

### **RISK TO LEADERS**

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When a unit suffers ranged casualties or casualties in melee there is a chance that the Leader or Specialist <sup>(1)</sup> has been injured. Here's how we do it:

- Roll 1cd6 for each hit scored.
- Any result of "6" means that a Leader or Specialist has been hit.
- Roll 1d6 for each figure that could be hit with the high score being the casualty.

*Example – A Star Army squad suffers four hits. I must roll 4d6 to see if any Leader or Specialist has been hit. I score a 1, 3, 6 and 6. This means up to two Leaders or Specialists may have been hit. This means that the Squad Leader, Asst. Squad Leader, Grenade Launcher and Rapid Fire Laser are at risk. I roll 1d6 for each and score the following for each figure - Squad Leader (3), Asst. Squad Leader (4), Grenade Launcher (2) and Rapid Fire Laser (5). This means the Rapid Fire Laser and Asst. Squad Leader have been hit.*

*(1) Specialist is a Leader, NCO, or any figure armed with a special weapon such as a grenade launcher or SAW.*