

Name	Space Bugs				By:	Robert Avery				Tech Level:	1
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Infantry										
Infantry Squad	Role	No.	Weight	Expertise	0	1	2	3	4	Equipment
Infantry Squad	Leg	10	Standard	Regular	1, 2, 3	4	5	6, 7, 8, 9	10	

Support Weapons						
Support Weapon	Role	SV	TGT	Load	Expertise	Notes
ATM Launcher	AT	2	DF	Bolt	Regular	
AAM Launcher	AA	2	DF	Bolt	Regular	
Flamethrower	Inf Supp	2	DF	Flame	Regular	

Vehicles							
Vehicle	Role	Crew	Move	Expertise	Armour	Weapons	Notes
Tripod	AFV	C	WLK	Regular	2	SV4 Flamethrower	Heat Ray
Crawler	AFV	C	WLK	Regular	4	Twin SV2 DF Autoguns	

Specialists	

Off-Table Support	

Characteristic Cards	
Rally	

Chrome	

Order of Battle		
	Space Bug Infantry Platoon	
	HQ: 1 x Brain Bug	
	3 x Infantry Squad	
	Space Bug Infantry Company	
	HQ: 1 x Brain Bug	
	3 x Infantry Platoon	
	As far as can be ascertained, there are no higher levels of organisation. Companies being numbered 1, 2, 3 etc and grouped in an ad hoc manner as required.	
	Space Bug Tripod Squad	
	3-6 Tripods	
	Space Bug Crawler Squad	
	2-4 Crawler	
	Tripod & Crawler Squad also seem to have no higher levels of organisation, individual squads being attached to specific Brain Bugs at company level.	

Figures from:	All infantry from Highlander Studios Inc ; tripods & crawlers from Pendracken 's 10mm range
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Tabletop Stats

Infantry

Infantry Squad	Role	No.	Weight	Expertise	0	1	2	3	4	Firing
<i>Infantry Squad</i>	<i>Leg</i>	<i>10</i>	<i>Standard</i>	<i>Regular</i>	<i>1, 2, 3</i>	<i>4</i>	<i>5</i>	<i>6, 7, 8, 9</i>	<i>10</i>	<i>+2</i>

Infantry Squad	Miss	Shock	Dead	Save
<i>Infantry Squad</i>	<i>1,2</i>	<i>3,4</i>	<i>5,6</i>	<i>~</i>

Open	Light	Heavy	Imp
<i>~</i>	<i>-1/D6</i>	<i>-2/D6</i>	<i>-4/D6</i>

AT: 0-4"	4-8"	8-12"
<i>2</i>	<i>~</i>	<i>~</i>

Support Weapons

Support Weapon	SV	TGT	vs Inf	vs Veh
<i>ATM Launcher</i>	<i>2</i>	<i>DF</i>	<i>Pin; one hit on a double on 2D6</i>	<i>DF 4</i>
<i>AAM Launcher</i>	<i>2</i>	<i>DF</i>	<i>Pin; one hit on a double on 2D6</i>	<i>DF 4</i>
<i>Flamethrower</i>	<i>2</i>	<i>DF</i>	<i>4D6, double Shock, no cover</i>	<i>2D6: more 6s than 1s then KO'd</i>

Vehicles

Vehicle	Gunner	Exp.	Arm.	vs Inf	vs Veh	Cl Cmbt
<i>Tripod</i>	<i>0</i>	<i>Reg (3)</i>	<i>2</i>	<i>8D6, double Shock, no cover</i>	<i>4D6: more 6s than 1s then KO'd</i>	<i>No</i>
<i>Crawler</i>	<i>0</i>	<i>Reg (3)</i>	<i>4</i>	<i>DF: 2D6+4 & Pin</i>	<i>DF 1</i>	<i>No</i>

Vehicle	Type	Open	Light	Heavy	Imp
<i>Tripod</i>	<i>WLK</i>	<i>+1/D6</i>	<i>-1/D6</i>	<i>-2/D6</i>	<i>-4/D6</i>
<i>Crawler</i>	<i>WLK</i>	<i>+1/D6</i>	<i>-1/D6</i>	<i>-2/D6</i>	<i>-4/D6</i>

Points

BM: Level x 10

EWSO: 20

Sniper: 15

Medic: 5

Drone Op or FO: 10

Infantry Squad	
<i>Infantry Squad</i>	<i>30</i>

Support Weapons	
<i>ATM Launcher</i>	<i>11</i>
<i>AAM Launcher</i>	<i>12</i>
<i>Flamethrower</i>	<i>11</i>

Vehicles	
<i>Crawler</i>	<i>22</i>
<i>Tripod</i>	<i>18</i>

Cards & Chrome	
<i>Rally</i>	<i>20</i>