

3

Type: ILR Planetary Assault Group

Unit Name: _____

Ldr Name: _____

Stats		Unit	Ldr
G	R	R	R
A	R	R	R
M	1	1	1
E	3	3	3
R	3	3	3

Weapon	S	M	L	Pen	HtH
ML 199	5 (2)	10 (2)	20 (1)	0	2
AW 191	7 (2)	14 (2)	28 (1)	0	1
AW 191 Grenade *	3	6	12	--	1
MG189/2	12 (2)	24 (3)	48 (2)	1	-1
Grenades	1	2	4	--	--

Yes
 No

* AW 191 grenades use Small HE template

Squad Leader (ML 199), Asst. Squad Ldr (ML 199), Machine gunner (MG 189/2 and MLP 101), Loader (ML 199), 9X Riflemen (ML 199), Grenadier (AW 191)

2

Unit Type: EDF Heavy Infantry

Unit Name: _____

Ldr Name: _____

Stats		Unit	Ldr
G	R	R	R
A	G	R	R
M	1	1	1
E	3	3	3
R	3	3	3

Weapon	S	M	L	Pen	HtH
LAKW 1-56	12 (2)	24 (2)	48 (1)	1	0
PAKW 4-12	2	4	8	0	2
LAKW 1-40	12 (2)	24 (3)	48 (2)	1	-1
Grenades	1	2	4	--	--

Yes
 No

Squad Leader (PAKW 4-12), Asst. Squad Leader (LAKW 1-56), Light machine gunner (LAKW 1-40 and PAKW 4-12), Light machinegun loader (LAKW 1-56), 4x Riflemen (LAKW 1-56)

3

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Squad Leader (ML 199), Asst. Squad Ldr (ML 199), Machine gunner (MG 189/2 and MLP 101), Loader (ML 199), 9X Riflemen (ML 199), Grenadier (AW 191)

ACRP164

Skirmish Gaming
in the Albedo Universe

Hand to Hand Combat Procedure:

- Both players draw card to get initial melee value
- Cumulative modifiers:
 - 1 if you are stunned
 - 1 if you are wounded
- Best only modifiers:
 - +2 if you outnumber enemy
 - +3 if you are defending cover
 - + weapon HtH value
 - + Melee attribute value
- High result wins hand-to-hand
- Draw a card for damage to enemy (no cover applies)
- Loser is pushed back two inches
- If the result is a tie, both are pushed back two inches

Movement (1d10):

- Draw a card from the Action Deck for the unit. The blue arrow shows the maximum movement allowance for soldiers within the unit, based on Guts.
- Rough or woods: move x ½
- Wounded (lower body): move x ½
- Through doors, over walls, up slope, etc.: -2"
- Through windows: -4"

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