

Name	<i>Xar (Ground Zero Games)</i>	By:	<i>Robert Avery</i>	Tech Level:	<i>2</i>
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Infantry

Infantry Squad	Role	No.	Weight	Expertise	0	1	2	3	4	Equipment
<i>Leg Infantry</i>	<i>Leg</i>	<i>9</i>	<i>Heavy</i>	<i>Regular</i>	<i>1, 2, 3</i>	<i>4</i>	<i>5</i>	<i>6, 7, 8, 9</i>	<i>~</i>	
<i>Mobile Infantry</i>	<i>Mobile</i>	<i>9</i>	<i>Heavy</i>	<i>Veteran</i>	<i>1, 2</i>	<i>3</i>	<i>4</i>	<i>5, 6, 7</i>	<i>8, 9</i>	<i>On Saucers</i>
<i>Engineers</i>	<i>Engineer</i>	<i>9</i>	<i>Light</i>	<i>Regular</i>	<i>1, 2, 3</i>	<i>4</i>	<i>5</i>	<i>6, 7, 8, 9</i>	<i>~</i>	<i>Engineers</i>

Support Weapons

Support Weapon	Role	SV	TGT	Load	Expertise	Notes
<i>Projectile Launcher</i>	<i>Inf Supp</i>	<i>2</i>	<i>VF</i>	<i>Both</i>	<i>Regular</i>	<i>Three crew</i>
<i>Heavy Beam Cannon</i>	<i>Inf Supp</i>	<i>3</i>	<i>DF</i>	<i>Auto</i>	<i>Regular</i>	<i>Three crew</i>

Vehicles

Vehicle	Role	Crew	Move	Expertise	Armour	Weapons	Notes
<i>Attack Drone</i>	<i>AFV</i>	<i>C (AI)</i>	<i>STP</i>	<i>Regular (3)</i>	<i>3</i>	<i>(a) Twin SV2 Auto</i> <i>(b) Two SV2 DF Boom</i>	
<i>Gekotaa A/C</i>	<i>AFV</i>	<i>C</i>	<i>WHL</i>	<i>Regular (3)</i>	<i>3</i>	<i>(a) SV4 Auto</i> <i>(b) Scanner</i>	<i>Acquired from the Kaamados Dominion</i>
<i>Dragamaa Hvy Tk</i>	<i>AFV</i>	<i>C</i>	<i>TRK</i>	<i>Regular (3)</i>	<i>8</i>	<i>SV 5 DF Bolt</i> <i>SV5 Auto</i>	

Specialists

Forward Observer, EWSO, Drone Operator



Off-Table Support

Batteries of three Heavy Projectile Launchers: SV4 IF Regular Boom

Characteristic Cards

Bonus Move; Rapid Deployment, Recon (Saucers, Gekotaa)

Chrome

Order of Battle

<i>Infantry Squads of (9):</i>	<i>Platoons of three Infantry Squads</i>	<i>Possible Attachments to a Company</i>
<i>4 x Beam Rifle, 3 x Heavy beamer,</i>		
<i>1 x Grenade Projector, 1 x Leader</i>	<i>Companies of three platoons and</i>	<i>Mobile squads as scouts</i>
	<i>two support squads</i>	<i>Engineer squads for particular missions</i>
<i>Support squads of three weapon teams</i>		
		<i>Scout squad of three Gekotaa A/Cs</i>
		<i>(two with guns, one with scanner)</i>
		<i>Heavy tank squad of three Dragamaa Tanks</i>
		<i>Drone squad of two Attack Drones</i>
		<i>plus Drone Operator</i>

Figures from:

GZG

Background

The Xar - often known to human troops as "Chitters" from the rapid clicks and chirps of their speech - are an eight-limbed exoskeletal insectoid race, with six walking limbs ending in three-clawed feet and an upright torso with two manipulating arms.

Tabletop Stats

Infantry

Infantry Squad	Role	No.	Weight	Expertise	0	1	2	3	4
Leg Infantry	Leg	9	Heavy	Regular	1, 2, 3	4	5	6, 7, 8, 9	~
Engineers	Engineers	9	Light	Regular	1, 2, 3	4	5	6, 7, 8, 9	~
Mobile Infantry	Mobile	9	Heavy	Veteran	1, 2	3	4	5, 6, 7	8, 9

Firing
+1D6+4
-1D6+4
+1D6+4

Infantry Squad	Miss	Shock	Dead	Save
Xar/Engineers	1, 2	3, 4	5, 6	~
Saucers	1, 2, 3	4, 5	6	2D6<4

Open	Light	Heavy	Imp
~	-1/D6	-2/D6	-4/D6
x2	2(-1/D6)	2(-2/D6)	2(-4/D6)

AT: 0-4"	4-8"	8-12"
4	2	~
4	4	2

Support Weapons

Support Weapon	SV	TGT	vs Inf	vs Veh
Projectile Launcher	2	DF	2D6+4 & Pin, miss on two 1's	DF4
	2	IF	If in Blast, 1D6+4 on Effective & Pin	IF2
Heavy Beam Cannon	3	Auto	3D6+4 & Pin	DF2
Heavy Projectile Launcher	4	IF	If in Blast, 1D6+8 on Effective & Pin	IF4

Vehicles

Vehicle	Gunner	Exp.	Arm.		vs Inf	vs Veh	Cl Cmbt
Attack Drone		Reg (3)	3	2 guns	(a) Pin & Both: 2D6+7 One: 2D6+4	Both: DF2 One: DF1	No
				2 guns	(b) Both: 4D6+4 miss on two 1's	Both: DF4 One: DF2	
					(b) One: 2D6+4 miss on one 1		
Gekotaa A/C		Reg (3)	3		(a) Pin & 4D6+4	DF2	No
					(b) Scanner		
Dragamaa Hvy Tk		Reg (3)	8		Pin & 2D6: if double, then one hit	DF10	No
					Pin & 5D6+10	DF3	

Vehicle	Type	Open	Light	Heavy	Imp
Attack Drone	STP				
Gekotaa A/C	WHL	x2	-2/D6	NO	NO
Dragamaa Hvy Tank	TRK	+1/D6	~	-2/D6	NO

Points

BM: Level x 20

EWSO: 40

Sniper:

Medic:

Drone Op or FO: 20

Infantry Squad

Leg Infantry	36
Mobile Infantry	54
Engineers	26

Support Weapons

Projectile Launcher	22
Heavy Projectile Launcher	20
Heavy Beam Cannon	18

Vehicles

Attack Drone	40
Gekotaa A/C	22
Dragamaa Hvy Tank	42

Cards & Chrome

Bonus Move	40
Rapid Deployment	40
Recon (A/C, Saucer)	20