	Dam. x12 x25 x25 x	ROF 3	Unit ID #: Special IF, UW G, SR	Ammo/Left 16 4	7: 8: 9: 10: Round Notes: 0: 1: 2: 3: 4:
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Leadership: / EW: // Tactics: / Sensors: 0/4 Communications: 0/12 Vehicle: Naga, Sea Threat Value: 3096 Size: 8 Crew: 2 Bonus Actions: 1 Piloting: / Gunnery: / Leadership: / EW: / Tactics: /	Walker Speed Combat/Top: 4/7 Submarine Speed Combat/Top: 3/6 Maneuver: -2 Fire Control: 0 Armor: 23/46/69	Weapons: Name LRP/16 ATM ATM	Fire Arc FF FF FF FF	S 2 3 3 3	M 4 6 6	L 8 12 12 17-Res	EX 16 24 24	Acc1 +1	Dam. x12 x25 x25 x x x	ROF 3 0	Unit ID #: Special IF, UW G, SR G, SR	Ammo/Left 16 4 / / / /	7: 8: 9: 10: Round Notes: 0: 1: 2: 3: 4: 5: 6: 7:
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Leadership: / EW: // Tactics: / Sensors: 0/4 Communications: 0/12 Vehicle: Naga, Sea Threat Value: 3096 Size: 8 Crew: 2 Bonus Actions: 1 Piloting: / Gunnery: / Leadership: / EW: / Tactics: / Sensors: 0/4 Communications: 0/12 Vehicle: Naga, Sniper Threat Value: 648	Walker Speed Combat/Top: 4/7 Submarine Speed Combat/Top: 3/6 Maneuver: -2 Fire Control: 0 Armor: 23/46/69	Weapons: Name LRP/16 ATM ATM Perks: AquaSensor Tool Arm (R1, car	Fire Arc FF FF FF FF FF Fr Fire Arc	S 2 3 3 3 Frose) S S	M 4 6 6 6	L 8 12 12 12 L L L L L L L L L L L L L L L	EX 16 24 24 EX EX	Acc1 +1 +1 Armoo Acc.	Dam. Dam. x12 x25 x25 x x Dam. Dam.	ROF	Unit ID #: Special IF, UW G, SR G, SR Unit ID #: Special Unit ID #:	Ammo/Left 16 4 4 / / / / ssignator (R1), 3 x	7: 8: 9: 10: Round Notes: 0: 1: 2: 3: 4: 5: 6: 7: 8: 9: 10:
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Leadership: / EW: // Tactics: / Sensors: 0/4 Communications: 0/12 Vehicle: Naga, Sea Threat Value: 3096 Size: 8 Crew: 2 Bonus Actions: 1 Piloting: / Gunnery: / Leadership: / EW: / Tactics: / Sensors: 0/4 Communications: 0/12 Vehicle: Naga, Sniper Threat Value: 648 Size: 8	Walker Speed Combat/Top: 4/7 Submarine Speed Combat/Top: 3/6 Maneuver: -2 Fire Control: 0 Armor: 23/46/69	Weapons: Name LRP/16 ATM ATM Perks: AquaSenso Tool Arm (R1, car	Fire Arc FF FF FF Fire Arc FF FF Fire Arc	S 2 3 3 3 S S 5 5	M 4 6 6 6 M 10 M 10 M 10 M 10 M 10 M 10 M 1	L 8 12 12 12 L L 20	EX 16 24 24 EX EX 40	Acc. +1	Dam. x12 x25 x25 x x x Dam. x16	ROF O	Unit ID #: Special IF, UW G, SR G, SR Unit ID #: Special -2DRB	Ammo/Left 16 4 4 / / / / ssignator (R1), 3 x	7: 8: 9: 10: Round Notes: 0: 1: 2: 3: 4: 5: 6: 7: 8: 9: 10:
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Leadership: / EW: // Tactics: / Sensors: 0/4 Communications: 0/12 Vehicle: Naga, Sea Threat Value: 3096 Size: 8 Crew: 2 Bonus Actions: 1 Piloting: / Gunnery: / Leadership: / EW: / Tactics: / Sensors: 0/4 Communications: 0/12 Vehicle: Naga, Sniper Threat Value: 648 Size: 8 Crew: 2 Bonus Actions: 1	Walker Speed Combat/Top: 4/7 Submarine Speed Combat/Top: 3/6 Maneuver: -2 Fire Control: 0 Armor: 23/46/69	Weapons: Name LRP/16 ATM ATM Perks: AquaSenso Tool Arm (R1, car	Fire Arc FF FF FF Fire Arc FF FF Fire Arc	S 2 3 3 3 S S 5 5	M 4 6 6 6 M 10 M 10 M 10 M 10 M 10 M 10 M 1	L 8 12 12 12 L L 20	EX 16 24 24 EX EX 40	Acc. +1	Dam. x12 x25 x25 x x x x x x x x x x x x x x x	ROF O	Unit ID #: Special IF, UW G, SR G, SR Unit ID #: Special -2DRB	Ammo/Left 16 4 4 / / / / ssignator (R1), 3 x	7: 8: 9: 10: Round Notes: 0: 1: 2: 3: 4: 5: 6: 7: 8: 9: 10:
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Vehicle: Nag	ga, Tusked	Walker Speed	Weapons:								Unit ID #:		Round Notes:
Threat Value:	1343	Combat/Top: 4/	/7 Name	Fire Arc	S	MI	L EX	K Acc	. Dam.	ROF		Ammo/Left	0:
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Crew:	2	Combat/Top: 6/1		FF	5		0 40	-	x30	0	G	4	2:
Bonus Actions:	1		-2				+		×	P	PL Stairs	1	3:
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Tactics:	1		Perks: HEAT-R		22) H	n. Dose	A Sta	. utvar l	100	Per	rignator (R1), 3 x Tool	- 10 /	7:
Sensors:	0/4		punch - senso	r pods). Flaws: A	nnoya	nce (on	e turn	to retra	ct stabili	get De. zer), Li	rignator (R1), 3 x Tool orge Sensor Profile (R	l Arm (R1, cannot R1), Unstable.	
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Vehicle:	Ostrogoth	Walker Speed	Weapons:		No.	200	1	1,12.14		7	Unit ID #:	STATE OF THE	Downal Motors
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Crew:	3	Combat/Top: 6/1:		140	20	50 20	0200) ""	×12	0	AEO,ART,MR 10	12	1:
Bonus Actions:	1	Maneuver:	_	0.5 AV. 10.1 C		+	+	-	X	-		1	2:
Piloting:	1			2 555		+	-	-	x			1	3:
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Gunnery:	/	Armor: 25/50/75	1	771-374	100	1			x			1	5:
Leadership:	/						180		x			1	6:
EW:	/		V 10 3	S SHEWY					x			/	7:
Tactics:	1		Perks: Autopile	t, HEAT-resistant	t Armo	r (R5), I	HEP: De	esert, R	einforced	Armor ((R2, Front), Shielded	Weapons. Flaws:	8:
Sensors:	0/5		Annoyance (ma	ex. Build is v).							3 6	1.414	9:
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Vehicle:	Stinger	Walker Speed	Weapons:	3.11					1		Unit ID #:	JE 27 7 1	Round Notes:
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	2	Combat/Top: 6/11			-	-	1			U	AEU, MRAU AR	16	1:
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Bonus Actions: Piloting: Gunnery: Leadership: EW: Tactics: Sensors: Communications: Vehicle: Threat Value: Size: Crew: Bonus Actions: Piloting: Gunnery: Leadership: EW: Tactics: Sensors: Communications:	1 / / / / / / / / / / / / / / / / / / /	Maneuver: -3 Fire Control: 0 Armor: 8/16/24	Perks: HEP: Der (R1). Defects: N Weapons: Name LFG HMG	Fire Arc T T on (R2), Autopil	S 1 5 1 1 1 1 1 1 1 1	M L L 0 20 4	EX 40 8	Acc. 0 -1 HEAT-r	x x x x x t. Flaws: E Dam. x22 x3 x x x x x x x x x x x	ROF 0 0	Unit ID #: Special IF AI R5), HEP: Desert, Remax. Build is 0).	Ammo/Left 16 600 / / / / einforced Armor	4: 5: 6: 7: 8: 9: 10: Round Notes: 0: 1: 2: 3: 4: 5: 6: 7: 8: 9: 10:
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Bonus Actions: Piloting: Gunnery: Leadership: EW: Tactics: Sensors: Communications: Vehicle: Threat Value: Size: Crew: Bonus Actions: Piloting: Gunnery: Leadership: EW: Tactics: Sensors: Communications: Vehicle: Threat Value: Size: Crew: Bonus Actions: Piloting: Piloting: Piloting:	1 / / / / / / / / / / / / / / / / / / /	Maneuver: Fire Control: Armor: 8/16/24	Perks: HEP: Der (R1). Defects: N Weapons: Name LFG HMG Perks: Automatic (R5, Front), Rein Weapons: Name	Fire Arc T T Fire Arc Fire Arc Fire Arc	S I I I I I I I I I I I I I I I I I I I	MM L L L L L L L L L L L L L L L L L L	EX 40 8	Acc. O -1 HEAT-rant). Fla	x x x x x x x x x x x x x x x x x x x	ROF 0 0 ROF	Unit ID #: Special IF AI R5). HEP: Desert, Remax. Build is 0). Unit ID #: Special	Ammo/Left 16 600 / / / / / einforced Armor Ammo/Left 2 / / / / / / / / / / / / / / / / / /	4: 5: 6: 7: 8: 9: 10: Round Notes: 0: 1: 2: 3: 4: 5: 6: 7: 8: 9: 10:
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Bonus Actions: Piloting: Gunnery: Leadership: EW: Tactics: Sensors: Communications: Vehicle: Threat Value: Size: Crew: Bonus Actions: Piloting: Gunnery: Leadership: EW: Tactics: Sensors: Communications: Vehicle: Threat Value: Size: Crew: Bonus Actions: Piloting: Gunnery: Leadership: EW: Tactics: Sensors: Communications:	1 / / / / / / / / / / / / / / / / / / /	Maneuver: -3 Fire Control: 0 Armor: 8/16/24	Perks: HEP: Des (R1). Defects: Name LFG HMG Perks: Automatic (R5, Front), Rein Weapons: Name MAM	Fire Arc T T Fire Arc Fire Arc Fire Arc	S 1 1 1 1 1 1 1 1 1	MM L L L Ck-up Sec (R1, M	EX 40 8 EX 480	Acc. O -1 HEAT-rant). Fla	Dam. x22 x3 x x x x x x x x x x x x x x x x	ROF O	Unit ID #: Special IF AI R5), HEP: Desert, Remax. Build is 0). Unit ID #: Special G,ART,AEO,MR40	Ammo/Left 16 600 / / / / einforced Armor Ammo/Left 2 / / / / / / / / / / / / / / / / / /	4: 5: 6: 7: 8: 9: 10: Round Notes: 0: 1: 2: 3: 4: 5: 6: 7: 8: 9: 10: Round Notes: 0: 1: 2: 3: 4: 5: 5: 6: 7: 8: 9: 10:
Bonus Actions: Piloting: Gunnery: Leadership: EW: Tactics: Sensors: Communications: Vehicle: Threat Value: Size: Crew: Bonus Actions: Piloting: Gunnery: Leadership: EW: Tactics: Sensors: Communications: Vehicle: Threat Value: Size: Crew: Bonus Actions: Piloting: Gunnery: Leadership: EW: Tactics: Sensors: Communications:	1 / / / / / / / / / / / / / / / / / / /	Maneuver: -3 Fire Control: 0 Armor: 8/16/24	Perks: HEP: Der (R1). Defects: I Weapons: Name LFG HMG Perks: Automatic (R5, Front), Rein Weapons: Name MAM	Fire Arc T T Fire Arc Fire Arc Fire Arc Fire Arc Fire Arc Fire Arc	S 1 1 MP; : 1 1 MP; : 1 1 MP; : 1 1 MP; : 1 MP	M L L L L L L L L L L L L L L L L L L L	EX 40 8 EX 4480	Acc. 0 -1 HEAT-r-1 HEAT-r-1 Acc3	Dam. X X X X X X X Dam. X22 X3 X X X X X X X X X X X X	ROF O O O O O O O O O O O O O O O O O O	Unit ID #: Special IF AI R5). HEP: Desert, Remax. Build is 0). Unit ID #: Special	Ammo/Left 16 600 / / / / / / / / / / / / / / / / /	4: 5: 6: 7: 8: 9: 10: Round Notes: 0: 1: 2: 3: 4: 5: 6: 7: 8: 9: 10:

Vehicle:	Verder	Walker Speed	Weapons:			730	VI-I	3536	7.37			Unit ID #:	11361	Round Notes:
	4209	Combat/Top: 0/0	Name	Fire Arc	5	М	L	EX	Acc.	Dam.	ROF	Special	Ammo/Left	0:
Threat Value:	14	Ground Speed	HAG	FF	40	100	160		-2	×22	0	AE2,ART,MR20	1	1:
Size:	3		SLC	T	5	10	-	40	+1	×12	0	-1RB	20	2:
Crew:			366		-	10	20	40		x			1	3:
Bonus Actions:	1	The reserve to the second seco							7 57	x	-	1000	1	4:
Piloting:	1	1.00	the easy late of	I Delite						×		202244	1	5:
Gunnery:	1	Armor: 42/84/126	0.5	- A - N								W-1-1-1-1-1	,	6:
Leadership:	1			1		-		131		×			- /	7:
EW:	/		- A. L.	- 11			Ш	11		×		0.100	and (/	8:
Tactics:	1		Perks: Autopilot Reinforced Crew	Automation Compartment.	(R1), Rugge	Back d Mo	-up S veme	ensor nt Sys	s, HEA tem, Si	T-resistar moke Lau	nchers ((R10), HEP: Deser 10), Sniper System	(HAG), Stabilizer	
Sensors:	+1/5		System. Flaws: L	arge Sensor Pr	ofile	(R2),	Sens	or Dep	enden	t,	Out on the			9:
Communications:	0/20						al e	-	Mente		3 91	weeks to be a		10:
		SE SERVICE SERVICE CONTROL	distribution in			1		-	WHE	At the I	2102			
	V IN E		建したとの新版的	766	de z		M.	de.				Unit ID #		Round Notes:
Vehicle:	Visigoth	Walker Speed	Weapons:	1	1 -		. 1				1005	Unit ID #:	A /1 -64	
Threat Value:	2585	Combat/Top: 0/0	Name	Fire Arc	5	М	L	EX	Acc.	Dam.	ROF	Special	Ammo/Left	0:
Size:	13	Ground Speed	HFG	T	8	16		64	0	x28	0	IF hand he	25	1:
Crew:	2	Combat/Top: 5/10	HAC	T	3	6	12	24	0	x12	1	ROF1	300	2:
Bonus Actions:	2	Maneuver: -2	LLC	T	5	10	20	40	+1	x16	0	-2DRB	30	3:
Piloting:	1	Fire Control: 0	MRP/9	F	2	4	8	16	-1	x18	1	IF decrees	9.0	4:
Gunnery:	1	Armor: 40/80/120	MRP/9	F	2	4	8	16	-1	x18	1	IF .	9	5:
Leadership:	1								7	x		FLUSAR	1	6:
EW:	1	0000000000							K	x			1	7:
Tactics:	1	000000000	Perks: Autopilot	, Automation	(R2).	Back	cup S	ensor	s, HEA	T-resistan	t Armor	(R10), HEP: Dese	rt, Pintle Mount,	8:
Sensors:	0/2		Reinforced Armo	r (R5, Front),	Rugge	d Mo	emer	t Sys	em, Sr	noke Laur	nchers (10). Flaws: Large Se	nsor Profile (R2),	9:
Communications:	0/20		Sensor Depender											10:
Communications:	3/20	The Late of the Control of the Late of the	EL SOUTH	E-W-D		W	18		والتال	e itely,	W. Beck	SE SE SE		William Williams
	Market Street	TOTAL STREET	PER CENT	St. 17		100	00		100	(D.29)	D. S.	18 18 C VE T	ERC X EX	SCANDON'S OF
Vehicle: Visigo	th, Blitz	Walker Speed	Weapons:	WARRANT BE	-				MI I			Unit ID #:	B 47	Round Notes:
	2306	Combat/Top: 0/0	Name	Fire Arc	5	М	L	EX	Acc.	Dam.	ROF	Special	Ammo/Left	0:
Threat Value:			2 x SC	F	1	2	4	8	-1	×28	0	-	25ea.	1:
Size:	13	Ground Speed		1000	-	-	-	1000		1000000	1		200	2:
Crew:	2	Combat/Top: 5/10	VHAC	T	3	6	12	24	0	×15	-			3:
Bonus Actions:	2	Maneuver: -2	LLC	Т	5	10	20	40	+1	x16	0	-2DRB	30	
Piloting:	1	Fire Control: 0	MRP/9	F	2	4	8	16	-1	x18	1	IF	9	4:
Gunnery:	1	Armor: 40/80/120	MRP/9	F	2	4	8	16	-1	×18	1	ĬF	9	5:
Leadership:	1									x		M KISHLA	24 M	6:
EW:	1						\pm			x		50 1.7		7:
Tactics:	1		Perks: AP Charge	es (R1,20), Au	topilo	t, Aut	omat	ion (R	2), Ba	ckup Sens	ors, HEA	T-resistant Armor (F Smoke Launchers (R10), HEP: Desert,	8:
Sensors:	0/2		Sensor Profile (ont),	Kugg	ea moi	rement 3	ystem, .	smoke caunchers (IO). Plaws. Large	9:
				CALL PROPERTY.									. U. Tringi	10:
Communications:	0/20				n.Ell		0.5	_	_	_		THE RESERVE THE PERSON NAMED IN COLUMN		THE RESERVE OF THE PERSON NAMED IN
Communications:	0/20			the to be	See 1					ri al				
Communications:	0/20													
	0/20 th, Khan	Walker Speed	Weapons:		keri NG							Unit ID #:		Round Notes:
		da display in desirente de la companya de la compan	Weapons:	Fire Arc	5	M	L	EX	Acc.	Dam.	ROF	Unit ID #:	Ammo/Left	Round Notes:
Vehicle: Visigo	th, Khan	Walker Speed		Fire Arc	S 8	M 16	L 32	-	Acc.	Dam.	ROF	1	Ammo/Left 25	
Vehicle: Visigor Threat Value: Size:	th, Khan 2768 13	Walker Speed Combat/Top: 0/0 Ground Speed	Name		-	-	32	-		-	-	Special	The second second	0:
Vehicle: Visigor Threat Value: Size: Crew:	2768 13	Walker Speed Combat/Top: 0/0 Ground Speed Combat/Top: 5/10	Name HFG	T	8	16	32	64 24	0	x28	0	Special	25	0:
Vehicle: Visigor Threat Value: Size: Crew: Bonus Actions:	th, Khan 2768 13	Walker Speed Combat/Top: 0/0 Ground Speed Combat/Top: 5/10 Maneuver: -2	Name HFG HAC LLC	T T	8	16 6	32 12	64 24 40	0	x28 x12	0	Special IF	25 300	0: 1: 2:
Vehicle: Visigor Threat Value: Size: Crew: Bonus Actions: Piloting:	2768 13	Walker Speed Combat/Top: 0/0 Ground Speed Combat/Top: 5/10 Maneuver: -2 Fire Control: 0	Name HFG HAC LLC MRP/9	T T F	8 3 5 2	16 6 10 4	32 12 20 8	64 24 40 16	0 0 +1 -1	x28 x12 x16 x18	0 1 0 1	Special IF 2DRB	25 300 30	0: 1: 2: 3:
Vehicle: Visigor Threat Value: Size: Crew: Bonus Actions: Piloting: Gunnery:	2768 13	Walker Speed Combat/Top: 0/0 Ground Speed Combat/Top: 5/10 Maneuver: -2 Fire Control: 0 Armor: 40/80/120	Name HFG HAC LLC	T T	8 3 5	16 6 10	32 12 20	64 24 40	0 0 +1	x28 x12 x16 x18 x18	0 1 0	Special IF2DRB IF	25 300 30 9	0: 1: 2: 3: 4: 5:
Vehicle: Visigor Threat Value: Size: Crew: Bonus Actions: Piloting: Gunnery: Leadership:	2768 13	Walker Speed Combat/Top: 0/0 Ground Speed Combat/Top: 5/10 Maneuver: -2 Fire Control: 0 Armor: 40/80/120	Name HFG HAC LLC MRP/9	T T F	8 3 5 2	16 6 10 4	32 12 20 8	64 24 40 16	0 0 +1 -1	x28 x12 x16 x18 x18 x	0 1 0 1	Special IF2DRB IF	25 300 30 9	0: 1: 2: 3: 4: 5: 6:
Vehicle: Visigor Threat Value: Size: Crew: Bonus Actions: Piloting: Gunnery: Leadership: EW:	2768 13	Walker Speed Combat/Top: 0/0 Ground Speed Combat/Top: 5/10 Maneuver: -2 Fire Control: 0 Armor: 40/80/120	Name HFG HAC LLC MRP/9 MRP/9	T T T F	8 3 5 2 2	16 6 10 4 4	32 12 20 8 8	64 24 40 16 16	0 0 +1 -1 -1	x28 x12 x16 x18 x18 x	0 1 1 1 1	Special IF2DRB IF IF	25 300 30 9 9 /	0: 1: 2: 3: 4: 5: 6: 7:
Vehicle: Visigor Threat Value: Size: Crew: Bonus Actions: Piloting: Gunnery: Leadership: EW: Tactics:	th, Khan 2768 13 2 / / / /	Walker Speed Combat/Top: 0/0 Ground Speed Combat/Top: 5/10 Maneuver: -2 Fire Control: 0 Armor: 40/80/120	Name HFG HAC LLC MRP/9 MRP/9 Perks: Autopilo Desert, Pintle M	T T F F t, Automation	8 3 5 2 2 (R2) ced Ar	16 6 10 4 4	32 12 20 8 8 8 kup 5 (R5, F	64 24 40 16 16 ensor	0 0 +1 -1 -1 s, ECM	x28 x12 x16 x18 x18 x x (R2), Ecorced Locorced Locorced	0 1 1 1 1 1 CCM (R2	Special IF2DRB IF	25 300 30 9 9 / / / / / / / / / / / / / / / / / /	0: 1: 2: 3: 4: 5: 6: 7:
Vehicle: Visigor Threat Value: Size: Crew: Bonus Actions: Piloting: Gunnery: Leadership: EW: Tactics: Sensors:	th, Khan 2768 13 2 / / / / / 0/2	Walker Speed Combat/Top: 0/0 Ground Speed Combat/Top: 5/10 Maneuver: -2 Fire Control: 0 Armor: 40/80/120	Name HFG HAC LLC MRP/9 MRP/9	T T F F t, Automation	8 3 5 2 2 (R2) ced Ar	16 6 10 4 4	32 12 20 8 8 8 kup 5 (R5, F	64 24 40 16 16 ensor	0 0 +1 -1 -1 s, ECM	x28 x12 x16 x18 x18 x x (R2), Ecorced Locorced Locorced	0 1 1 1 1 1 CCM (R2	Special IF2DRB IF IF IF	25 300 30 9 9 / / / / / / / / / / / / / / / / / /	0: 1: 2: 3: 4: 5: 6: 7: 8:
Vehicle: Visigor Threat Value: Size: Crew: Bonus Actions: Piloting: Gunnery: Leadership: EW: Tactics:	th, Khan 2768 13 2 / / / /	Walker Speed Combat/Top: 0/0 Ground Speed Combat/Top: 5/10 Maneuver: -2 Fire Control: 0 Armor: 40/80/120	Name HFG HAC LLC MRP/9 MRP/9 Perks: Autopilo Desert, Pintle M	T T F F t, Automation	8 3 5 2 2 (R2) ced Ar	16 6 10 4 4	32 12 20 8 8 8 kup 5 (R5, F	64 24 40 16 16 ensor	0 0 +1 -1 -1 s, ECM	x28 x12 x16 x18 x18 x x (R2), Ecorced Locorced Locorced	0 1 1 1 1 1 CCM (R2	Special IF2DRB IF IF IF	25 300 30 9 9 / / / / / / / / / / / / / / / / / /	0: 1: 2: 3: 4: 5: 6: 7:
Vehicle: Visigor Threat Value: Size: Crew: Bonus Actions: Piloting: Gunnery: Leadership: EW: Tactics: Sensors:	th, Khan 2768 13 2 / / / / / 0/2	Walker Speed Combat/Top: 0/0 Ground Speed Combat/Top: 5/10 Maneuver: -2 Fire Control: 0 Armor: 40/80/120	Name HFG HAC LLC MRP/9 MRP/9 Perks: Autopilo Desert, Pintle M	T T F F t, Automation	8 3 5 2 2 (R2) ced Ar	16 6 10 4 4	32 12 20 8 8 8 kup 5 (R5, F	64 24 40 16 16 ensor	0 0 +1 -1 -1 s, ECM	x28 x12 x16 x18 x18 x x (R2), Ecorced Locorced Locorced	0 1 1 1 1 1 CCM (R2	Special IF2DRB IF IF IF	25 300 30 9 9 / / / / / / / / / / / / / / / / / /	0: 1: 2: 3: 4: 5: 6: 7: 8:
Vehicle: Visigor Threat Value: Size: Crew: Bonus Actions: Piloting: Gunnery: Leadership: EW: Tactics: Sensors: Communications:	th, Khan 2768 13 2 / / / / / 0/2	Walker Speed Combat/Top: 0/0 Ground Speed Combat/Top: 5/10 Maneuver: -2 Fire Control: 0 Armor: 40/80/120	Name HFG HAC LLC MRP/9 MRP/9 Perks: Autopilo Desert, Pintle M ers (10). Flaws:	T T F F t, Automation	8 3 5 2 2 (R2) ced Ar	16 6 10 4 4	32 12 20 8 8 8 kup 5 (R5, F	64 24 40 16 16 ensor	0 0 +1 -1 -1 s, ECM	x28 x12 x16 x18 x18 x x (R2), Ecorced Locorced Locorced	0 1 1 1 1 1 CCM (R2	Special IF	25 300 30 9 9 / / / / / / / / / / / / / / / / / /	0: 1: 2: 3: 4: 5: 6: 7: 8: 9:
Vehicle: Visigor Threat Value: Size: Crew: Bonus Actions: Piloting: Gunnery: Leadership: EW: Tactics: Sensors: Communications:	th, Khan 2768 13 2 / / / / / 0/2	Walker Speed Combat/Top: 0/0 Ground Speed Combat/Top: 5/10 Maneuver: -2 Fire Control: 0 Armor: 40/80/120	Name HFG HAC LLC MRP/9 MRP/9 Perks: Autopilo Desert, Pintle M ers (10). Flaws: Weapons:	T T F F Language Sensor	8 3 5 2 2 2 (R2); (R2)	16 6 10 4 4 4	32 12 20 8 8 8	64 24 40 16 16 16 ensor D	0 0 +1 -1 -1 -1 Reinfufuepend	x28 x12 x16 x18 x18 x x (R2), Etcorced Locent.	0 1 0 1 1 1 CCM (R2 ation Ar	Special IF	25 300 30 9 9 / / / rmor (R10), HEP:	0: 1: 2: 3: 4: 5: 6: 7: 8: 9: 10:
Vehicle: Visigor Threat Value: Size: Crew: Bonus Actions: Piloting: Gunnery: Leadership: EW: Tactics: Sensors: Communications:	th, Khan 2768 13 2 / / / / / 0/2	Walker Speed Combat/Top: 0/0 Ground Speed Combat/Top: 5/10 Maneuver: -2 Fire Control: 0 Armor: 40/80/120	Name HFG HAC LLC MRP/9 MRP/9 Perks: Autopilo Desert, Pintle M ers (10). Flaws:	T T F F t, Automation	8 3 5 2 2 2 (R2); (R2)	16 6 10 4 4	32 12 20 8 8 8 kup 5 (R5, F	64 24 40 16 16 ensor	0 0 +1 -1 -1 s, ECM	x28 x12 x16 x18 x18 x (R2), Et orred Locent.	0 1 1 1 1 1 CCM (R2	Special IF	25 300 30 9 9 / / rmor (R10), HEP: t), Smoke Launch-	0: 1: 2: 3: 4: 5: 6: 7: 8: 9: 10:
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