

2pts ea

# Type: Clodius

SMLM Missile

TURRET ARMOR 1 2 3 4 5 6 7 8 9 10

STERN ARMOR 1 2 3 4 5 6 7 8 9 10

LEFT ARMOR 1 2 3 4 5 6 7 8 9 10

FRONT ARMOR 1 2 3 4 5 6 7 8 9 10

RIGHT ARMOR 1 2 3 4 5 6 7 8 9 10

BOTTOM ARMOR 1 2 3 4 5 6 7 8 9 10

TVLG Missile

Ballistic Protection

Comm Targ

Gunner Turret Weapons Cmdr

Vehicle Dest.

Ballistic Protection

-1/4 Thrust -1/2 Thrust -3/4 Thrust

Infantry

Left Vane

Hull 1 Weapon

Ammo

Driver

Hull 2 Weapon

Ammo

Right Vane

Ballistic Prot. Digging Helm Ballistic Protection

Ammo Explodes

Vehicle Dest.

Vehicle Destroyed

Movement Points **8**

Weapon	Loc.	Dam.	Rng.	Weapon	Loc.	Dam.	Rng.
1.5/5 Laser	Turret	6	20				
AP Laser	Turret	5	3				

Fire Mods.

Smoke

INFANTRY SQUAD									
Active	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Soldiers	1	2	3	4	5	6	7	8	
TVLG	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>					
Mortars	<input type="checkbox"/>	<input type="checkbox"/>							
MPs:	3								

# Type: Clodius

SMLM Missile

TURRET ARMOR 1 2 3 4 5 6 7 8 9 10

STERN ARMOR 1 2 3 4 5 6 7 8 9 10

LEFT ARMOR 1 2 3 4 5 6 7 8 9 10

FRONT ARMOR 1 2 3 4 5 6 7 8 9 10

RIGHT ARMOR 1 2 3 4 5 6 7 8 9 10

BOTTOM ARMOR 1 2 3 4 5 6 7 8 9 10

TVLG Missile

Ballistic Protection

Comm Targ

Gunner Turret Weapons Cmdr

Vehicle Dest.

Ballistic Protection

-1/4 Thrust -1/2 Thrust -3/4 Thrust

Infantry

Left Vane

Hull 1 Weapon

Ammo

Driver

Hull 2 Weapon

Ammo

Right Vane

Ballistic Prot. Digging Helm Ballistic Protection

Ammo Explodes

Vehicle Dest.

Vehicle Destroyed

Movement Points **8**

Weapon	Loc.	Dam.	Rng.	Weapon	Loc.	Dam.	Rng.
1.5/5 Laser	Turret	6	20				
AP Laser	Turret	5	3				

Fire Mods.

Smoke

INFANTRY SQUAD									
Active	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Soldiers	1	2	3	4	5	6	7	8	
TVLG	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>					
Mortars	<input type="checkbox"/>	<input type="checkbox"/>							
MPs:	3								

# Type: Clodius

SMLM Missile

TURRET ARMOR 1 2 3 4 5 6 7 8 9 10

STERN ARMOR 1 2 3 4 5 6 7 8 9 10

LEFT ARMOR 1 2 3 4 5 6 7 8 9 10

FRONT ARMOR 1 2 3 4 5 6 7 8 9 10

RIGHT ARMOR 1 2 3 4 5 6 7 8 9 10

BOTTOM ARMOR 1 2 3 4 5 6 7 8 9 10

TVLG Missile

Ballistic Protection

Comm Targ

Gunner Turret Weapons Cmdr

Vehicle Dest.

Ballistic Protection

-1/4 Thrust -1/2 Thrust -3/4 Thrust

Infantry

Left Vane

Hull 1 Weapon

Ammo

Driver

Hull 2 Weapon

Ammo

Right Vane

Ballistic Prot. Digging Helm Ballistic Protection

Ammo Explodes

Vehicle Dest.

Vehicle Destroyed

Movement Points **8**

Weapon	Loc.	Dam.	Rng.	Weapon	Loc.	Dam.	Rng.
1.5/5 Laser	Turret	6	20				
AP Laser	Turret	5	3				

Fire Mods.

Smoke

INFANTRY SQUAD									
Active	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Soldiers	1	2	3	4	5	6	7	8	
TVLG	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>					
Mortars	<input type="checkbox"/>	<input type="checkbox"/>							
MPs:	3								