

Name	<i>Xar (Ground Zero Games)</i>	By:	<i>Robert Avery</i>	Tech Level:	<i>2</i>
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Infantry

Infantry Squad	Role	No.	Weight	Expertise	0	1	2	3	4	Equipment
<i>Leg Infantry</i>	<i>Leg</i>	<i>9</i>	<i>Heavy</i>	<i>Regular</i>	<i>1, 2, 3</i>	<i>4</i>	<i>5</i>	<i>6, 7, 8, 9</i>	<i>~</i>	
<i>Mobile Infantry</i>	<i>Mobile</i>	<i>9</i>	<i>Heavy</i>	<i>Veteran</i>	<i>1, 2</i>	<i>3</i>	<i>4</i>	<i>5, 6, 7</i>	<i>8, 9</i>	<i>On Saucers</i>
<i>Engineers</i>	<i>Engineer</i>	<i>9</i>	<i>Light</i>	<i>Regular</i>	<i>1, 2, 3</i>	<i>4</i>	<i>5</i>	<i>6, 7, 8, 9</i>	<i>~</i>	<i>Engineers</i>

Support Weapons

Support Weapon	Role	SV	TGT	Load	Expertise	Notes
<i>Projectile Launcher</i>	<i>Inf Supp</i>	<i>2</i>	<i>VF</i>	<i>Both</i>	<i>Regular</i>	<i>Three crew</i>
<i>Heavy Beam Cannon</i>	<i>Inf Supp</i>	<i>3</i>	<i>DF</i>	<i>Auto</i>	<i>Regular</i>	<i>Three crew</i>

Vehicles

Vehicle	Role	Crew	Move	Expertise	Armour	Weapons	Notes
<i>Attack Drone</i>	<i>AFV</i>	<i>C (AI)</i>	<i>STP</i>	<i>Regular (3)</i>	<i>3</i>	<i>(a) Twin SV2 Auto</i> <i>(b) Two SV2 DF Boom</i>	
<i>Gekotaa A/C</i>	<i>AFV</i>	<i>C</i>	<i>WHL</i>	<i>Regular (3)</i>	<i>3</i>	<i>(a) SV4 Auto</i> <i>(b) Scanner</i>	<i>Acquired from the Kaamados Dominion</i>
<i>Dragamaa Hvy Tk</i>	<i>AFV</i>	<i>C</i>	<i>TRK</i>	<i>Regular (3)</i>	<i>8</i>	<i>SV 5 DF Bolt</i> <i>SV5 Auto</i>	

Specialists

Forward Observer, EWSO, Drone Operator



Off-Table Support

Batteries of three Heavy Projectile Launchers: SV4 IF Regular Boom

Characteristic Cards

Bonus Move; Rapid Deployment, Recon (Saucers, Gekotaa)

Chrome

Order of Battle

<i>Infantry Squads of (9):</i>	<i>Platoons of three Infantry Squads</i>	<i>Possible Attachments to a Company</i>
<i>4 x Beam Rifle, 3 x Heavy beamer,</i>		
<i>1 x Grenade Projector, 1 x Leader</i>	<i>Companies of three platoons and</i>	<i>Mobile squads as scouts</i>
	<i>two support squads</i>	<i>Engineer squads for particular missions</i>
<i>Support squads of three weapon teams</i>		
		<i>Scout squad of three Gekotaa A/Cs</i>
		<i>(two with guns, one with scanner)</i>
		<i>Heavy tank squad of three Dragamaa Tanks</i>
		<i>Drone squad of two Attack Drones</i>
		<i>plus Drone Operator</i>

Figures from:

GZG

Background

The Xar - often known to human troops as "Chitters" from the rapid clicks and chirps of their speech - are an eight-limbed exoskeletal insectoid race, with six walking limbs ending in three-clawed feet and an upright torso with two manipulating arms.

Tabletop Stats

Infantry

Infantry Squad	Role	No.	Weight	Expertise	0	1	2	3	4
Leg Infantry	Leg	9	Heavy	Regular	1, 2, 3	4	5	6, 7, 8, 9	~
Engineers	Engineers	9	Light	Regular	1, 2, 3	4	5	6, 7, 8, 9	~
Mobile Infantry	Mobile	9	Heavy	Veteran	1, 2	3	4	5, 6, 7	8, 9

Firing
+1D6+4
-1D6+4
+1D6+4

Infantry Squad	Miss	Shock	Dead	Save
Xar/Engineers	1, 2	3, 4	5, 6	~
Saucers	1, 2, 3	4, 5	6	2D6<4

Open	Light	Heavy	Imp
~	-1/D6	-2/D6	-4/D6
x2	2(-1/D6)	2(-2/D6)	2(-4/D6)

AT: 0-4"	4-8"	8-12"
4	2	~
4	4	2

Support Weapons

Support Weapon	SV	TGT	vs Inf	vs Veh
Projectile Launcher	2	DF	2D6+4 & Pin, miss on two 1's	DF4
	2	IF	If in Blast, 1D6+4 on Effective & Pin	IF2
Heavy Beam Cannon	3	Auto	3D6+4 & Pin	DF2
Heavy Projectile Launcher	4	IF	If in Blast, 1D6+8 on Effective & Pin	IF4

Vehicles

Vehicle	Gunner	Exp.	Arm.	vs Inf	vs Veh	Cl Cmbt
Attack Drone		Reg (3)	3	2 guns	(a) Pin & Both: 2D6+7 One: 2D6+4	Both: DF2 One: DF1
				2 guns	(b) Both: 4D6+4 miss on two 1's	Both: DF4 One: DF2
					(b) One: 2D6+4 miss on one 1	
Gekotaa A/C		Reg (3)	3		(a) Pin & 4D6+4	DF2
					(b) Scanner	
Dragamaa Hvy Tk		Reg (3)	8		Pin & 2D6: if double, then one hit	DF10
					Pin & 5D6+10	DF3

Vehicle	Type	Open	Light	Heavy	Imp
Attack Drone	STP				
Gekotaa A/C	WHL	x2	-2/D6	NO	NO
Dragamaa Hvy Tank	TRK	+1/D6	~	-2/D6	NO

Points

BM: Level x 20

EWSO: 40

Sniper:

Medic:

Drone Op or FO: 20

Infantry Squad	Points
Leg Infantry	36
Mobile Infantry	54
Engineers	26

Support Weapons	Points
Projectile Launcher	22
Heavy Projectile Launcher	20
Heavy Beam Cannon	18

Vehicles	Points
Attack Drone	40
Gekotaa A/C	22
Dragamaa Hvy Tank	42

Cards & Chrome	Points
Bonus Move	40
Rapid Deployment	40
Recon (A/C, Saucer)	20