

SQUAD SHEET

Vehicle: Headhunter	Walker Speed	Weapons:										Unit ID #:		Round Notes:
Threat Value: 392	Combat/Top: 4 / 7	Name	Fire Arc	S	M	L	EX	Acc.	Dam.	ROF	Special	Ammo/Left	0:	
Size: 6	Ground Speed	Lt Autocannon	Forward	2	4	8	16	0	8	+2	-	60	1:	
Crew: 1	Combat/Top: 6 / 12	Lt Rocket Pod	Forward	1	2	4	8	-1	x 12	+4	Indirect Fire	32 /	2:	
Bonus Actions: 0	Maneuver: +0	APGL	Fixed F.	1	2	4	8	-1	x 3	0	Anti-I,IF,AEO	6 /	3:	
Piloting: /	Fire Control: +0	Hand Grenade	Forward	0	0	0	0	-1	x 15	0	Anti-Infantry	3 /	4:	
Gunnery: /	Armor: 15 / 30 / 45	Vibroknife	Forward	0	0	0	0	0	x 8	0	Physical Att	- /	5:	
Leadership: /	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Vehicle Arm	Forward	0	0	0	0	0	x 6	0	Physical Att	- /	6:	
EW: /	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Vehicle Arm	Forward	0	0	0	0	0	x 6	0	Physical Att	- /	7:	
Tactics: /	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>												8:	
Sensors: +0, 2km	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Perks & Flaws: Easy to Modify, Hostile Environment Protection: Desert											9:	
Communications: +1, 15km	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>												10:	

Vehicle: Hunter	Walker Speed	Weapons:										Unit ID #:		Round Notes:
Threat Value: 380	Combat/Top: 4 / 7	Name	Fire Arc	S	M	L	EX	Acc.	Dam.	ROF	Special	Ammo/Left	0:	
Size: 6	Ground Speed	Lt Autocannon	Forward	2	4	8	16	0	x 8	+2	-	60 /	1:	
Crew: 1	Combat/Top: 6 / 12	Lt Rocket Pod	Forward	1	2	4	8	-1	x 12	+4	Indirect Fire	32 /	2:	
Bonus Actions: 0	Maneuver: +0	APGL	Fixed F.	1	2	4	8	-1	x 3	0	Anti-I,IF,AEO	6 /	3:	
Piloting: /	Fire Control: +0	Hand Grenade	Forward	0	0	0	0	-1	x 15	0	Anti-Infantry	3 /	4:	
Gunnery: /	Armor: 15 / 30 / 45	Vibroknife	Forward	0	0	0	0	0	x 8	0	Physical Att	- /	5:	
Leadership: /	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Vehicle Arm	Forward	0	0	0	0	0	x 6	0	Physical Att	- /	6:	
EW: /	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Vehicle Arm	Forward	0	0	0	0	0	x 6	0	Physical Att	- /	7:	
Tactics: /	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>												8:	
Sensors: +0, 2km	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Perks & Flaws: Easy to Modify, Hostile Environment Protection: Desert											9:	
Communications: +0, 10km	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>												10:	

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