

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>Xar</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>	

Support Weapons

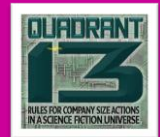
Support Weapon	Role	SV	TGT	Load	Expertise	Notes
<i>Projectile Launcher</i>	<i>Inf Supp</i>	<i>2</i>	<i>VF</i>	<i>Both</i>	<i>Regular</i>	<i>Three crew</i>
<i>Heavy Beam Cannon</i>	<i>Inf Supp</i>	<i>3</i>	<i>DF</i>	<i>Auto</i>	<i>Regular</i>	<i>Three crew</i>

Vehicles

Vehicle	Role	Crew	Move	Expertise	Armour	Weapons	Notes

Specialists

Forward Observer



Off-Table Support

Batteries of three Heavy Projectile Launchers: SV4 IF Regular Boom

Characteristic Cards

Bonus Move; Rapid Deployment

Chrome

Order of Battle

<i>Infantry Squads of (9):</i>	<i>Platoons of three Infantry Squads</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>two support squads</i>	
<i>Support squads of three weapon teams</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
<i>Xar</i>	<i>Leg</i>	9	<i>Heavy</i>	<i>Regular</i>	1, 2, 3	4	5	6, 7, 8, 9	~

Firing
+1D6+4

Infantry Squad	Miss	Shock	Dead	Save
<i>Xar</i>	1, 2	3, 4	5, 6	~

Open	Light	Heavy	Imp
~	-1/D6	-2/D6	-4/D6

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

Support Weapons

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

Vehicles

Vehicle	Gunner	Exp.	Arm.	vs Inf	vs Veh	Cl Cmbt

Vehicle	Type	Open	Light	Heavy	Imp

Points

BM: Level x 20

EWSO:

Sniper:

Medic:

Drone Op or FO: 20

Infantry Squad	Points
<i>Xar</i>	36

Support Weapons	Points
<i>Projectile Launcher</i>	22
<i>Heavy Projectile Launcher</i>	20
<i>Heavy Beam Cannon</i>	18

Vehicles	Points

Cards & Chrome	Points
Bonus Move	40
Rapid Deployment	40