

Panzer 8 Sci-Fi Force/Points Lists

Unit	Move Range		vs Soft	vs Armd	Def	POINTS
Infantry	2"	8"	3	4	0	3.5
Marines	2"	8"	3	4	1	4.5
Jet-Bike	12"	8"	3	4	0	13.5
4x4 transport(T)	6"	-	-	-	0	3
APC (T)	6"	-	-	-	1	4
AFV (T)	6"	12"	3	3	1	11
MRL	5"	40"	5	3	2	40
SPG	4"	40"	5	3	3	40
Light MBT	5"	12"	3	3	2	11
Medium MBT	4"	16"	4	5	3	16.5
Heavy MBT	3"	18"	5	6	4	19.5
Lt Hovertank	5"	12"	3	3	2	12
Med Hovertank	4"	16"	4	5	3	17.5*
Hvy Hovertank	3"	18"	5	6	4	20.5
Light Walker	4"	12"	3	3	2	10
Med Walker	4"	16"	4	5	3	13.5
Heavy Walker	4"	18"	5	6	4	20.5
GEV (T)	12"	12"	3	3	3	20
X-Hvy MBT	3"	18"	5	6	5	20.5
X-Hvy Walker	4"	18"	5	6	5	21.5

For creating your own units, the formula for points cost is below. It is very easy to break, so where possible follow the guidelines in the rules.

(Attack vs Soft + Attack vs Armour)

2

+ Defence

+ 1 for every inch of movement after 3"

+1 for every inch of range after 8".

Add a further + 1 for Hi-tech fire control (is this even in the rules),

+1 if Hovertank or Jet Bike or GEV.

Multiply total x 1.5 if Elite, x 0.75 if Green.