









TABLE-TOP TROOPERS

By KenMGames 2001

"THE SQUAD"

 <p>"RECON"</p> <p>MOVE: 4 RANGE: 2 TO HIT: - TO BE HIT: 3</p> <p>SPECIAL: None</p>	 <p>"GUARD"</p> <p>MOVE: 1 RANGE: 2 TO HIT: +1 TO BE HIT: 2</p> <p>SPECIAL: Vision-Guard's targets do not receive terrain bonus on their To Be Hit score.</p>
 <p>"GRENADE"</p> <p>MOVE: 2 RANGE: 2 TO HIT: -1 TO BE HIT: 3</p> <p>SPECIAL: Grenade-successful attack delivers damage to the target and every adjacent square. If soldier is not in a space that provides cover, on a roll of 1 they are killed!</p>	 <p>"BERSERKER"</p> <p>MOVE: 4 RANGE: 0 TO HIT: (+3) TO BE HIT: 2</p> <p>SPECIAL: Rage - this soldier fights hand to hand only (same space as enemy). If Berserker makes attack roll of 1 he himself is killed in the attack.</p>
 <p>"SURE-SHOT"</p> <p>MOVE: 1 RANGE: 3 TO HIT: +1 TO BE HIT: 4</p> <p>SPECIAL: None</p>	 <p>"CAPTAIN"</p> <p>MOVE: 1 RANGE: - TO HIT: - TO BE HIT: 2</p> <p>SPECIAL: Command- While in play may move any two other pieces in his place (Captain may not move in same turn)!</p>
 <p>"M-GUNNER"</p> <p>MOVE: 1 RANGE: 3 TO HIT: - TO BE HIT: 5</p> <p>SPECIAL: None</p>	 <p>"SHOT GUN"</p> <p>MOVE: 2 RANGE: 2 TO HIT: +2 TO BE HIT: 3</p> <p>SPECIAL: None</p>

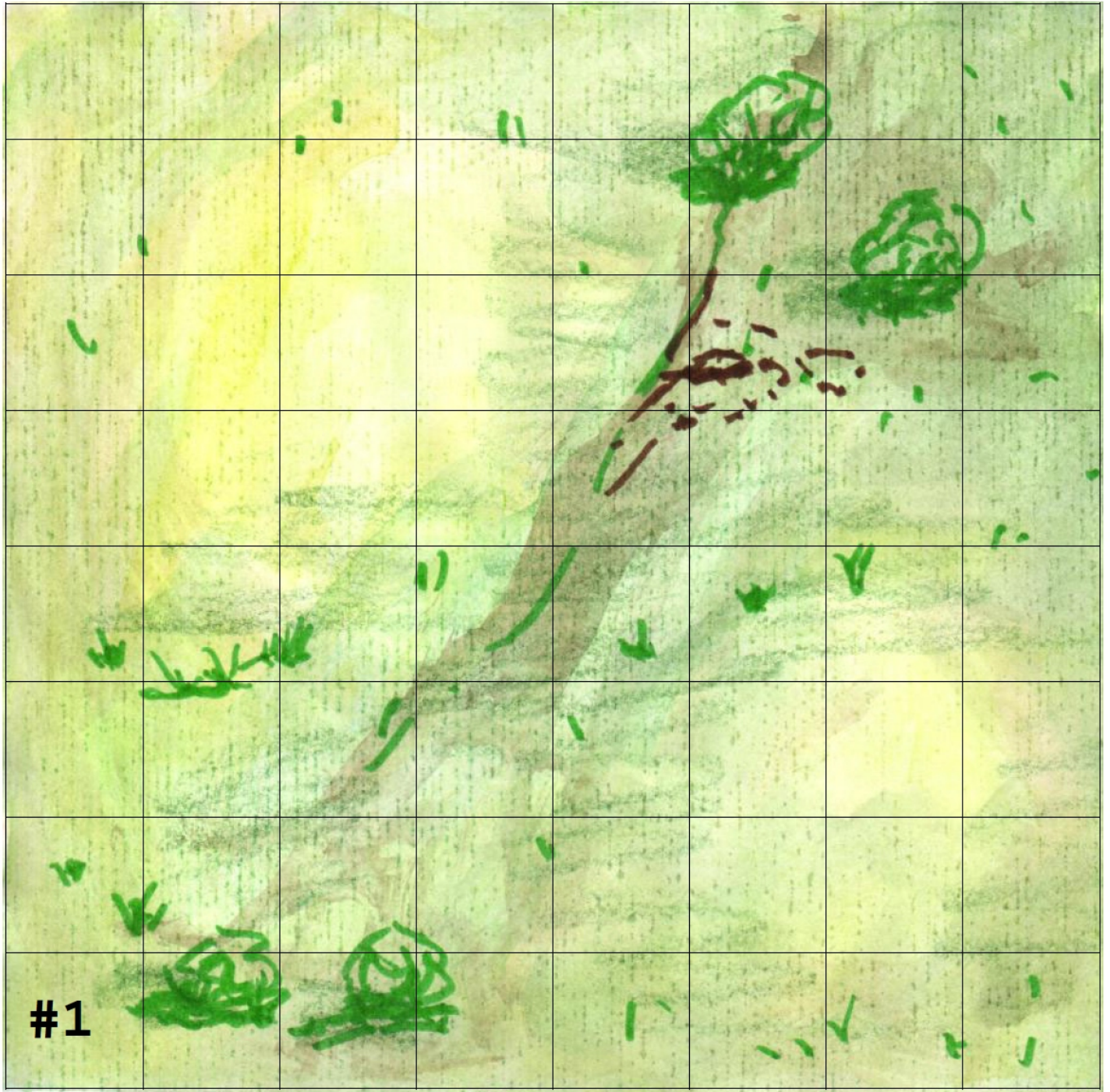


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"THE KITCHEN CAMPAIGNS"

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#1

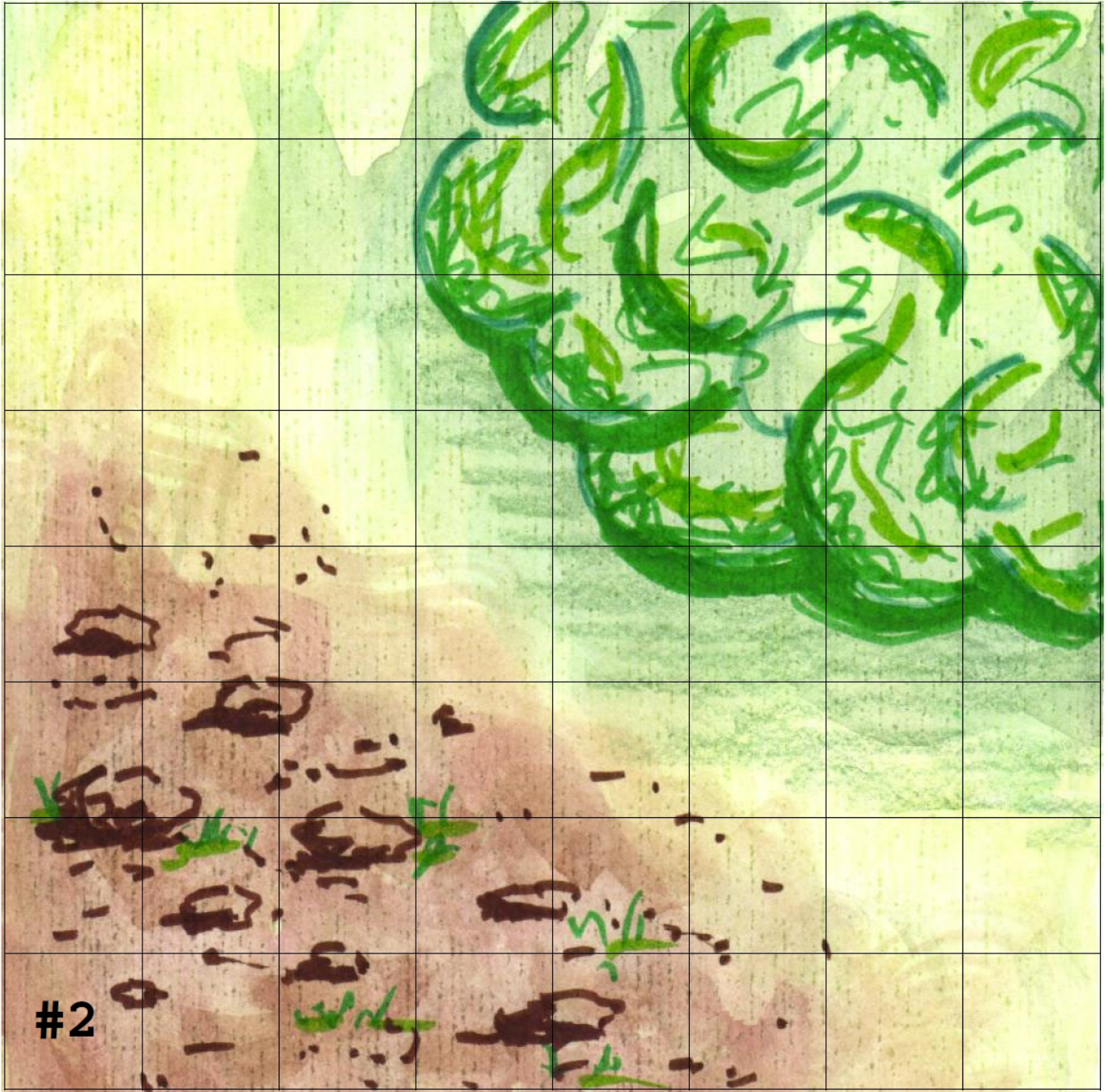
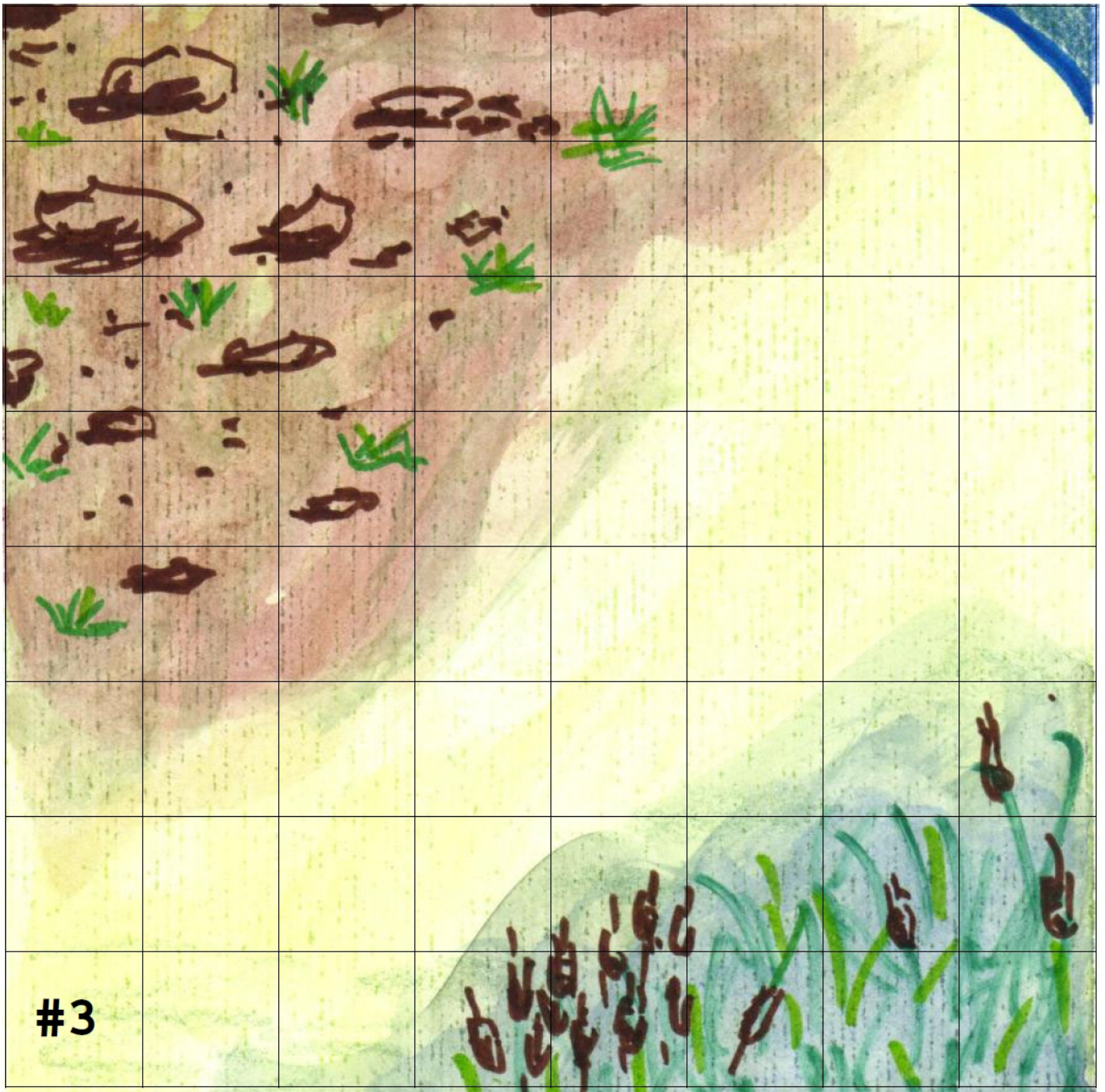


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#2



#3

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#3

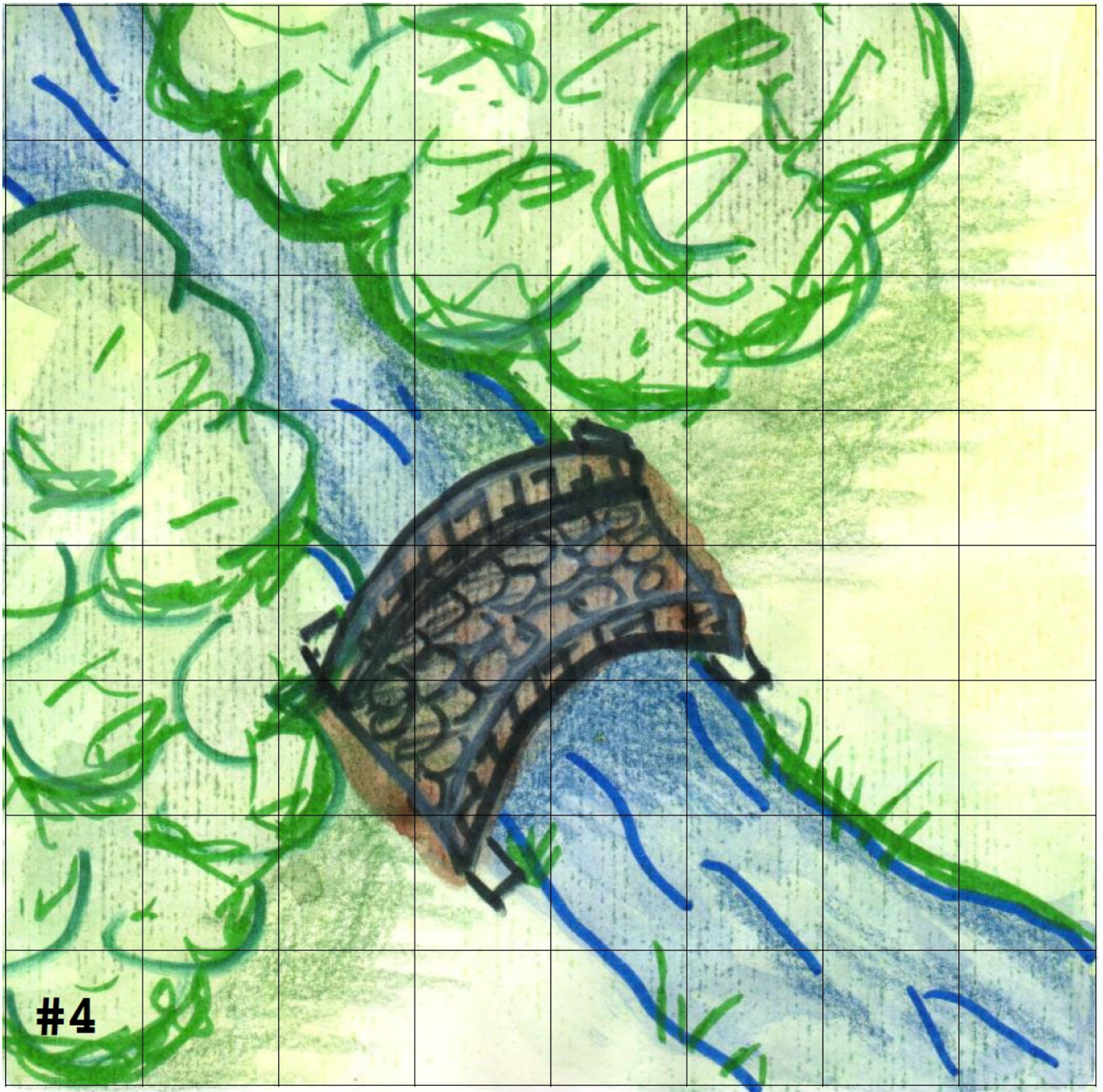


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#5

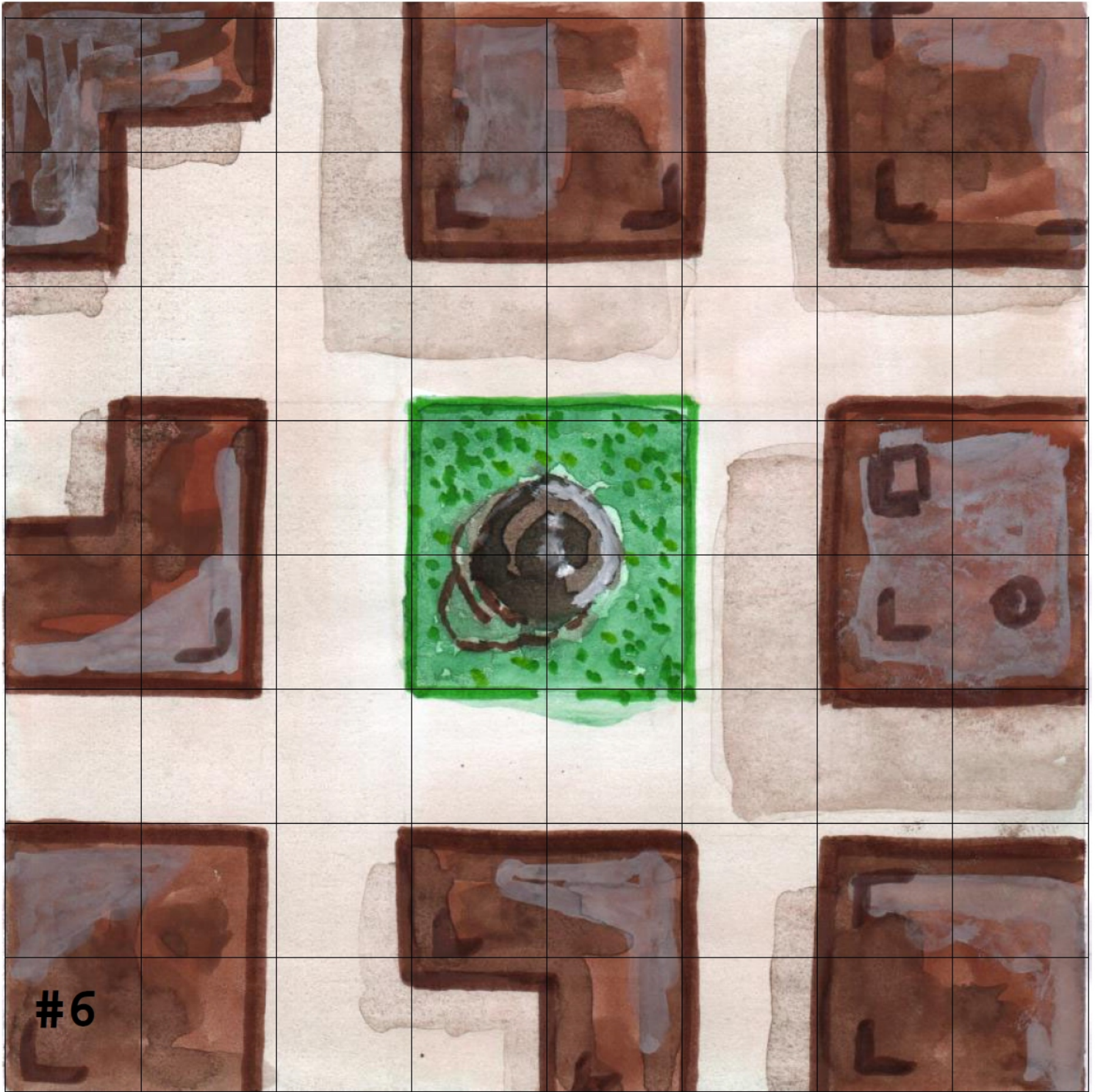


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