

SQUAD SHEET

Vehicle: Jaguar	Walker Speed	Weapons:										Unit ID #:		Round Notes:
Threat Value: 628	Combat/Top: 5 / 9	Name	Fire Arc	S	M	L	EX	Acc.	Dam.	ROF	Special	Ammo/Left	0:	
Size: 6	Ground Speed	Md Autocannon	Forward	3	6	12	24	0	x 10	+1	-	40 /	1:	
Crew: 1	Combat/Top: 7 / 13	Lt Rocket Pod	Forward	1	2	4	8	-1	x 12	+4	Indirect Fire	32 /	2:	
Bonus Actions: 0	Maneuver: +1	APGL	Fixed F.	1	2	4	8	-1	x 3	0	Anti-I,IF,AEO	6 /	3:	
Piloting: /	Fire Control: +1	Hand Grenade	Forward	0	0	0	0	-1	x 15	0	Anti-Infantry	3 /	4:	
Gunnery: /	Armor: 16 / 32 / 48	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"/> <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"/> <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"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>												8:	
Sensors: +0, 3km	<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"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Perks & Flaws: Airdroppable, Hostile Environment Protection: Desert, Cramped Head Space											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"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>												10:	

Vehicle: Cheetah	Walker Speed	Weapons:										Unit ID #:		Round Notes:
Threat Value: 625	Combat/Top: 6 / 11	Name	Fire Arc	S	M	L	EX	Acc.	Dam.	ROF	Special	Ammo/Left	0:	
Size: 6	Ground Speed	Pack Gun	Forward	2	4	8	16	-1	x 8	+1	Disposable	30 /	1:	
Crew: 1	Combat/Top: 8 / 15	Lt Rocket Pod	Forward	1	2	4	8	-1	x 12	+3	Indirect Fire	24 /	2:	
Bonus Actions: 0	Maneuver: +2	Vibroknife	Forward	0	0	0	0	0	x 8	0	Physical Att	- /	3:	
Piloting: /	Fire Control: +0	Hand Grenade	Forward	0	0	0	0	-1	x 15	0	Anti-Infantry	4 /	4:	
Gunnery: /	Armor: 10 / 20 / 30	Vehicle Arm	Forward	0	0	0	0	0	x 6	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"/> <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"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>												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"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>												8:	
Sensors: +2, 5km	<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"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Perks & Flaws: ECM: Add 3 to EW offensive obscurement roll, Hostile Environment Protection: Desert, Target Designator: Laser directs guided weapons for +2 bonus, Range 2/4/8/16											9:	
Communications: +1, 25km	<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"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>												10:	

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Size: 6	Ground Speed	Pack Gun	Forward	2	4	8	16	-1	x 8	+1	Disposable	30 /	1:	
Crew: 1	Combat/Top: 8 / 15	Lt Rocket Pod	Forward	1	2	4	8	-1	x 12	+3	Indirect Fire	24 /	2:	
Bonus Actions: 0	Maneuver: +2	Vibroknife	Forward	0	0	0	0	0	x 8	0	Physical Att	- /	3:	
Piloting: /	Fire Control: +0	Hand Grenade	Forward	0	0	0	0	-1	x 15	0	Anti-Infantry	4 /	4:	
Gunnery: /	Armor: 10 / 20 / 30	Vehicle Arm	Forward	0	0	0	0	0	x 6	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"/> <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"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>												7:	
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Sensors: +2, 5km	<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"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Perks & Flaws: ECM: Add 3 to EW offensive obscurement roll, Hostile Environment Protection: Desert, Target Designator: Laser directs guided weapons for +2 bonus, Range 2/4/8/16											9:	
Communications: +1, 25km	<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"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>												10:	

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Gunnery: /	Armor: 10 / 20 / 30	Vehicle Arm	Forward	0	0	0	0	0	x 6	0	Physical Att	- /	5:	
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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"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>												7:	
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Gunnery: /	Armor: 10 / 20 / 30	Vehicle Arm	Forward	0	0	0	0	0	x 6	0	Physical Att	- /	5:	
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