

General Troops

Name	VP	Speed	Propulsion	Move Special	Size	Transport	Aspect	Armor	Defense Spec	CAA	CAD	Special CA	# Shots	Range	Accuracy	Strength	Special
Irregular Infantry	4	4"	Infantry		1	0	-1	0		1	3		1	12"	1	0	
Light Infantry	5	4"	Infantry		1	0	-1	0		1	4		1	12"	2	0	
Medium Infantry	10	4"	Infantry		1	0	-1	1		2	4		1	12"	2	0	
Heavy Infantry	16	4"	Infantry		1	0	-1	2		2	5		1	12"	2	1	
Super Heavy Infan	26	4"	Infantry		1	0	-1	3		2	6		1	18"	3	1	
Shock Troops	14	4"	Infantry		1	0	-1	1		2	5		2	12"	2	0	
Recon	15	4"	Infantry	Recon	1	0	-2	1	Stealth	1	4		1	12"	2	0	
Rocket Squad	11	4"	Infantry		1	0	-1	1		1	4		1	18"	2	2	
Machinegun Squa	11	4"	Infantry		1	0	-1	1		1	4		2	18"	2	0	
Sniper	22	4"	Infantry		1	0	-2	1	Stealth	1	4		1	24"	3	1	Sniper
Light Artillery	18	4"	Infantry		2	0	0	0		1	4		1	18"	Art	0	1d3 hits
Light Hover	8	8"	Infantry/ Hov		1	0	-1	0		1	4		1	12"	2	0	
Medium Hover	18	8"	Infantry/ Hov		1	0	-1	1		2	4		1	12"	2	0	
Heavy Hover	33	12"	Infantry/ Hov		1	0	-1	2		2	5		1	12"	2	1	
Grav Assault	31	8"	Infantry/ Skin		1	0	-1	2		3	5		1	12"	2	0	
Augmented Assau	26	8"	Infantry		1	0	-1	2		3	5		1	12"	2	0	
Robotic Infantry	24	4"	Infantry		1	0	-1	4		3	5		1	12"	2	1	
Heavy Teleporters	44	4"	Infantry	Teleport 12"	1	0	-1	3		3	6		1	12"	2	1	
Drop Marine	101	12"	Infantry/ Skin		1	0	-1	5		3	6		2	12"	3	0	
													1	18"	3	2	
													1	24"	3	1	1d3 hits

General Support

Name	VP	Speed	Propulsion	Move Special	Size	Transport	Aspect	Armor	Defense Spec	CAA	CAD	Special CA	# Shots	Range	Accuracy	Strength	Special
Combat Truck	13	20"	Wheeled		3	1	0	3		1	3		1	18"	2	0	
APC	23	16"	Tracked		4	2	0	4		2	5		1	18"	3	0	
Heavy APC	30	12"	Tracked		4	2	0	5		2	6		1	18"	3	1	
Grav APC	42	20"	Hover		4	2	0	4		2	5		1	18"	3	0	
Heavy Grav APC	72	20"	Hover		4	2	0	5		2	6		1	24"	3	1	
Light Patrol Vehicle	12	20"	Wheeled		2	1	0	2		1	3		1	18"	2	0	
Patrol Vehicle	14	16"	Wheeled		3	1	0	3		1	4		1	18"	3	1	
Hover Sled	17	20"	Skimmer		3	1	0	3		1	4		1	18"	3	0	
Light Dropship	124	20"	Hover		12	6	0	6		2	6		3	18"	3	1	
Gun Sled	13	12"	Skimmer		3	1	0	3		1	4		1	18"	3	1	
Light Walker	14	8"	Walker		2	0	0	3		2	4		2	12"	3	0	
Medium Walker	26	8"	Walker		2	0	0	4		3	5		2	18"	3	0	
Heavy Walker	40	8"	Walker		3	0	0	5		3	6		2	18"	3	1	
Bike Squad	11	20"	Wheeled		2	0	0	2		1	4		1	12"	2	0	
Assault Bike	21	20"	Wheeled		3	0	0	3		2	4		1	18"	3	1	
Jetbike Squad	18	20"	Skimmer		2	0	-1	2		1	4		1	12"	2	1	
Speeder	25	20"	Skimmer		3	0	0	3		2	4		1	18"	3	1	

Genral Tanks

Name	VP	Speed	Propulsion	Move Special	Size	Transport	Aspect	Armor	Defense Spec	CAA	CAD	Special CA	# Shots	Range	Accuracy	Strength	Special
Artillery	78	4"	Walker		2	0	0	1		1	3		1	36"	Art	0	2d3 hits
Heavy Artillery	202	4"	Walker		3	0	0	1		1	3		1	60"	Art	1	2d3 hits
Cannon	17	4"	Walker		2	0	0	1		1	3		1	30"	3	2	
Heavy Cannon	36	4"	Walker		3	0	0	1		1	3		1	48"	3	3	
Light SPA	21	12"	Tracked		4	0	0	3		1	4		1	18"	Art	0	1d3 hits
Medium SPA	83	12"	Tracked		6	0	0	4		1	5		1	36"	Art	0	2d3 hits
Heavy SPA	207	8"	Tracked		8	0	0	5		1	5		1	60"	Art	1	2d3 hits
Light Tank	24	16"	Tracked		4	0	0	4		2	5		1	18"	3	1	
Medium Tank	35	12"	Tracked		6	0	0	5		2	6		1	18"	3	0	
Medium Tank	35	12"	Tracked		6	0	0	5		2	6		1	24"	3	2	
Heavy Tank	65	12"	Tracked		8	0	0	6		3	66		1	18"	3	0	
Heavy Tank	65	12"	Tracked		8	0	0	6		3	66		1	30"	3	3	
Super Heavy Tank	73	8"	Tracked		8	0	1	6		3	666		1	18"	3	0	
Super Heavy Tank	73	8"	Tracked		8	0	1	6		3	666		2	24"	3	2	
Super Heavy Close	129	8"	Tracked		8	0	1	6		6	666		2	18"	3	0	
Super Heavy Close	129	8"	Tracked		8	0	1	6		6	666		6	18"	3	1	
Fire Tank	58	12"	Tracked		6	0	0	5		4	6		1	12"	4	1	2d3 hits
Metal Storm Tank	42	12"	Tracked		6	0	0	5		2	6		6	18"	3	0	
Light Hover Tank	40	20"	Hover		6	0	0	4		2	5		1	18"	3	1	
Light Hover Tank	40	20"	Hover		6	0	0	4		2	5		1	18"	3	0	
Hover Tank	55	16"	Hover		6	0	0	5		2	6		1	24"	3	2	
Hover Tank	55	16"	Hover		6	0	0	5		2	6		1	18"	3	0	
Heavy Hover Tank	105	16"	Hover		8	0	0	6		3	66		1	30"	3	3	
Heavy Hover Tank	105	16"	Hover		8	0	0	6		3	66		1	18"	3	0	

Name	VP	Speed	Propulsion	Move Special	Size	Transport	Aspect	Armor	Defense Spec	CAA	CAD	Special CA	# Shots	Range	Accuracy	Strength	Special
Raishek																	
Infantry	19	4"	Infantry		1	0	-1	2	Shield 2	2	5		1	12"	2	0	
Heavy Infantry	23	4"	Infantry		1	0	-1	3	Shield 2	2	5		1	18"	2	1	
Airborne Infantry	32	8"	Infantry/ Hover		1	0	-1	2	Shield 2	2	5		1	12"	2	0	
Tactical Battlesuit	45	8"	Infantry	Jump 4"	2	0	0	4	Shield 2	2	6	Def 1	2	18"	3	0	
Assault Battlesuit	76	8"	Infantry	Jump 8"	2	0	0	4	Shield 2	3	6	Def 1	3	12"	2	0	
Support Battlesuit	63	8"	Infantry	Jump 4"	2	0	0	4	Shield 2	2	6	Def 1	1	24" Artillery	0	1d3 hits	
Light Mech	30	12"	Walker	Jump 4"	4	0	0	4	Shield 2	2	5		1	18"	2	0	
Medium Mech	56	12"	Walker		6	0	0	5	Shield 2	3	6		1	18"	3	0	
Heavy Mech	81	8"	Walker		8	0	0	6	Shield 2	3	66		1	24"	3	2	
Transport Mech	31	12"	Walker	Jump 4"	6	2	0	5	Shield 2	1	5	Def 1	2	18"	3	0	
Artillery Mech	61	8"	Walker		6	0	0	5	Shield 2	1	5		1	24" Artillery	0	2d3 hits	
Gunship	114	16"	Hover		8	6	0	5	Shield 2	2	66		4	18"	3	1	
Hover Tank	65	16"	Hover		6	0	0	5	Shield 2	2	6		1	24"	3	2	
Hover ACP	41	16"	Hover		6	2	0	5	Shield 2	1	5		1	18"	3	0	
Heavy APC	36	12"	Tracked		6	2	0	5	Shield 2	2	5		2	18"	3	1	
Heavy Tank	73	12"	Tracked		8	0	0	6	Shield 2	2	66		1	30"	3	3	
Trike	11	16"	Wheeled		3	0	0	3	Shield 2	1	5		2	18"	3	1	
Speeder	20	16"	Skimmer		3	0	0	3	Shield 2	1	5		1	18"	3	2	
	24	16"	Skimmer		3	0	0	3	Shield 2	1	5		1	18"	3	2	

Name	VP	Speed	Propulsion	Move Special	Size	Transport	Aspect	Armor	Defense Special	CAA	CAD	Special CA	# Shots	Range	Accuracy	Strength	Special
Delari																	
Guard	5	4"	Infantry		1	0	-1	0		1	4		1	12"	3	0	
Warriors	9	4"	Infantry		1	0	-1	1		1	5	Def 1	1	12"	3	0	
Suppression Team	12	4"	Infantry		1	0	-1	1		1	4		2	18"	3	0	
Assault Team	30	8"	Infantry/ Skin Jump 4"		1	0	-1	2		2	5	Def 1	1	12"	3	0	
Support Team	21	4"	Infantry		1	0	-1	1		1	4		1	18"	3	0	1d3 hits
Rangers	23	8"	Infantry		1	0	-1	1	Stealth	2	4	Def 1	1	18"	3	1	Sniper
Wraiths	23	4"	Infantry	Teleport 12"	1	0	-2	0		2	5	Def 1	1	12"	3	0	1d3 hits
Gunsled	29	16"	Skimmer	Open	2	1	-1	3		1	4		1	24"	4	1	
Transport Sled	20	16"	Skimmer	Open	3	2	-1	3		1	4		1	12"	4	0	
Scout Sled	18	20"	Skimmer		2	0	-1	2		1	4		1	12"	4	0	
Assault Sled	39	16"	Skimmer		3	0	-1	3		2	5		2	18"	4	1	
Mortar Sled	34	16"	Skimmer		3	0	-1	2		1	4		1	24"	4	0	1d3 hits
War Sled	64	12"	Skimmer	Open	8	6	-1	3		2	6		3	18"	4	1	
Hover APC	51	16"	Hover		6	2	-1	5		1	5		1	24"	4	2	
Dropship	156	16"	Hover		12	6	-1	6		2	6		2	24"	4	2	
													2	18"	4	1	
Hover SPA	96	16"	Hover		6	0	-1	4		1	5		1	36"	4	0	2d3 hits
Hover Tank	61	16"	Hover		6	0	-1	5		2	5		1	24"	4	2	
													1	18"	4	1	
Heavy Hovertank	106	12"	Hover		12	0	-1	6		2	6		1	36"	4	3	
													2	18"	4	1	
Gunship	154	12"	Hover		8	0	-1	5		2	5		4	24"	4	1	
													1	30"	4	1	2d3 hits

Name	VP	Speed	Propulsion	Move Special	Size	Transport	Aspect	Armor	Defense Special	CAA	CAD	Special CA	# Shots	Range	Accuracy	Strength	Special
Dynacorp																	
Security	9	4"	Infantry		1	0	-1	2		1	4		1	12"	2	0	
Punishers	14	4"	Infantry		1	0	-1	2		1	5	Def 1	1	18"	2	1	
Demolishers	22	4"	Infantry	Jump 4"	1	0	-1	3		2	5	Def 1	2	12"	2	0	
Mortar Team	21	4"	Infantry		1	0	-1	1		1	4		1	18"	Artillery	0	1d3 hits
Cyborgs	51	8"	Infantry	Jump 4"	1	0	-1	4		3	6		1	18"	2	1	
Revenants	16	4"	Infantry		1	0	-1	4		1	6		1	12"	2	0	
Artillery	64	4"	Walker		2	0	0	2		1	4		1	30"	Artillery	0	2d3 hits
Sentry	12	4"	Walker		2	0	0	3		1	4		2	18"	3	0	
Mastiff	10	8"	Walker		2	0	0	3		2	4						
Salamander	13	8"	Walker		2	0	0	3		1	4		1	12"	3	1	1d3 hits
Patrol Vehicle	11	16"	Wheeled		3	1	0	3		1	4		1	18"	2	0	
APC	15	12"	Tracked		4	2	0	4		1	5		1	18"	3	1	
Assault Craft	31	16"	Hover		4	2	0	5		1	5		1	18"	3	1	
Ravager All Purpose	38	12"	Tracked		6	0	0	5		2	6		1	24"	3	2	
													2	18"	3	0	
Dominator Heavy Tank	79	12"	Tracked		8	0	0	6		3	66		1	36"	3	3	
Interdictor mobile force	178	4"	Tracked	open	12	6	1	6	Shield 3	4	66		2	18"	3	1	
													1	36"	Artillery	0	2d3 hits
													1	30"	3	3	
													4	18"	3	0	

Name	VP	Speed	Propulsion	Move Special	Size	Transport	Aspect	Armor	Defense Special	CAA	CAD	Special CA	# Shots	Range	Accuracy	Strength	Special
Bionid																	
Drones	9	8"	Infantry		1	0	-1	1		1	4		1	12"	2	0	
Flying Drones	15	12"	Infantry/ Hov		1	0	-1	1		1	4		1	12"	2	1	
Scouts	21	8"	Infantry		1	0	-1	2		2	5	Anti Armor					
Warriors	25	12"	Infantry		1	0	-1	3		2	5						
Harvester	28	8"	Infantry		2	0	-1	3	Stealth	3	5						
Destroyer	37	8"	Infantry		2	0	0	5		3	5	Anti Armor	1	18"	3	2	
Spitter	48	8"	Infantry		1	0	-1	2		1	4		1	24"	Artillery	1	1d3 hits
Taskmasters	32	8"	Infantry		1	0	-1	3		3	5		1	18"	3	1	
Avatar	33	8"	Infantry		2	0	-1	2		2	6		1	18"	4	0	suppress
Prince	52	8"	Infantry		2	0	0	5		3	6	Anti Armor	1	18"	3	2	
Transport	35	16"	Walker		4	2	0	4		3	5		1	12"	2	1	
Tank	45	16"	Walker		4	0	0	5		2	6		1	24"	3	2	
Artillery	111	16"	Walker		4	0	0	4		1	4		1	30"	Artillery	1	2d3 hits
Carrier	106	24"	Hover		8	6	1	6		2	5		1	12"	3	2	2d3 hits
Trygon	68	12"	Walker		8	4	0	5		4	6		1	12"	3	1	1d3 hits