

Name	<i>The Spug</i>	By:	<i>Robert Avery</i>	Tech Level:	<i>3</i>
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Infantry										
Infantry Squad	Role	No.	Weight	Expertise	0	1	2	3	4	Equipment
<i>Drone Squad</i>	<i>Leg</i>	<i>8</i>	<i>Standard</i>	<i>Regular</i>	<i>1, 2, 3</i>	<i>4</i>	<i>5</i>	<i>6, 7, 8</i>	<i>~</i>	
<i>Scout Squad</i>	<i>Mobile</i>	<i>8</i>	<i>Standard</i>	<i>Regular</i>	<i>1, 2, 3</i>	<i>4</i>	<i>5</i>	<i>6, 7, 8</i>	<i>~</i>	<i>Jetbikes (HOV)</i>

Support Weapons						
Support Weapon	Role	MR	TGT	Load	Expertise	Notes
SPUG (Tech 3)						
<i>Spug HSW</i>	<i>Inf Supp</i>	<i>3</i>	<i>DF</i>	<i>Autogun</i>	<i>Regular</i>	

Vehicles							
Vehicle	Role	Crew	Move	Expertise	Armour	Weapons	Notes
SPUG (Tech 3)							
<i>4-leg Tank</i>	<i>AFV</i>	<i>C, D, G</i>	<i>WLK</i>	<i>Regular</i>	<i>4</i>	<i>SV4 DF Both; SV2 DF Autogun</i>	
<i>4-leg SP Artillery</i>	<i>SPA</i>	<i>C, D, G</i>	<i>WLK</i>	<i>Regular</i>	<i>4</i>	<i>SV4 IF Both; SV2 DF Autogun</i>	
<i>8-leg Tank</i>	<i>AFV</i>	<i>C, D, G</i>	<i>WLK</i>	<i>Regular</i>	<i>8</i>	<i>SV6 DF Both; SV2 DF Autogun</i>	
<i>8-leg SP Artillery</i>	<i>SPA</i>	<i>C, D, G</i>	<i>WLK</i>	<i>Regular</i>	<i>8</i>	<i>SV6 IF Both; SV2 DF Autogun</i>	
<i>Cone Drone</i>	<i>Recon</i>	<i>C (AI)</i>	<i>STP</i>	<i>Regular</i>	<i>2</i>	<i>SV2 DF Both</i>	

Specialists	
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Off-Table Support	
<i>Spug 8-leg SP Artillery may operate as off-table artillery</i>	

Characteristic Cards	
<i>Bonus Move (Scout Squad only); Rally; Bonus Fire (Spug Support Weapon only)</i>	

Chrome	
<i>If an Omega Drone is killed, all troops under his command lose their next activation</i>	

Order of Battle		
Spug Infantry Battalion	Spug Infantry Platoon	Spug Tank Platoon
<i>HQ: 1 x Theta Drone</i>	<i>HQ: 1 x Omega Drone</i>	<i>HQ: 2 x 8-Leg Tank</i>
<i>3 x Infantry Company</i>	<i>3 x Infantry Squad</i>	<i>4 x Spug Tank Squad, each 3 x 8-Leg Tank</i>
<i>1 x HSW Platoon</i>		
<i>1 x Scout Platoon</i>	Spug Scout Platoon	Spug SP Artillery Platoon
<i>1 x Infantry Support Walker Squad</i>	<i>HQ: 1 x Omega Drone</i>	<i>HQ: 2 x 8-Leg SP Artillery</i>
	<i>3 x Scout Squad</i>	<i>4 x Spug SP Art. Squad, each 2 x 8-Leg SP Art</i>
Spug Infantry Company	Spug Heavy Support Platoon	Spug Cone Drone Squad
<i>HQ: 1 x Omega Drone</i>	<i>2 x Spug HSW Squads</i>	<i>1 x Drone Operator</i>
<i>3 x Infantry Platoon</i>	<i>each of 3 x Spug Heavy Support Weapons</i>	<i>4-6 x Cone Drone</i>
<i>1 x Cone Drone Squad</i>		
	Spug Infantry Support Walker Squad	
	<i>2 x 4-Leg SP Artillery, 1 x 4-leg Tank</i>	

Figures from:	<i>Infantry & HSW from Spiggan Miniatures; Walkers from GZG; Drones from Spartan Games</i>
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Background

The colonists who first encountered the Alien menace called them Space Bugs, because of their insect like appearance. Indeed, they fell upon world after world like locusts, stripping a planet of its' useful resources before moving on, or claiming it as a hive world. In time, when human forces had marshaled sufficient resistance and the xenobiologists had examined specimens, they were indexed as species XENO-00237/hostile. To the infantry grunt they were simply SPUGS.

Tabletop Stats

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

Infantry Squad	Miss	Shock	Dead	Save	Open	Light	Heavy	Imp	AT: 0-4"	4-8"	8-12"
<i>Drone Squad</i>	1,2	3,4	5,6	~	~	-1/D6	-2/D6	-4/D6	4	4	2
<i>Scout Squad</i>	1,2	3,4	5,6	~	x2	2(-1/D6)	2(-2/D6)	2(-4/D6)	4	4	2

Support Weapons

Support Weapon	SV	TGT	vs Inf	vs Veh
<i>Spug HSW</i>	3	DF	3D6 + 9	DF 2

Vehicles

Vehicle	Gunner	Exp.	Arm.	vs Inf	vs Veh	CI Cmbt
<i>4-leg Tank</i>	x1	Reg (3)	4	DF: 4D6+6 & Pin, miss on two 1s DF: 2D6+6 & Pin	DF 8 DF 1	No
<i>4-leg SP Artillery</i>	x1	Reg (3)	4	IF: 4D6+6 & Pin, miss on two 1s DF: 2D6+6 & Pin	Indirect Fire only DF 1	No
<i>8-leg Tank</i>	x1	Reg (3)	8	DF: 6D6+6 & Pin, miss on three 1s 2D6+6 & Pin	DF 12 DF 1	No
<i>8-leg SP Artillery</i>	x1	Reg (3)	8	IF: 6D6+6 & Pin, miss on three 1s 2D6+6 & Pin	Indirect Fire only DF 1	No
<i>Cone Drone</i>	0	Reg (3)	2	2D6+6 & Pin, miss on one 1	DF 1	No

Vehicle	Type	Open	Light	Heavy	Imp
<i>4-leg Tank</i>	WLK	+1/D6	-1/D6	-2/D6	-4/D6
<i>4-leg SP Artillery</i>	WLK	+1/D6	-1/D6	-2/D6	-4/D6
<i>8-leg Tank</i>	WLK	+1/D6	-1/D6	-2/D6	-4/D6
<i>8-leg SP Artillery</i>	WLK	+1/D6	-1/D6	-2/D6	-4/D6
<i>Cone Drone</i>	STP				

Points

BM: Level x 30

EWSO: 60

Sniper: 45

Medic: 15

Drone Op or FO: 30

Infantry Squad	Points
<i>Drone Squad</i>	28
<i>Scout Squad</i>	33

Support Weapons	Points
<i>Spug HSW</i>	20

Vehicles	Points
<i>4-leg Tank</i>	43
<i>4-leg Artillery</i>	43
<i>8-leg Tank</i>	63
<i>8-leg Artillery</i>	63
<i>Cone Drone</i>	45

Cards & Chrome	Points
Scouts Bonus Move	60
Rally	60
HSW Bonus Fire	60