

Texian 101 Airborne Light Infantry

Name	Speed	Class	Type	Armour			Weapons	Arcs	Shots	Firepower	Infantry Sections
				F	S	R					
Lockheed Sioux Gunship	Fast	Light	Hover	8	7	7	2 x Osinium Core Penetrators 3cm Tri Barrel	Front	2	1/5	0
Lockheed Trailblazer Carrier	Fast	Light	Hover	8	7	7	3cm Tri Barrel	Front	3	3/3	3
Armoured Infantry	Slow	Light	Foot	6	6	6	2cm Powerguns + Infantry Support Weapon	All	2	2/2	
Armoured Infantry	Slow	Light	Foot	6	6	6	2cm Powerguns + Buzz Bomb Launcher	All	1	2/2	
								All	1	-/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 Role. Highest goes first.

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.