

# Clone Front

FOR UP FRONT, BY ANDREW STRAUSS

It is a period of civil war. Republic Clone Troopers, striking from a hidden base, have won their first victory against the Confederacy of Independent Systems.

During the battle, Dooku managed to escape with secret plans to the Confederacy's ultimate weapon, the Death Star, an armored space station with enough power to destroy an entire planet.

Pursued by the Republic Jedi Knights, Count Dooku runs aboard his starship, custodian of the plans that can save his faith and restore order to the galaxy...

Kinda twisted, humm? Enough chatter.

Clone Front is a fan-made add-on to Avalon Hill's Up Front card game. Ownership of (Avalon Hill's) Up Front, Banzai and Desert War is required for the comprehension and playability of this add-on. The cards are loosely based upon characters of Star Wars: Attack of the Clones film.

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## Special Rules:

I suggest using normal UF scenarios with DYO point values.

Specific vehicles may "load" PCs if adjacent and same RC. It counts as an action to the vehicle and the loading group must use a movement card (as if transferring). Loaded PCs are stacked under the vehicle card and suffer the vehicle's fate. A vehicle may "unload" PCs to a vacant adjacent group letter, same RC, at the cost of 1 movement card (that is placed in the newly created group).

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## "Nationality": Republic Clone Troops

### 1. Hand

First Line: 6 card hand/2 card discard.

Elite: 6 card hand/2 card discard OR may take 1 action and discard 1 card.

Second Line: 6 card hand/1 card discard.

### 2. Split Action

Russian or German

### 3. Squad Break (aka Rearm & Regroup)

>50%

### 4. Other Characteristics

Sniper cards are cower cards unless playing with "Elite Clones". Jedi ranged attack is explained in the card.

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## "Nationality": Droid Army of the CIS

### 1. Hand

First Line: 4 card hand/4 card discard.

Elite: 4 card hand/4 card discard OR may take 1 action and discard 1 card.

Second Line: 4 card hand/2 card discard.

### 2. Split Action

American

### 3. Squad Break (aka Rearm & Regroup)


>75%

### 4. Other Characteristics

Any number of cower cards may be discarded regardless of the number of actions taken. Sniper cards are cower cards unless playing with "Elite Droids", smoke are cower cards. "execute as commissar". means that the Super Battle Droids can execute pinned *Battle Droids* as a commissar do, but that's all. The Super Battle Droid does not give +1 to group morale.

Comments & Suggestions to: andstrauss@yahoo.com

The image features a 3D model of a Stormtrooper from the Star Wars franchise, standing in a combat-ready pose and holding a blaster. The model is centered within a grey rectangular frame. Surrounding the frame is a white border containing various text elements and a star icon. At the top left of the white border is a black star icon with a white center. To its right, the text 'PVT 0A-707' is displayed. Below this, a row of text reads 'P:4 R:0r>5 K:9 CC:2 X6'. On the left side of the white border, the word 'Malfunction' is written vertically. Below it, the text 'R:0r>5 K:9' is displayed. At the bottom left, 'P:3' is written. At the bottom right, 'P:3 R:0r>5 K:9 CC:0' is written. The word 'Unarmed' is written vertically at the bottom center of the white border.



#7 PVT 0A-707

PT:15

M:4

K:8

CC:6

X6

Malfunction Repair: 0-6


Remove: 6

CC:4

M:3

K:8

CC:4



DC-15R

RR		FP
0	.....	0
1	.....	1
2	.....	1
3	.....	2
4	.....	2
5	.....	3

Unarmed



K:8


CC:4

M:3

K:8

CC:4


<p> PVT  P:4 R:0r&gt;5 K:9 CC:2 X6 </p>		<p> P:3 R:0r&gt;5 K:9 CC:0 </p>
<p> PVT  P:4 R:0r&gt;5 K:9 CC:2 X6 </p>		<p> P:3 R:0r&gt;5 K:9 CC:0 </p>



**Malfunction Repair**  
M:3 CC:4

#8 PVT 0A-708 PT:15

M:4 K:8 CC:6 X6



DC-15R

RR		FP
0.	.....	0
1.	.....	1
2.	.....	1
3.	.....	2
4.	.....	2
5.	.....	3

Unarmed

M:3 CC:4

K:8

PVT 0A-709

P:4 R:0r>5 K:9 CC:2 X6

CC:0

Malfuction

R:0r>5

P:3



Unarmed

P:3 R:0r>5 K:9 CC:0

#9 PVT 0A-709 PT:15

M:4 K:8 CC:6 X6

CC:4

Malfuction Repair:0,0-6 Remove:6

K:8

M:3



DC-15R

RR	FP
0.....	0
1.....	1
2.....	1
3.....	2
4.....	2
5.....	3

Unarmed

M:3 K:8 CC:4

PVT 0A-710

P:4 R:0r>5 K:9 CC:2 X6

CC:0

Malfuction

R:0r>5

P:3



Unarmed

P:3 R:0r>5 K:9 CC:0

#10 PVT 0A-710 PT:15

M:4 K:8 CC:6 X6

CC:4

Malfuction Repair:0,0-6 Remove:6

K:8

M:3



DC-15R

RR	FP
0.....	0
1.....	1
2.....	1
3.....	2
4.....	2
5.....	3

Unarmed

M:3 K:8 CC:4

SGT 0A-111 Reduced Hand Capacity

P:6 R:0r>6 K:9 CC:4 X6

CC:1

Capacity

K:9

P:5



Unarmed

P:5 R:0r>6 K:9 CC:1

#11 SGT 0A-111 SL PT:49

M:5 K:8 CC:8 X6

CC:5

Malfuction Repair:1-6 Remove:4-6

K:8

M:4



DC-15B

RR	FP
0.....	0
1.....	0
2.....	0
3.....	1
4.....	3
5.....	5

Unarmed

M:4 K:8 CC:5

CPL 0A-312

P:5 R:0r>6 K:9 CC:3 X6

CC:1

Malfuction

R:0r>6

P:4



Unarmed

P:4 R:0r>6 K:9 CC:1

#12 CPL 0A-312 PT:49

M:5 K:8 CC:7 X6

CC:5

Malfuction Repair:0-6 Remove:5-6

K:8

M:4



LRB-15

RR	FP
0.....	2
1.....	3
2.....	3
3.....	4
4.....	4
5.....	5

Unarmed

M:4 K:8 CC:5

PVT 0A-713

P:4 R:0r>5 K:9 CC:2 X6

CC:0

Malfuction

R:0r>5

P:3



Unarmed

P:3 R:0r>5 K:9 CC:0

#13 PVT 0A-713 PT:15

M:4 K:8 CC:6 X6

CC:4

Malfuction Repair:0,0-6 Remove:6

K:8

M:3



DC-15R

RR	FP
0.....	0
1.....	1
2.....	1
3.....	2
4.....	2
5.....	3

Unarmed

M:3 K:8 CC:4

PVT 0A-714

P:4 R:0r>5 K:9 CC:2 X6

CC:0

Malfuction

R:0r>5

P:3



Unarmed

P:3 R:0r>5 K:9 CC:0

#14 PVT 0A-714 PT:15

M:4 K:8 CC:6 X6

CC:4

Malfuction Repair:0,0-6 Remove:6

K:8

M:3



DC-15R

RR	FP
0.....	0
1.....	1
2.....	1
3.....	2
4.....	2
5.....	3

Unarmed

M:3 K:8 CC:4

PVT 0A-715

P:4 R:0r>5 K:9 CC:2 X6

CC:0

Malfuction

R:0r>5

P:3



Unarmed

P:3 R:0r>5 K:9 CC:0

#15 PVT 0A-715 PT:15

M:4 K:8 CC:6 X6

CC:4

Malfuction Repair:0,0-6 Remove:6

K:8

M:3



DC-15R

RR	FP
0.....	0
1.....	1
2.....	1
3.....	2
4.....	2
5.....	3

Unarmed

M:3 K:8 CC:4

PVT 0A-716

P:4 R:0r>5 K:9 CC:2 X6

CC:0

Malfuction

R:0r>5

P:3



Unarmed

P:3 R:0r>5 K:9 CC:0

#16 PVT 0A-716 PT:15

M:4 K:8 CC:6 X6

CC:4

Malfuction Repair:0,0-6 Remove:6

K:8

M:3



DC-15R

RR	FP
0.....	0
1.....	1
2.....	1
3.....	2
4.....	2
5.....	3


Unarmed

M:3 K:8 CC:4





<div>  </div>	#26	JEDI KNIGHT	TT:100
	M:7	K:10	CC:17
<div> <div>Remove:4-6</div> <div>CC:7</div> </div>		<div> <div>X6</div> </div>	
<div>+1 to Group Morale, Infiltration bonus 5</div>			
<div>  </div>			
<div> <div>LIGHTSABER</div> <div> <p>When attacked at RR3-5, check Final Combat Resolution Number: FCRN=4-5, Sniper P3-5,K6 FCRN=2-3, Sniper P3-4,K5-6 FCRN=0-1, Sniper P2-3,K4-6 FCRN&lt;0, no attack</p> <p>The attacking group immediately receives a sniper attack of designated strength. 6 means malfunction (even in CC)</p> <div>NO SECONDARY WEAPONS</div> </div> </div>			
<div> <div>Malfunction</div> <div>Repair:1-6</div> <div>Remove:4-6</div> </div>	<div> <div>M:6</div> <div>K:10</div> <div>CC:7</div> </div>	<div> <div>Unarmed</div> <div>K:10</div> <div>CC:7</div> </div>	<div> <div>M:6</div> </div>




#28 COM 0A-008 BL PT:100

M:6      K:8      CC:8      X6

CC:6

Increased Hand Capacity by 1  
+1 to Group Morale




DC-15R

	RR	FP
	0 . . . . .	0
	1 . . . . .	1
	2 . . . . .	1
	3 . . . . .	2
	4 . . . . .	2
	5 . . . . .	3

M:5

Unarmed

CC:6




#30 PFC 0A-530 PT:66

M:4 K:7 CC:3 x5-6

Remove:0-6  
CC:3

Repair:6  
K:7



Plasma Thrower


Moving Fire Not Halved

	RR	FP
	0. ....	NA
	1. ....	NA
	2. ....	NA
	3. ....	NA
	4. ....	NA
	5. ....	12

Malfunction  
M:3

Unarmed

CC:4 K:8 M:3



#32 Repulsor IG

PT:213

M:5

3

K:9

7

CC:5


x5-6

Effect: 1

1

No Moving Fire

Golan M102



RR	ToHit#
0. ....	1
1. ....	0-1
2. ....	0-2
3. ....	0-3
4. ....	0-4
5. ....	0-5

Malfunction

3

M:5

Repair:0-6

K:9

CC:5

7

K:9

3

M:5

Inoperative

SGT XXM-9

Reduced Hand Capacity

P:4 R:0r>6 K:8 CC:2 X6

Malfuction

Reduced Hand Capacity

P:3 R:0r>6 K:8 CC:-1




#1 SGT XXM-9 SL PT:35

M:3 K:7 CC:6 X6

Malfuction

Repair:1-6 Remove:4-6

M:2 K:7 CC:3



RR	FP
0.	0
1.	0
2.	0
3.	1
4.	3
5.	5

CPL Y-212

Reduced Hand if SL

P:5 K:9 R:0r>6 CC:3 X6

Malfuction

Reduced Hand if SL

P:4 R:0r>6 K:9 CC:0



#2 CPL Y-212 ASL PT:66


M:4 K:8 CC:7 X6

Malfuction

Repair:1-6 Remove:4-6

M:3 K:8 CC:4

Execute as Commissar if Pinned Droid in Group



RR	FP
0.	2
1.	3
2.	4
3.	5
4.	6
5.	6

PVT 1133

P:2 R:0r>5 K:8 CC:2 X6

Malfuction

P:1 R:0r>5 K:8 CC:-1




#3 PVT 1133 PT:7

M:3 K:7 CC:6 X6

Malfuction

Repair:1-6 Remove:4-6

M:2 K:7 CC:3




RR	FP
0.	0
1.	0
2.	0
3.	1
4.	3
5.	5

PVT 1134

P:2 R:0r>5 K:8 CC:2 X6

Malfuction

P:1 R:0r>5 K:8 CC:-1




#4 PVT 1134 PT:7

M:3 K:7 CC:6 X6

Malfuction

Repair:1-6 Remove:4-6

M:2 K:7 CC:3



RR	FP
0.	0
1.	0
2.	0
3.	1
4.	3
5.	5

PVT 1135

P:2 R:0r>5 K:8 CC:2 X6

Malfuction

P:1 R:0r>5 K:8 CC:-1




#5 PVT 1135 PT:7

M:3 K:7 CC:6 X6

Malfuction

Repair:1-6 Remove:4-6

M:2 K:7 CC:3




RR	FP
0.	0
1.	0
2.	0
3.	1
4.	3
5.	5

PVT 1136

P:2 R:0r>5 K:8 CC:2 X6

Malfuction

P:1 R:0r>5 K:8 CC:-1




#6 PVT 1136 PT:7

M:3 K:7 CC:6 X6

Malfuction

Repair:1-6 Remove:4-6

M:2 K:7 CC:3




RR	FP
0.	0
1.	0
2.	0
3.	1
4.	3
5.	5

PVT 1137

P:2 R:0r>5 K:8 CC:2 X6

Malfuction

P:1 R:0r>5 K:8 CC:-1




#7 PVT 1137 PT:7

M:3 K:7 CC:6 X6

Malfuction

Repair:1-6 Remove:4-6

M:2 K:7 CC:3




RR	FP
0.	0
1.	0
2.	0
3.	1
4.	3
5.	5

PVT 1138

P:2 R:0r>5 K:8 CC:2 X6

Malfuction

P:1 R:0r>5 K:8 CC:-1




#8 PVT 1138 PT:7

M:3 K:7 CC:6 X6


Malfuction

Repair:1-6 Remove:4-6

M:2 K:7 CC:3



RR	FP
0.	0
1.	0
2.	0
3.	1
4.	3
5.	5



## #9 PVT 1139

## PT:7

### M:3

### K:7

### CC:6

### M:2

### K:7

### CC:3

### M:2

### K:7

### CC:3

### M:3

### K:7

### CC:6

### M:3

### K:7

### CC:6

### M:3

### K:7

### CC:6

### M:3

### K:7

### CC:6

### M:3

### K:7

### CC:6

### M:3

### K:7

### CC:6

### M:3

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### CC:6

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### CC:6

### M:3

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### CC:6

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### K:7

### CC:6

### M:3

### K:7


### CC:6

### M:3

### K:7

### CC:6

### M:3



## #10 PVT 1140

M:3 K:7 CC:6

PT:7


X6

M:2

CC:3

### Malfuction Repair:1-6 Remove:4-6

K:7




RR		FP
0.	.....	0
1.	.....	0
2.	.....	0
3.	.....	1
4.	.....	3
5.	.....	5

M:2

CC:3

### Unarmed

K:7




#11
PVT 1141
PT:7

M:3
K:7
CC:6

PT:7  
X6

Malfuction Repair:1-6 Remove:4-6



CC:3

M:2


RR		FP
0.	.....	0
1.	.....	0
2.	.....	0
3.	.....	1
4.	.....	3
5.	.....	5

K:7

CC:3

Unarmed

M:2



#12 PVT 1142


M:3 K:7 CC:6

PT:7

**X6**

Malfaction Repair: 1-6 Remove: 4-6


M:2 K:7 CC:3



	RR	FP
0	.....	0
1	.....	0
2	.....	0
3	.....	1
4	.....	3
5	.....	5

Unarmed


K:7 CC:3



#13 PVT 1143 PT:7  
M:3 K:7 CC:6 X6

**Malfaction Repair: 1-6 Remove: 4-6**

CC:3



RR		FP
0.	.....	0
1.	.....	0
2.	.....	0
3.	.....	1
4.	.....	3
5.	.....	5

**Malfaction Repair: 1-6 Remove: 4-6**


M:2

CC:3

Unarmed

K:7

M:2



#14 PVT 1144

PT:7

M:3


K:7

CC:6

X6

Malfuction Repair: 1-6 Remove: 4-6

M:2



CC:3

	RR	FP
0	.....	0
1	.....	0
2	.....	0
3	.....	1
4	.....	3
5	.....	5

CC:3

K:7

Unarmed

M:2

**#15**

**M:3**

**PVT 1145**

**K:7**

**PT:7**

**CC:6**

**XT:7**


**X6**

**Malfuction Repair:1-6**

**M:2**

**CC:3**

**K:7**



	RR	FP
0.	.....	0
1.	.....	0
2.	.....	0
3.	.....	1
4.	.....	3
5.	.....	5


**CC:3**

**K:7**

**Unarmed**

**M:2**

A screenshot from the movie Star Wars: The Force Awakens showing the droid BB-8. BB-8 is a small, spherical droid with a white body and orange bandages. It is standing on a dark, reflective surface. The background is a dark, industrial interior with a large, circular opening in the wall. The image is framed by a black border with white text and symbols.



#16 PVT 1146

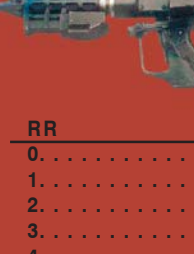
M:3 K:7 CC:6

PT:7

**X6**

Malfunction Repair:1-6 Remove:4-6

M:2 K:7 CC:3



RR

FP


		0
1.		0
2.		0
3.		1
4.		3
5.		5

CC:3

Unarmed


M:2 K:7 CC:3

**#17** PVT 1147 PT:7  
M:3 K:7 CC:6 X6



	RR	FP
0.	.....	0
1.	.....	0
2.	.....	0
3.	.....	1
4.	.....	3
5.	.....	5

M:2 CC:3 Unarmed K:7



#18  
M:3

PVT 1148


K:7

PT:7  
CC:6

X6

M:2

CC:3



M:2

CC:3

	RR	FP
Malfunction Repair:1-6 Remove:4-6	0	0
	1	0
	2	0
	3	1
	4	3
	5	5

Unarmed


K:7

CC:3

Unarmed

K:7

CC:3



#19 PVT 1149


M:3 K:7 CC:6

PT:7

X6

**Malfuction Repair:1-6 Remove:4-6**

CC:3



PT:7

X6

	RR	FP
0	.....	0
1	.....	0
2	.....	0
3	.....	1
4	.....	3
5	.....	5

**M:2**


CC:3

Unarmed

K:7

M:2

PVT 1150  
P:2 R:0r>5 K:8 CC:2 X6




Malfuction  
R:0r>5 K:8  
CC:-1

Unarmed  
P:1 R:0r>5 K:8 CC:-1

#20 PVT 1150 PT:7

M:3 K:7 CC:6 **X6**


M:2 K:7 CC:3



	RR	FP
0	.....	0
1	.....	0
2	.....	0
3	.....	1
4	.....	3
5	.....	5

M:2 K:7 CC:3

Unarmed




#21
PVT 1151
PT:7

M:3
K:7
CC:6

X6

Malfuction Repair:1-6 Remove:4-6  
 M:2  
 CC:3



M:2  
 CC:3

	RR	FP
0	.....	0
1	.....	0
2	.....	0
3	.....	1
4	.....	3
5	.....	5

Unarmed  
 K:7

M:2  
 CC:3


PVT 1152					
P:2 R:0r>5 K:8 CC:2	X6				
CC:-1					
K:8					
R:0r>5					
Malfunction					
P:1					
CC:-1					
K:8					
R:0r>5					
Unarmed					
P:1					
CC:-1					
K:8					
R:0r>5					

#22 PVT 1152 PT:7

M:3 K:7 CC:6 X6

Malfunction Repair: 1-6 Remove: 4-6

M:2 K:7 CC:3




RR		FP
0	.....	0
1	.....	0
2	.....	0
3	.....	1
4	.....	3
5	.....	5

Unarmed

K:7 CC:3

M:2 K:7 CC:3



## PFC Y-323

PT:35

M:4

K:8

CC:7

M:3

K:8

CC:4

M:3

K:8

CC:4

M:3

K:8

CC:4

M:3

K:8

CC:4

M:3

K:8

CC:4

M:3

K:8

CC:4

M:3

K:8

CC:4

M:3

K:8

CC:4

M:3

K:8

CC:4

M:3

K:8

CC:4

M:3

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CC:4

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K:8

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K:8

CC:4

M:3

K:8

CC:4

M:3

K:8

CC:4


M:3

K:8

CC:4

M:3

K:8



#24 PFC Y-324

PT:35

X6

M:4

K:8

CC:4

CC:7

X6

M:3

K:8

CC:4

CC:7

X6

M:4

K:8

CC:4

CC:7

X6

M:3

K:8

CC:4

CC:7

X6

M:4

K:8

CC:4

CC:7

X6

M:3

K:8

CC:4

CC:7

X6

M:4

K:8

CC:4

CC:7

X6

M:3

K:8

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M:4

K:8

CC:4

CC:7

X6

M:3

K:8

CC:4

CC:7

X6



SSGT WWG-1

Reduced Capacity by 2

P:4 R:0r>6 K:8 CC:2 X6

Malfuction


Reduced Hand Capacity

CC:-1

K:8

R:0r>6

P:3



Unarmed

Reduced Hand Capacity

P:3 R:0r>6 K:8 CC:-1

#25 SSGT WWG-1

PL

PT:60

M:3 K:7 CC:6 X6

Malfuction


Repair:1-6

Remove:4-6

CC:3

K:7

M:2



RR	FP
0.....	0
1.....	0
2.....	0
3.....	1
4.....	3
5.....	5

Unarmed

M:2

K:7

CC:3

PFC Y-526


P:3 K:8 R:0r>5 CC:-1 X5-6

Malfuction

K:8

R:0r>5

P:2



Unarmed

P:2 R:0r>5 K:9 CC:0

#26 PFC Y-526

PT:43

M:4 K:7 CC:3 X5-6

Malfuction


Repair:6

Remove:0-6

CC:3

K:7

M:3



No Def TEM, No FF/INF Bonus

Moving Fire Not Halved

No Secondary Weapons Allowed

RR	FP
0.....	NA
1.....	NA
2.....	NA
3.....	NA
4.....	NA
5.....	12

Unarmed

M:3

K:8

CC:4

SPC DS-127

P:5 3 K:9 7 R:0r>6 CC:2

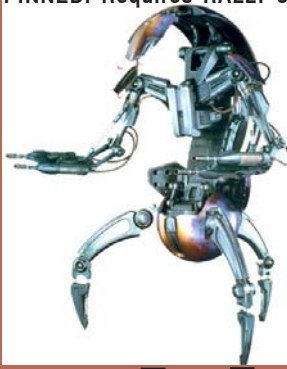
PINNED: Requires RALLY 3

Malfuction

K:9 7

R:0r>6

P:4 2



Unarmed

P:4 2

K:9 7

R:0r>6 CC:0

#27 SPC DS-127

PT:120

M:5 3 K:9 7 CC:6 X5-6

Malfuction


Repair:0-6

Remove:5-6

CC:5

K:9 7

M:4 2



RR	FP
0.....	6
1.....	7
2.....	8
3.....	9
4.....	10
5.....	11

Unarmed

M:4 2

K:9 7

CC:5

SPC BL-28

P:6 4 K:9 7 R:0r>6 CC:1

PINNED: Requires RALLY 3

Malfuction

K:9 7

R:0r>6

P:5 3



Unarmed

P:5 3

K:9 7

R:0r>5 CC:1

#28 SPC BL-28

PT:212

M:5 3 K:9 7 CC:5 X5-6

Effect: 2 3

Malfuction


Repair:0-6

Remove:6

CC:5

K:9 7

M:4 2



RR	ToHit#
0.....	0
1.....	0-1
2.....	0-2
3.....	0-3
4.....	0-4
5.....	0-5

Unarmed

M:4 2

K:9 7

CC:5

#33 AT-TE Bog:0/w8  
 Cannon:2 [3] x5-6  
 OVR:4 CE:9 MG:X6



Range	ToHit#	MGFP
0	0	10
1	0-1	11
2	0-2	12
3	0-3	13
4	0-4	14
5	0-5	15

MORALE:4 ARMOR:i2/s3/k4  
 PT:xxx FLANK:i1;s2/k3

Load/unload 5 troopers per action  
 Carry up to 20 Clone Troopers

2nd IM=Stun

IMMOBILIZED - Flank Defense

BOG - Flank Defense Remove with Move & 0-6

#33 AT-TE Bog:9/w7  
 Cannon:2 [3] x5-6  
 OVR:2 ButtonUp MG:X6



Range	ToHit#	MGFP
0	NA	3
1	NA	4
2	NA	4
3	NA	5
4	NA	5
5	NA	6

ARMOR:i2/s3/k4 FLANK:i1;s2/k3  
 Can't load/unload troopers

2nd IM=Stun

IMMOBILIZED - Flank Defense

BOG - Flank Defense Remove with Move & 0-6

#34 SPHA-T Bog:9/w8  
 Turbolaser:2 [8] x5-6  
 OVR:1 CE:9 MG:X6



Range	ToHit#	MGFP
0	0	4
1	0-1	5
2	0-2	6
3	0-3	7
4	0-4	8
5	0-5	9

MORALE:4 ARMOR:i3/s4/k5  
 PT:xxx FLANK:i1;s2/k3

2nd IM=Stun

IMMOBILIZED - Flank Defense

BOG Flank Defense -2 to Hit Remove with Move & 0-6

#34 SPHA-T Bog:8/w7  
 Turbolaser:2 [8] x5-6  
 OVR:1 ButtonUp MG:X6



Range	ToHit#	MGFP
0	1	3
1	0	4
2	0-1	4
3	0-2	5
4	0-3	5
5	0-3	6

ARMOR:i3/s4/k5 FLANK:i1;s2/k3

2nd IM=Stun

IMMOBILIZED - Flank Defense

BOG Flank Defense -2 to Hit Remove with Move & 0-6

#29 Homing Spider Bog:8/w6  
 Laser:1 [4] x5-6  
 OVR:1 CE:9 MG:X6



Range	ToHit#	MGFP
0	0	3
1	0-1	4
2	0-2	5
3	0-3	6
4	0-4	7
5	0-5	8

MORALE:6 ARMOR:i2/s3/k4  
 PT:xxx FLANK:i1;s2/k3

2nd IM=Stun

IMMOBILIZED - Flank Defense

BOG - Flank Defense Remove with Move & 0-6

#29 Homing Spider Bog:7/w5  
 Laser:1 [4] x5-6  
 OVR:1 DefensiveMode MG:X6



Range	ToHit#	MGFP
0	1	1
1	0	2
2	0-1	2
3	0-2	3
4	0-3	3
5	0-3	4

ARMOR:i2/s3/k4 FLANK:i1;s2/k3

2nd IM=Stun

IMMOBILIZED - Flank Defense

BOG - Flank Defense Remove with Move & 0-6

#30 Hailfire Bog:5/w8  
 Missile:4 [5] x4-6  
 OVR:NA CE:9 NA



Range	ToHit#
0	0
1	0-2
2	0-2
3	0-2
4	0-2
5	NA

MORALE:6 ARMOR:i;s2/k3  
 PT:xxx FLANK:i;s0/k1  
 Missiles are indirect fire ordnance

2nd IM=Stun

IMMOBILIZED - Flank Defense

BOG Flank Defense -1 to Hit Remove with Move & 0-6

#30 Hailfire Bog:4/w7  
 Missile:4 [5] x4-6  
 OVR:NA DefensiveMode NA



Range	ToHit#
0	1
1	0-1
2	0-1
3	0-1
4	0-1
5	NA

ARMOR:i;s2/k3 FLANK:i;s0/k1  
 Missiles are indirect fire ordnance

2nd IM=Stun

IMMOBILIZED - Flank Defense

BOG Flank Defense -1 to Hit Remove with Move & 0-6

