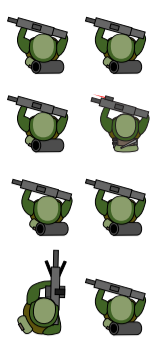
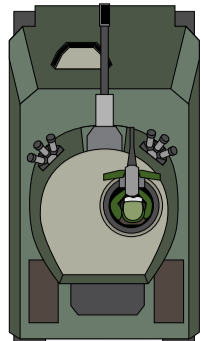


Allied Units

Mechanised Assault Infantry Platoon "Derzkiy"

3x Mechanised Assault Squads in IFVs

Derzkiy-1



IFV

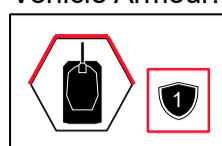
Action Pool: ★ ♣
 ♥ 8 ♣ 8 ♣ 4 ♣ 30

HMG:
 ⦿ 50 📊 4 ⌚ 5 🌟 1 🌟 1 🌟 3

Medium Auto-Cannon:
 ⦿ 60 📊 6 ⌚ 2 🌟 3 🌟 1 🌟 8
 🗡️ 4

Smoke Launchers:
 2

Vehicle Armour:



Transport: This unit can embark and disembark infantry from hexes adjacent to it's rear arc.

Mechanised Assault Infantry

8 man squad with 9 assault rifles, 1 LMG and 1 target marker and 6 Light AT Launchers. (Split into two fireteams of 4)

Action Pool: Ⓜ ★
 🗡️ 1pp 📊 2 ♣ 8 🌟 60 🌟 10

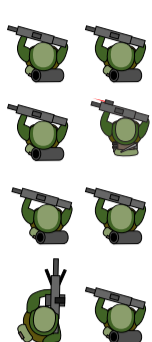
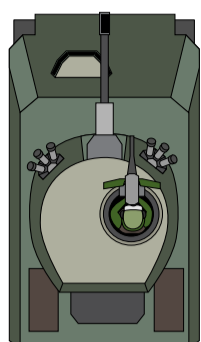
Assault Rifle:
 🌟 60 📊 3 ⌚ 2

LMG:
 🌟 60 📊 4 ⌚ 4

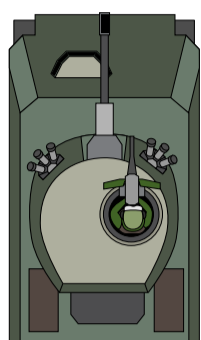
Light AT Launcher:
 ⦿ 60 📊 3 ⌚ 1 🌟 4 🌟 2 🌟 20
 🗡️ 1

Radio man: This squad has datalink.

Derzkiy-2



Derzkiy-3



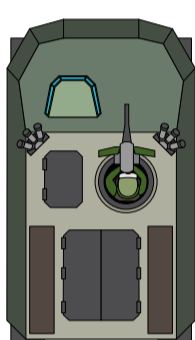
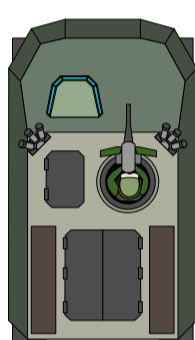
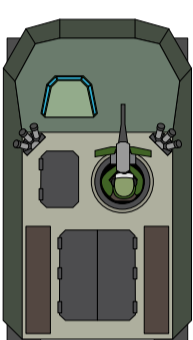
Mechanised Anti-Air Infantry Platoon "Brakon"

3x Mechanised AA Infantry Squads in APCs.

Brakon-1

Brakon-2

Brakon-3



APC

Action Pool: ♣ ♣
 ♥ 8 ♣ 8 ♣ 4 ♣ 20

HMG:
 ⦿ 50 📊 4 ⌚ 5 🌟 1 🌟 1 🌟 3

Smoke Launchers:
 2

Transport: This unit can embark and disembark infantry from hexes adjacent to it's rear arc.

Mechanised AA Infantry

10 man squad with 8 assault rifles, and 2 MANPADS (Split into 2 fireteams)

Action Pool: Ⓜ ★
 🗡️ 1pp 📊 2 ♣ 8 🌟 50 🌟 0

Assault Rifle:
 🌟 60 📊 3 ⌚ 2

Man Portable Air Defence System (MANPADS):
 ⦿ 20 📊 12 ⌚ 1 🌟 4 🌟 1 🌟 15
 🗡️ 🗡️ 🗡️ 🗡️

Radio man: This squad has datalink.

Rapid Lock: MANPADS users can lock on to their target and attack it in the same action.

High Value Targets

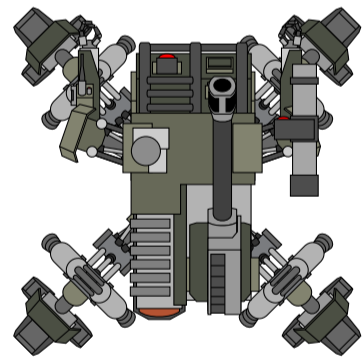
Intel believes there are 5 high value targets in the AO. Their destruction is your top priority. The exact proportion of cobras to cloudbursts is unknown. Regardless both vehicles are capable of using their drones to spot targets and engage with indirect fire. Neither configuration has any survivability in direct combat, find them ASAP and do not let them bombard you from behind cover.

Neromian Vanguard Artillery Support Cobra

♥ 12 🗡️ 3 🌟 60 ♣ 8 ♣ 40

Action Pool:
 Ⓜ ⬠ 🌟 +
 🗡️

Equipment:
Right Arm:
 Hunter Killer Missile
Left Arm:
 HMG
Torso Primary Mount:
 Light Howitzer
Torso Secondary Mount:
 Drone Controller
Drones:
 Recon Drone
Chassis Upgrades:
 Jump Jets
Passives:
 +5 Ranged
Skills:
 Drone Wrangler

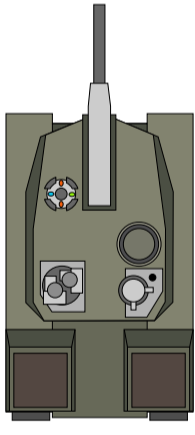


Neromian Electronic Support Cloudburst

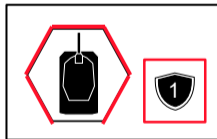
♥ 14 ♣ 8 ♣ 6 ♣ 50(67)

Action Pool:
 Ⓜ ⬠ + 🗡️

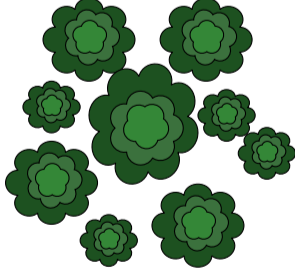
Equipment:
Primary Mount:
 Rainmaker Tank Gun
Turret Equipment:
 Drone Controller
Pintle Mount:
 ECM Suite
 Advanced Sensor
Drones:
 ???
Passives:
 +7 E-War Rating
Skills:
 Drone Wrangler



Vehicle Armour:

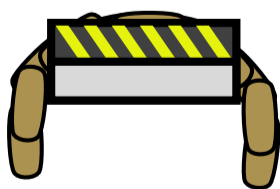


Terrain Intel



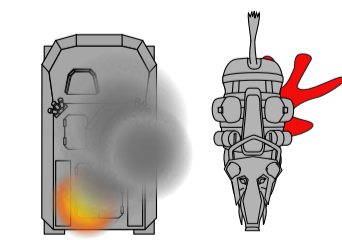
Forests:

- Blocks line of sight
- Impassable to wheeled/tracked movement, difficult terrain for legged movement. No move penalty for infantry.
- Grants 20% Cover and 1 Damage Reduction to units occupying it.
- Can be cleared by dozer blades and attacks with the demolisher attribute.



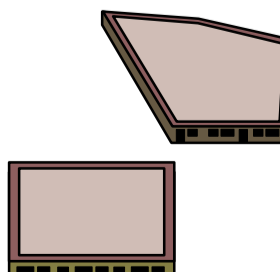
Road Block:

- Impassable to wheeled/tracked movement, difficult terrain for legged and infantry movement.
- Grants 20% Cover and 1 Damage Reduction to units occupying it.
- Can be cleared by dozer blades and attacks with the demolisher attribute.



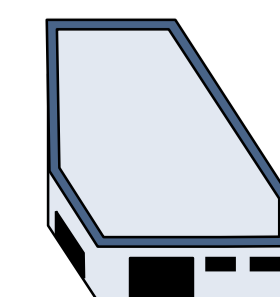
Wreckage and Corpses:

- Difficult terrain for all movement types,
- Grants 20% Cover and 2 Damage Reduction to units occupying or behind it.



Buildings:

- Blocks line of sight.
- Can be occupied by infantry. Entering and exiting is a move action.
- Impassable terrain for all ground movement. Units with jump jets can jump on top of buildings.
- Has 20 HP and 2 DR.



Large Buildings:

- Blocks line of sight.
- Can be occupied by infantry. Entering and exiting is a move action.
- Impassable terrain for all ground movement. Units with jump jets can jump on top of buildings.
- Has 50 HP and 4 DR.