

<b>Name</b>	<b>Aphid</b>	<b>By:</b>	<b>Robert Avery</b>	<b>Tech Level:</b>	<b>2</b>
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### Infantry

Infantry Squad	Role	No.	Weight	Expertise	0	1	2	3	4	Equipment
Infantry	Leg	10	Heavy	Militia	1, 2, 3, 4	5	6, 7	8, 9, 10	~	
Heavy Infantry	Assault	8	Heavy	Regular	1, 2, 3	4	5	6, 7, 8	~	Tech 2 Powered Armour
Scouts	Recon	10	Light	Veteran	1,2	3	4	5, 6, 7	8, 9, 10	
Cavalry	Mobile	8	Standard	Regular	1, 2, 3	4	5	6, 7, 8	~	Grav bikes (HOV)

### Support Weapons

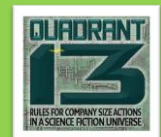
Support Weapon	Role	SV	TGT	Load	Expertise	Notes
Light Mortar Team	Inf. Supp.	2	IF	Boom	Militia	

### Vehicles

Vehicle	Role	Crew	Move	Expertise	Armour	Weapons	Notes
Lilypad Fighter Mk1	Recon	C	STP	Regular (3)	2	Scan	Green Armour
Lilypad Fighter Mk2	AT	C	STP	Regular (3)	2	SV2 DF Bolt	Blue Armour
Lilypad Fighter Mk3	Inf. Supp.	C	STP	Regular (3)	2	SV2 Autogun	Lilac Armour
Tadpole Heavy Fighter	AFV	C, G	STP	Regular (3)	4	Twin SV3 DF Both	Green Armour
Flycatcher Tank	AFV	C, D, O	HOV	Regular (3)	6	SV4 DF Both	
Duckbill APCs	APC	D	TRK	Regular (3)	2		Can carry a squad of Aphids

### Specialists

### Off-Table Support



### Characteristic Cards

Hesitant Commander; Hesitant Troops; Poor Fire Discipline; Recon (Scouts and Lilypad Mk1 only)

### Chrome

### Order of Battle

APHID RIFLE COMPANY	BATTALION SUPPORT PLATOONS	OTHER SUPPORT PLATOONS
<b>Company HQ</b>	<b>Cavalry Platoon</b>	<b>Tank Platoon</b>
One Big Man Level II	One Big Man Level I	One Big Man Level II
<b>Platoon One</b>	Three Cavalry Squads of 8 Aphids mounted on grav bikes	Two Squads of 3 Flycatcher Tanks
One Big Man Level I		<b>Fighter Platoon</b>
Three Rifle Squads of 10 Aphids		One Big Man Level II
	<b>REGIMENTAL SUPPORT PLATOONS</b>	Two Squads of 2-4 Lilypad Fighters (any combination of Marks)
<b>Platoon Two</b>	<b>Heavy Infantry Platoon</b>	<b>Heavy Fighter Platoon</b>
One Big Man Level I	One Big Man Level II	One Big Man Level I
Three Rifle Squads of 10 Aphids	Three Heavy Infantry Squads of 8 Aphids in powered armour	Two squads of 2 Tadpole Heavy Fighters
<b>Platoon Three</b>		
One Big Man Level I	<b>Scout Platoon</b>	
Three Rifle Squads of 10 Aphids	One Big Man Level II	
	Three Scout Squads of 10 Aphids	
<b>Platoon Four</b>		
One Mortar Squad of 4 Light Mortar Teams		

### Figures from:

Aphid infantry & cavalry from **Zombiesmith**; heavy infantry from **Battlestations**; scouts from **Team Frog**; Flycatcher Tanks from **Blue Moon Manufacturing**; Lilypad and Tadpoles from **Spartan Games**

### Background

The Aphids are not a warlike race, but maintain a small standing army to protect themselves from the predations of those space farings races that are. The basic unit

### Tabletop Stats

Infantry										
Infantry Squad	Role	No.	Weight	Expertise	0	1	2	3	4	Firing
Infantry	Leg	10	Heavy	Militia	1, 2, 3, 4	5	6, 7	8, 9, 10	~	+1D6+4
Heavy Infantry	Assault	8	Heavy	Regular	1, 2, 3	4	5	6, 7, 8	~	+1D6+4
Scouts	Recon	10	Light	Veteran	1,2	3	4	5, 6, 7	8, 9, 10	-1D6+4
Cavalry	Mobile	8	Standard	Regular	1, 2, 3	4	5	6, 7, 8	~	+4

Infantry Squad	Miss	Shock	Dead	Save
Infantry	1,2	3,4	5,6	~
Heavy Infantry	1,2,3	4,5	6	2 to 4
Scouts	1,2	3,4	5,6	~
Cavalry	1,2	3,4	5,6	~

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

### Support Weapons

Support Weapon	SV	TGT	vs Inf	vs Veh
Light Mortar Team	2	IF	2D6+4 & Pin, miss on one 1	Indirect fire only

### Vehicles

Vehicle	Gunner	Exp.	Arm.	Scan	vs Inf	vs Veh	CI Crmbt
Lilypad Fighter Mk1		Reg (3)	2	Scan			No
Lilypad Fighter Mk2		Reg (3)	2		DF: Pin; one hit on a double on 2D6	DF 4	No
Lilypad Fighter Mk3		Reg (3)	2		DF: 2D6+4 & Pin	DF 1	No
Tadpole Heavy Fighter	One	Reg (3)	4		3D6+4 & Pin, miss on two 1's	DF 6	No
Flycatcher Tank		Reg (3)	6		4D6+4 & Pin, miss on two 1's	DF 8	No
Duckbill APC		Reg (3)	2				No

Vehicle	Type	Open	Light	Heavy	Imp
Lilypad Fighter Mk1	STP				
Lilypad Fighter Mk2	STP				
Lilypad Fighter Mk3	STP				
Tadpole Heavy Fighter	STP				
Flycatcher Tank	HOV	x2	2(-1/D6)	2(-2/D6)	2(-4/D6)
Duckbill APC	TRK	+1/D6	~	-2/D6	NO

### Points

BM: Level x 20

EWSO: 40

Sniper: 30

Medic: 10

Drone Op or FO: 20

Infantry Squad	Points
Infantry	34
Heavy Infantry	36
Scouts	52
Cavalry	28

Support Weapons	Points
Light Mortar Team	14

Vehicles	Points
Lilypad Fighter Mk1	28
Lilypad Fighter Mk2	28
Lilypad Fighter Mk3	28
Tadpole Heavy Fighter	80
Flycatcher Tank	36
Duckbill APC	10

Cards & Chrome	Points
Hesitant Cmmdr	-40
Hesitant Troops	-40
Poor Fire Disc	-40
Recon (Scouts only)	40