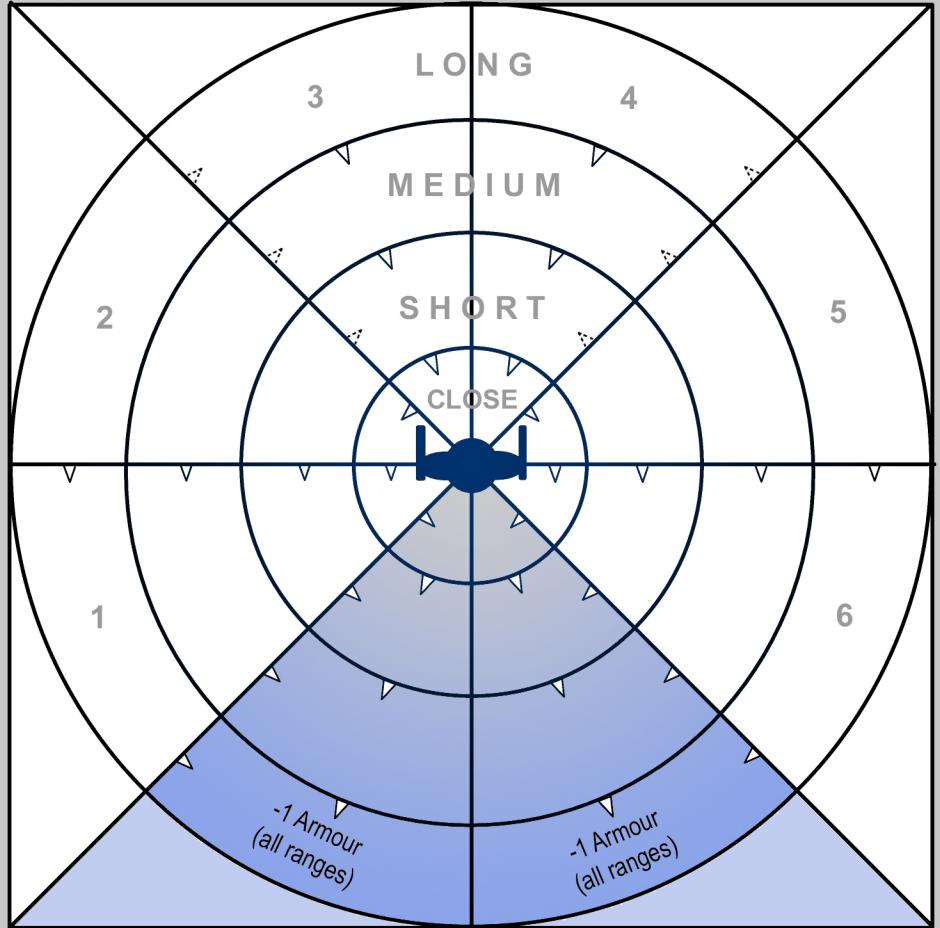


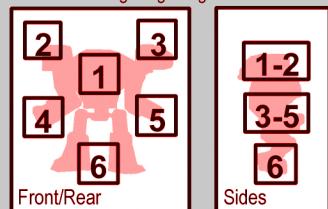
## Radar



## Time Track



Targeting Diagrams



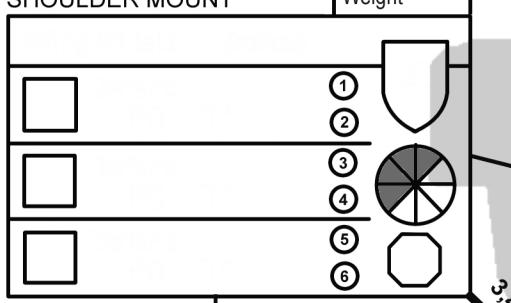
Enemy Wave Generation Table

Wave	1	2	3	4
(D6) 1-2	B	B+F	A+T	M+B+T
(D6) 3-4	H	H+F	H+T	M+F+H
(D6) 5-6	F	A+F	F+T	M+T+A

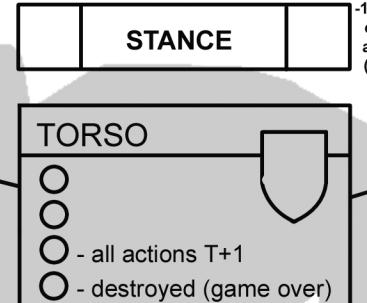
## Enemies

<b>B - ATTACK BIKE</b>	Machine Gun (S)	P1 T1	2
	Shells (L)	P5 T5	3
<b>A - ARTILLERY</b>	DOES NOT MOVE		
<b>H - HELO</b>	Machine Gun (S)	P2 T2	2
	Rockets (M)	P4 T4	
<b>F - FIRETHROWER</b>	Laser (M)	P3 T3	3
	Flame Gun (S)	P4 T2	
<b>T - TANK</b>	Laser (M)	P3 T3	4
	Shells (L)	P4 T4	
<b>M - MECH</b>	Fist (C)	P5 T2	4
	Laser (M)	P3 T3	
	Missiles (L)	P4 T4	

## SHOULDER MOUNT



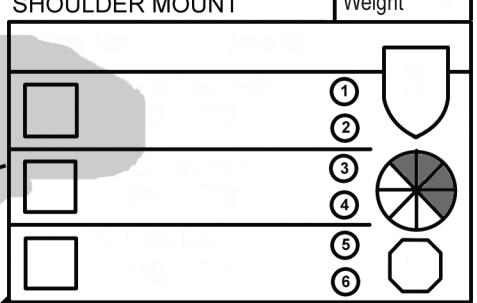
## STAND



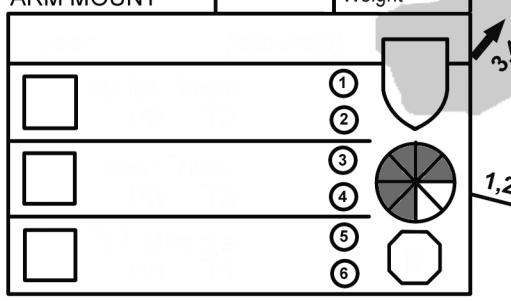
## SQUAT

-1P on all enemy attacks (min 1)

## SHOULDER MOUNT



## ARM MOUNT



## LEGS

Turn & Squat	T1	O
Walk Backwards	T1	O
Walk Forwards	T1 (free)	O
Turn or Change Stance	T1 (free)	O