| Name | | Gitungi | | By: | | Robert Avery | | Tech Level: | 3 |

Infantry

Infantry Squad	Role	No.	Weight	Expertise	0	1	2	3	4	Equipment
Scout Squad	Recon	6	Light (+1 Close)	Veteran	1, 2	3	4	5, 6	~	Tech 2 Armour; Jump Pack
Tactical Squad	Leg	8	Standard	Regular	1, 2, 3	4	5	6, 7, 8	~	Tech 2 Armour
Veteran Squad	Leg	8	Standard	Veteran	1, 2	3	4	5, 6, 7	8	Tech 3 Armour
Cavalry Squad	Mobile Assault	8	Heavy	Regular	1, 2, 3	4	5	6, 7, 8	~	Tech 3 Armour, VSHNR
Powered Armour	Leg	8	Heavy	Veteran	1, 2	3	4	5, 6, 7	8	Tech 2 Powered Armour

Support Weapons

Support Weapon	Role	SV	TGT	Load	Expertise	Notes
Anti-Armour Cannon	AT	3	DF	Bolt	Regular	Three crew
Mole Mine	ENG	V	DF	Both	Regular	Controlled by Drone Operator; SVs are A2/B4/L6; see Chrome for more

Vehicles

Vehicle	Role	Crew	Move	Expertise	Armour	Weapons	Notes
Missile Drone	ARV		WLK	Regular	2	SV3 IF Boom	Controlled by Drone Operator
HMG Drone	AFV		WLK	Regular	2	SV2 Autogun	Controlled by Drone Operator
Assault Cannon Drone	AFV		WLK	Regular	2	One SV3 DF Autogun, 4 barrels	Controlled by Drone Operator
Assault Drone	AFV		WLK	Regular	4	One SV2 DF Autogun, 4 barrels	Controlled by Drone Operator
Recovery Drone	ENG		WLK	Regular	2	None	Controlled by Drone Operator
Superheavy Tank	AFV		HOV	Regular	10	One SV7 VF Both / Two SV2 DF Autogun	
"DoD" SP Artillery	SP ART		TRK	Regular	5	SV8 IF Boom	
SP Quad AA Guns	AA		TRK	Regular	5	Quad SV3 =SV6 DF Bolt	
Anti-Aircraft Battery	AA		HOV	Regular	4	Two SV4 VF Both	Controlled by Drone Operator
Shuttle	Runaround		STP	Regular	4	Two SV3 DF Autogun	Can carry 4 Gitungi

Specialists

Sniper; Medic; Drone Operator; EWSO

Off-Table Support

"Dustbins of Death" SP Artillery (SV8 IF Boom)

QUADRANT 13
RULES FOR COMPANY SIZE ACTIONS IN A SCIENCE FICTION UNIVERSE

Characteristic Cards

Chrome

1) Gitungi Scout Squads add one dice when firing at Close Range. Their jump packs allow them to move as if on muscle-powered vehicles; and allows Battlefield Insertion

2) Gitungi powered armour allows wearers to move as if on muscle-powered vehicles and counts as Powered Armour for defence.

3) Gitungi anti-armour cannon move as foot i.e. count as prolonging.

4) Gitungi mole-mines can be used against any target, and can explode as a Bolt (for armour) or Boom (for other targets). The mines activate on their Drone Specialist's card and move just below the surface like TRK. The Operator must use one Action to give a particular mole mine one Action, and it takes one Action to explode i.e. if an Operator has three available Actions, they can move one mine with two Actions and explode it with a third. Note that when attacking armour, mole miles explode as if attacking the rear of the vehicle i.e. penetrate on a 4/5/6.

5) Other drones require at least one Drone Operator crew to function, with the Operator using their Actions to operate the Drone as (4) above. The Drone Operator can operate the drone from anywhere on the tabletop. Big Men can also use their Actions to operate drones. Dead drone operators can be replaced by members of the EWSO team (the team only requires one man to continue in its EWSO role).

6) VSHNR riders count as cavalry for movement and carry powerlances that can be used in close combat or to shoot bolts of energy.

Order of Battle

Infantry Company	Infantry Support Units	Support Units
Company HQ	*Scout Platoon*	*Shuttle Wing*
1 x Big Man (Level III)	1 x Big Man (Level III)	2 x Shuttle
	2 x Scout Squad (each 6 Gitungi)	
1st Infantry Platoon		*Drone Recovery Squad*
1 x Big Man (Level II); 1 x Medic	*Powered Armour Assault Squad*	2 x Recovery Drone
2 x Tactical Squad (each 8 Gitungi)	1 x Big Man (Level III)	
	2 x Powered Armour Squad (each 8 Gitungi)	*Drone Assault Squad*
2nd Infantry Platoon		2 x Assault Drone
1 x Big Man (Level II); 1 x Medic	*Anti-Armour Squad*	
2 x Tactical Squad (each 8 Gitungi)	3 x Anti-Armour Cannon + crew	*Superheavy Tank Squad*
		3 x Superheavy Tank
Weapons Platoon	*Assault Drone Squad*	
1 x Big Man (Level II)	2 x Assault Drone + crew	*VSHNR Squad (platoons of two squads)*
1 x HMG Drone Squad (2 x Drones + crew)		8 x VSHNR rider
1 x Missile Drone Squad (2 x Drones + crew)	*Specialists (attached on an ad hoc basis)*	
	Sniper	
	Drone Operators	
	EWSO team (6-man Tech Support Crew)	

Figures from:	*All Gitungi from Micropanzer, except for the Superheavy Tanks from Khurasan*

Background

Tabletop Stats

Infantry

Infantry Squad	Role	No.	Weight	Expertise	0	1	2	3	4		Firing
Scout Squad	Recon	6	Light (+1 Close)	Veteran	1, 2	3	4	5, 6	~		-1D6+6 (+6)
Tactical Squad	Leg	8	Standard	Regular	1, 2, 3	4	5	6, 7, 8	~		+6
Veteran Squad	Leg	8	Standard	Veteran	1, 2	3	4	5, 6, 7	8		+6
Cavalry Squad	Mobile Assault	8	Heavy	Regular	1, 2, 3	4	5	6, 7, 8	~		+1D6+6
Powered Armour	Leg	8	Heavy	Veteran	1, 2	3	4	5, 6, 7	8		+1D6+6

Infantry Squad	Miss	Shock	Dead	Save		Open	Light	Heavy	Imp		AT: 0-4"	4-8"	8-12"
Scout Squad	1,2,3,4	5	6	2 to 6		x2	~	-2/D6	-4/D6		4	4	2
Tactical Squad	1,2,3	4,5	6	~		~	-1/D6	-2/D6	-4/D6		4	4	2
Veteran Squad	1,2,3	4,5	6	~		~	-1/D6	-2/D6	-4/D6		4	4	2
Cavalry Squad	1,2,3	4,5	6	~		+1D6	+1D6, -1/D6	+1D6, -2/D6	+1D6, -4/D6		4	4	2
Powered Armour	1,2,3	4,5	6	~		x2	~	-2/D6	-4/D6		4	4	2

Support Weapons

Support Weapon	SV	TGT	vs Inf	vs Veh
Anti-Armour Cannon	3	DF	Pin; one hit on a double on 2D6	DF 6
Mole Mine	3	IF	SVD6+6 & Pin, miss on	DF 4/8/12

Vehicles

Vehicle	Gunner	Exp.	Arm.		vs Inf	vs Veh	Cl Cmbt
SuperHeavy Tank	0	Reg (3)	10	Main	7D6+6 & Pin, miss on four 1s	DF 14	No
				2ndary	DF: 2D6+6 & Pin	DF 1	
Missile Drone	0	Reg (3)	2		3D6+6 & Pin, miss on two 1s	Indirect Fire only	No
HMG Drone	0	Reg (3)	2		DF: 2D6+6 & Pin	DF 1	No
Assault Cannon Drone	0	Reg (3)	2		DF: 3D6+9 & Pin	DF 2	No
Assault Drone	0	Reg (3)	4		DF 2D6+9 & Pin	DF 1	No
Recovery Drone	0	Reg (3)	2		~	~	No
"DoD" SP Artillery	0	Reg (3)	5		IF: 8D6+6 & Pin, miss on four 1s	Indirect Fire only	No
SP Quad AA Guns	0	Reg (3)	5		DF: 3D6+9 & Pin	DF 12	No
Anti-Aircraft Battery	0	Reg (3)	4		4D6+6 & Pin, miss on two 1s	DF 8	No
Shuttle	0	Reg (3)	4		DF: 3D6+6 & Pin	DF 2	No

Vehicle	Type	Open	Light	Heavy	Imp
SuperHeavy Tank	HOV	x2	2(-1/D6)	2(-2/D6)	2(-4/D6)
Missile Drone	WLK	+1/D6	-1/D6	-2/D6	-4/D6
HMG Drone	WLK	+1/D6	-1/D6	-2/D6	-4/D6
Assault Cannon Drone	WLK	+1/D6	-1/D6	-2/D6	-4/D6
Assault Drone	WLK	+1/D6	-1/D6	-2/D6	-4/D6
Recovery Drone	WLK	+1/D6	-1/D6	-2/D6	-4/D6
"DoD" SP Artillery	TRK	+1/D6	~	-2/D6	NO
SP Quad AA Guns	TRK	+1/D6	~	-2/D6	NO
Anti-Aircraft Battery	HOV	x2	2(-1/D6)	2(-2/D6)	2(-4/D6)
Shuttle	STP				

Points

BM: Level x 30		EWSO: 60		Sniper: 45		Medic: 15		Drone Op or FO: 30

Infantry Squad		Support Weapons		Vehicles		Cards & Chrome	
Scout Squad	28	Anti-Armour Cannon	18	SuperHeavy Tank	80		
Tactical Squad	33	Mole Mine& Operator	45	Missile Drone	20		
Veteran Squad	43			HMG Drone	18		
Cavalry Squad	48			Ass Cannon Drone	28		
Powered Armour	55			Assault Drone	33		
				Recovery Drone	25		
				DoD SP Artillery	43		
				SP Quad AA Guns	40		
				AA Battery	65		
				Shuttle	70		