

## Khalid's Brigade

Name	Speed	Class	Type	Armour F S R	Weapons	Arcs	Shots	Firepower	Infantry Sections
Hover APC	Fast	Light	Hover	8 7 7	2 cm automatic powergun 30mm Hypervelocity coil gun, osmium penetrator	All	2	2/2 1/4	2
Hover Light Tank	Fast	Light	Hover	9 7 7	6 cm railgun Multi-barrel 1 cm railgun Buzz Bomb Launcher	All	1	2/5 1/3 -/6	0
Hover Medium Tank	Medium	Medium	Hover	11 9 8	9 cm railgun Multi-barrel 1 cm railgun Strip mines	All	1	2/7 1/3 3/1	0
Hover Jeep	Fast	Light	Hover	6 6 6	2 cm Auto powergun (or) 10mm Automatic Mortar (or) Buzz Bomb Launcher	Front	2	2/2 3/1 -/6	0
Infantry in Light Armour	Slow	Light	Foot	6 6 6	Power Gun + Infantry Support Weapon	All	2	2/2	
Infantry in Light Armour	Slow	Light	Foot	6 6 6	Power Gun (or) Buzz Bomb Launcher	All	1	2/2 -/6	

4+ to hit Veteran Tu.'s Infantry (not vehicles) reduce the to hit or H2H number by 1 for every suppression marker.

Suppression Infantry 4+ (for Veteran) to remove a suppression marker at end of turn.

Initiative Add your Leadership value to a D6. The winner decides to go first or last using alternate moves. The winner then shoots first using alternate firing applying the results as you go.

Movement Points Add your Leadership value to a 2D6. This is used to move your Tu.'s. 1 point to move once. 3 Points to move twice. 7 Points to move three times. Movement is only applied once per round to each Tu.