

CADRE SHEET

Vehicle: Black Mamba	Walker Speed	Weapons:										Unit ID #:		Round Notes:
Threat Value: 671	Combat/Top: 5 / 9	Name	Fire Arc	S	M	L	EX	Acc.	Dam.	ROF	Special	Ammo/Left	0:	
Size: 6	Ground Speed	Autocannon	Forward	3	6	12	24	0	x 10	+1	-	40 /	1:	
Crew: 1	Combat/Top: 7 / 14	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: 17 / 34 / 51	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"/>	APGL	Fixed Rear	1	2	4	8	-1	x 3	0	Anti-I,IF,AEO	6 /	8:	
Sensors: +1, 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"/>	Perks & Flaws: Airdroppable, Autopilot 1, Hostile Environment Protection: Desert											9:	
Communications: +1, 12km	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <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: Spitting Cobra	Walker Speed	Weapons:										Unit ID #:		Round Notes:
Threat Value: 818	Combat/Top: 3 / 6	Name	Fire Arc	S	M	L	EX	Acc.	Dam.	ROF	Special	Ammo/Left	0:	
Size: 7	Ground Speed	Hvy Autocannon	Forward	3	6	12	24	0	x 12	+1	-	30 /	1:	
Crew: 1	Combat/Top: 5 / 10	Md Rocket Pod	Forward	2	4	8	16	-1	x 18	+3	Indirect Fire	18 /	2:	
Bonus Actions: 0	Maneuver: -1	Hvy Rocket Pod	Forward	3	6	12	24	-1	x 20	+4	Indirect Fire	48 /	3:	
Piloting: /	Fire Control: +0	Hand Grenade	Forward	0	0	0	0	-1	x 15	0	Anti-Infantry	6 /	4:	
Gunnery: /	Armor: 21 / 42 / 63	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"/>	L Guide Mortar	Forward	3	6	12	24	-1	x 15	0	G, Min.Ran.3	10 /	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"/>	Light MG	Fixed F.	1	2	4	8	0	x 3	+4	Anti-Infantry	400 /	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"/>	Vehicle Arm x 2	Forward	0	0	0	0	0	x 7	0	Physical Att	- /	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: Reinforced Crew Compartment: Absorbs 1st "Crew" hit, HEP: 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"/>	Large Sensor Profile: Subtract 1 from Concealment											10:	

Vehicle: Spitting Cobra	Walker Speed	Weapons:										Unit ID #:		Round Notes:
Threat Value: 818	Combat/Top: 3 / 6	Name	Fire Arc	S	M	L	EX	Acc.	Dam.	ROF	Special	Ammo/Left	0:	
Size: 7	Ground Speed	Hvy Autocannon	Forward	3	6	12	24	0	x 12	+1	-	30 /	1:	
Crew: 1	Combat/Top: 5 / 10	Md Rocket Pod	Forward	2	4	8	16	-1	x 18	+3	Indirect Fire	18 /	2:	
Bonus Actions: 0	Maneuver: -1	Hvy Rocket Pod	Forward	3	6	12	24	-1	x 20	+4	Indirect Fire	48 /	3:	
Piloting: /	Fire Control: +0	Hand Grenade	Forward	0	0	0	0	-1	x 15	0	Anti-Infantry	6 /	4:	
Gunnery: /	Armor: 21 / 42 / 63	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"/>	L Guide Mortar	Forward	3	6	12	24	-1	x 15	0	G, Min.Ran.3	10 /	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"/>	Light MG	Fixed F.	1	2	4	8	0	x 3	+4	Anti-Infantry	400 /	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"/>	Vehicle Arm x 2	Forward	0	0	0	0	0	7	0	Physical Att	-	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: Reinforced Crew Compartment: Absorbs 1st "Crew" hit, HEP: 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"/>	Large Sensor Profile: Subtract 1 from Concealment											10:	

Vehicle: Jager	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	Autocannon	Forward	2	4	8	16	0	x 8	+2	-	60 /	1:	
Crew: 1	Combat/Top: 6 / 12	Rocket Pod	Forward	1	2	4	8	-1	x 12	+3	Indirect Fire	24 /	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:	

Vehicle: Jager	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	Autocannon	Forward	2	4	8	16	0	x 8	+2	-	60 /	1:	
Crew: 1	Combat/Top: 6 / 12	Rocket Pod	Forward	1	2	4	8	-1	x 12	+3	Indirect Fire	24 /	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:	