summary.txt

	CC	RC	AC	Sz	Strike	Rank	Impact+	Move	Mor	Wnds
a Helion	9		8	3	0	1	3	200mm	immu	1
a Warrior	12	8	4	5	0,0	1,1	1,1	200mm	immu	2
a Warmaster	15	9	2	6	0,0,2	1,1,1	2,2,3	200mm	immu	2
b Helion	11		8	3	0	1	3	200mm	immu	1
b Warrior	13	7	4	5	0,0	1,1	1,1	200mm	immu	2
b Warmaster	16	8	2	6	0,0,2	1,1,1	2,2,3	200mm	immu	2
y Helion	10		8	3	0	1	3	200mm	immu	1
y Warrior	11	9	4	5	0,0	1,1	1,1	200mm	immu	2
y Warmaster	14	10	2	6	0,0,2	1,1,1	2,2,3	200mm	immu	2
Drone	10	10	6	4	0,0	1,1	2,2	200mm	immu	1
Swarmmaster	16	10	4H	18+	0,0,2,2	1,1,1,1	3,3,2,2	200mm	immu	var
Mob	5	5		3	0	1	0	150mm	7	1
Raw	6	6		3	0	1	0	150mm	9	1
Battle-Tried	8	8		3	0	1	0	150mm	11	1
Experienced	9	9		3	0	1	0	150mm	13	1
Green	6	6		3	0	1	0	150mm	10	1
Regular	8	8		3	0	1	0	150mm	12	1
Veteran	10	10		3	0	1	0	150mm	14	1
Elite	11	11		3	0	1	0	150mm	16	1
GenEng Human	12	12	5	3	0	1	0	150mm	14	2
NCO										+1
Sniper		+2						-50%		
Eridani Veteran	12	11	7	3	0	1	0	150mm	16	1
Eridani Elite	14	13	7	3	0	1	0	150mm	18	1
Phentari Reg	?	?	9	3	0,0	1	0,0	150mm	?	1
Vet	10	10	9	3	0,0	1	0,0	150mm	14	1
Helcat X3	7	5	9	3	0	1	0	100mm	immu	
Tarek Helcat X4	8	6	7	4	0	1	0	100mm	immu	
Talos T51	10	8	5	4	0,0	1,1	1,1	150mm	immu	
Talos T61	11	9	5	4	0,0	1,1	1,1	150mm	immu	
Talos T62MS	11	9	5	3	0,0	2,2	-1,-1	200mm	immu	

X3 ACM	7	5	(target nearest, -3 if moved. Max rng = short)
X4 ACM	8	6	(target nearest, -3 if moved. Max rng = Med)
X5 ACM	10	8	(any short else any, -2 if moved, Max rng=long)
X6 ACM	11	9	(any, -1 if moved)

Unarmoured			10	(Marines, Rebel, Civilian)				
Padded			9	(Colonial Marines, Heptadic, CorpSec)				
Full Padding			8	(Colonial Marines, Heptadic, EBS, CorpSec)				
EBS/L.Arm			7	(Marine & Rebel EBS)				
Light PA			6	(Interdict, Cobra, Corp Marines)				
PA			5	(SWAT, Maxim GenEng Humans)				
Heavy PA			4	(Predator)				
Shield			-1					
Talos Shield			-2					
Exo-Glove				+1				
Twinned Wpn		+1		+1				
Power Hand/Claw				+1	+2	-1		
Virulent	+1	+1		(If Swarmmaster on table)				
MOVE motive		-2						
FIRE motive							-50mm	
no motive		-2					-50mm	
charge							+50mm	
Frenzy	+2	-1					+50mm	immu
Wounded	-1	-1	-1					0

	Close Str/Rk	Short Targ/Rk	Med	Long	Ext	Imp	Rules
Pistol	0/1					S-1	
MP	4/2	2/2					
SMG	3/2	2/2					2H
Rifle	0/1	2/1	0/1	-3/1		S+1	2H
G.Rifle	0/1	3/1	1/1	-2/1		S+2	2H
Shotgun	2/1	2/2				S+1	2H
Xenoid Stk	-2/1					S+4	
LMG	0/1	2/3	-3/2			S+3	2H
Chain Gun	1/1	4/3	-1/2			S+4	2H
RR SAP	0/1	0/1	-2/1	-4/1		S+6	2H
RR HAP	0/1	0/1	-2/1	-4/1		H-2	2H
Grenade Lr		0				S+2	T,IF
Hvy Flamer		0				S+4	T,2H
Lgt Flamer		0				S+4	T,2H
Gauss Cann	0/1	+3/1	+1/1	-2/1		S+3	Fxd Mount
Duster	3/2	0				S+2	T
Acid Jet		0				S+6	2H, T
		0				H+2	T
Acid Spr C	2/2					S+1	
R		0				S+4	T
Lance C	0/3					S+6	2H
	0/1					H+4	
Lance R		0				S+8	2H,T
		0				H+4	T
Spores		0	-2/-	-4/-	-6/-	S+3	2H,T,IF
		0	-2/-	-4/-	-6/-	H-2	T,IF
Blade	1/2					S+3	
	1/1					H-4	
Cleaver	1/2					S+4	
	1/1					H-2	
Chain Cann	-/-	+1/-	-1/-	-3/-	-6/-	S+4	Fxd Mount
	-/-	+1/-	-1/-	-3/-	-6/-	H-6	Fxd Mount

RC + wpn.acc:
inf moving -2
indirect -3
veh per sp -1
unmotive -2
shelldown -1
crouching WM -1
L1 miasma -1
L2 miasma -2
in cover -2
per 6 of sz +1
each targ sp -1

RANK	ZONE	HITS
3	A	3
	BC	2
	D	1
2	AB	2
	CD	1
1	ABCD	1

a Spiky carapace Perpendicular plates. Black/Purple
b Smooth carap. Red/Brown. Fighter
y Overlapping plates. Bluish Shooter

AC + impact (-2 for hard cover) vs D20 => Damage EF saved

Warrior	Warmaster	CBU	Helion/Human	GenEng	NCO
ABC killed	A killed	ABC destroy	ABCD dead	ABC killed	AB killed
D wounded,	B wnd, -3 CV	D d10	EF saved	D wounded,	CD wounded
shelldown	C wnd, -2 CV	1,2 immobile		-1 all	-1 all
No shoot.	D wnd, -1 CV	3,4 main wpn gone		stats	stats
CC only.		5,6 KO 7,8 2x KO			(Must be 1 exp
		9,10 fire on nearest			level higher
		unit of any side			than unit).

BAND	LO	HI	HC	TURNS
0	0	0	1	45
1	10mm	160mm	2	2x45
2	170mm	320mm	3	3x45
3	330mm	480mm	4	4x45
4	490mm	640mm		2x45,1x90
5	650mm	800mm	5	4x45
6	810mm	960mm		2x90
7	970mm	1120mm		

CL <300mm
MD <600mm
LG <900mm
XT <1200mm
Humans must shoot targ if one in CL rng
Splitting; 1 target motivated, others not
Soft Cover: foliage, fences. Sh-2
Hard Cover: walls, trenches. Sh-2, Dmg-2

Unctrl Helions		Warmaster ctrl	
1-3	Move toward nearest enemy. Charge if in range.	Crouch 400mm	Each Warmaster may deploy 15CC per turn. Less any spent on miasma.
		Raised 600mm	
4-6	Move toward nearest unit. Charge if in range.	Miasma	
7-8	Full move, Random dir.	L1 costs 2CC	They have a CV per game of D6+6, which is limit of CC which can be revealed.
9-10	Motionless.	L2 costs 4CC	