

<b>Name</b>	WW2 Era US Troops (with Experimental Weapons)	<b>By:</b>	Robert Avery	<b>Tech Level:</b>	0
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<b>Infantry</b>										
<b>Infantry Squad</b>	<b>Role</b>	<b>No.</b>	<b>Weight</b>	<b>Expertise</b>	<b>0</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>Equipment</b>
Rifle Infantry	Leg	10	Light	Regular	1, 2, 3	4	5	6, 7, 8,9	10	1/2-tracks to make Mobile
<b>Experimental Weapons Units</b>										
Heavy Infantry	Assault	6	Heavy	Veteran	1, 2	3	4	5, 6	~	Tech 0 Powered Armour
Firefly Jump Troopers	Assault	10	Light	Veteran	1, 2	3	4	5, 6, 7	8, 9, 10	Battlefield Insertion

<b>Support Weapons</b>						
<b>Support Weapon</b>	<b>Role</b>	<b>SV</b>	<b>TGT</b>	<b>Load</b>	<b>Expertise</b>	<b>Notes</b>
.30cal	ISW	1	DF	Auto	Regular	
.50cal	ISW	2	DF	Auto	Regular	
Bazooka	AT	2	DF	Bolt	Regular	Now also issued to Heavy Infantry units
Light Mortar	ISW	1	IF	Boom	Regular	
Medium Mortar	ISW	2	IF	Boom	Regular	
Anti-Tank Gun	AT	3	DF	Bolt	Regular	
Artillery	Artillery	5	VF	Both	Regular	
<b>Experimental Weapons Units</b>						
Heavy Rifle	ISW	2	DF	Bolt	Veteran	

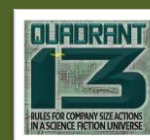
<b>Vehicles</b>							
<b>Vehicle</b>	<b>Role</b>	<b>Crew</b>	<b>Move</b>	<b>Expertise</b>	<b>Armour</b>	<b>Weapons</b>	<b>Notes</b>
Jeep	GP	2	WHL	Regular	0	One per squad: .50cal	.50cal is AA; 3 Actions
Truck	GP	1	WHL	Regular	0	One per squad: .50cal	.50cal is AA; 3 Actions
1/2-Track	APC	1	TRK	Regular	2	One per squad: .50cal	.50cal is AA; 3 Actions
Armoured Car	Recon	3	WHL	Regular	2	SV2 DF Both	3 Actions
Light Tank	AFV	3	TRK	Regular	3	SV2 DF Both	3 Actions
Medium Tank	AFV	4	TRK	Regular	4	SV4 DF Both	3 Actions
<b>Experimental Weapons Units</b>							
Coyote Light Walker	AFV	1	WLK	Veteran	2	1 x SV1 Autogun; 1 x SV2 Autogun	4 Actions
Grizzly Medium Walker	AFV	4	WLK	Veteran	4	1 x SV2 Autogun; 1 x SV4 DF Both	4 Actions
Kodiak Assault Walker	AFV	4	WLK	Veteran	4	1 x SV2 Autogun; 2 x Twin SV3 Autogun; 2 x SV4 DF Both	4 Actions
Ursus Support Walker	AFV	4	WLK	Veteran	4	1 x SV2 Autogun; 2 x SV5 IF Boom; 1 x SV4 DF Both	4 Actions
Hyena Light Jump Walker	AFV	1	WLK (FAST)	Veteran	2	1 x SV1 Autogun; 1 x Flamer	4 Actions. May use all Actions for movement. Can be Battlefield Inserted.
Mudskipper Medium Jump Walker	AFV	3	WLK (FAST)	Veteran	3	2 x SV3 Autogun; 2 x SV2 Auto or DF Boom; 1 x SV1 Autogun	4 Actions. May use all Actions for movement. Can be Battlefield Inserted.

**Specialists**  
FO; Sniper; Medic

**Off-Table Support**  
SV6 IF Boom

**Characteristic Cards**  
Rally; Heroic Commander; Recon (ACs); Bonus Move (Light Tanks); Bonus Move (Hyenas, Mudskippers & Firefly Jump Troopers)

**Chrome**





### Tabletop Stats

Infantry										Firing
Infantry Squad	Role	No.	Weight	Expertise	0	1	2	3	4	
Rifle Infantry	Leg	10	Light	Regular	1, 2, 3	4	5	6, 7, 8, 9	10	-1D6
Heavy Infantry	Assault	6	Heavy	Veteran	1, 2	3	4	5, 6	~	+1D6
Firefly Jump Troopers	Assault	10	Light	Veteran	1, 2	3	4	5, 6, 7	8, 9, 10	-1D6

Infantry Squad	Miss	Shock	Dead	Save	Open	Light	Heavy	Imp	AT: 0-4"	4-8"	8-12"
Rifle Infantry	1,2	3,4	5,6	~	~	-1/D6	-2/D6	-4/D6	1	~	~
Heavy Infantry	1,2,3	4,5	6	2D6: 2	x2	~	-2/D6	-4/D6	1	~	~
Firefly Jump Troopers	1,2	3,4	5,6	~	x2	2(-1/D6)	2(-2/D6)	2(-4/D6)	1	~	~

Support Weapons				
Support Weapon	SV	TGT	vs Inf	vs Veh
.30cal	1	DF	1D6 & Pin	DF: 1
.50cal	2	DF	2D6 & Pin	DF:1
Bazooka	2	DF	Pin: double on D6 = one kill	DF: 4
Light Mortar	1	IF	1D6 & Pin, miss on one 1	Indirect Fire only
Medium Mortar	2	IF	2D6 & Pin, miss on one 1	Indirect Fire only
Anti-Tank Gun	3	DF	n/a	DF: 6
Artillery	5	VF	5D6 & Pin, miss on two 1s	DF: 10
Heavy Rifle	2	DF	Pin: double on D6 = one kill	DF: 4

Vehicles						
Vehicle	Gunner	Exp.	Arm.	vs Inf	vs Veh	Cl Cmbt
Jeep	0	Reg (3)	0	2D6 & Pin	DF:1	
Truck	0	Reg (3)	0	2D6 & Pin	DF:1	
1/2-Track	0	Reg (3)	2	2D6 & Pin	DF:1	
Armoured Car	0	Reg (3)	2	2D6 & Pin	DF: 2	
Light Tank	0	Reg (3)	3	2D6 & Pin	DF: 4	
Medium Tank	0	Reg (3)	4	4D6 & pin, miss on two 1s	DF: 8	
Coyote Light Walker	0	Vet (4)	2	2D6 & Pin	DF:1	
Grizzly Medium Walker	1	Vet (4)	4	4D6 & pin, miss on two 1s	DF: 8	
Kodiak Assault Walker	1	Vet (4)	4	4D6 & pin, miss on two 1s	DF: 8	
Ursus Support Walker	1	Vet (4)	4	5D6 & pin, miss on two 1s	DF: 8	
Hyena Light Jump Walker	0	Vet (4)	2	2D6, ignore cover, double shock	2D6: 6's>1's = KO'd	
Mudskipper Medium Jump Walker	1	Vet (4)	3	3D6 & Pin	DF: 2	

Vehicle	Type	Open	Light	Heavy	Imp
Jeep	WHL	x2	-2/D6	NO	NO
Truck	WHL	x2	-2/D6	NO	NO
1/2-Track	TRK	x2	~	-2/D6	NO
Armoured Car	WHL	x2	-2/D6	NO	NO
Light Tank	TRK	+1/D6	~	-2/D6	NO
Medium Tank	TRK	+1/D6	~	-2/D6	NO
Coyote Light Walker	WLK	+1/D6	-1/D6	-2/D6	-4/D6
Grizzly Medium Walker	WLK	+1/D6	-1/D6	-2/D6	-4/D6
Kodiak Assault Walker	WLK	+1/D6	-1/D6	-2/D6	-4/D6
Ursus Support Walker	WLK	+1/D6	-1/D6	-2/D6	-4/D6
Hyena Light Jump Walker	WLK	+2/D6	~	-1/D6	-3/D6
Mudskipper Medium Jump Walker	WLK	+2/D6	~	-1/D6	-3/D6