Armoured Infantry Squad

<table>
<thead>
<tr>
<th>Type</th>
<th>Elite: 3+</th>
<th>Move</th>
<th>Infantry: 8cm</th>
</tr>
</thead>
<tbody>
<tr>
<td>Defence</td>
<td></td>
<td>7, Light cov: +1, Heavy +2</td>
<td></td>
</tr>
<tr>
<td>Weapons</td>
<td></td>
<td>Cone-bore Assault Rifle</td>
<td></td>
</tr>
<tr>
<td>Suppress</td>
<td>remove suppression marker (UP TO 5) on 3+</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

VARIANTS

- Tank Hunter Squad: with Cone-bore: Sh 1, FP 1/3 & AdvBuzzbomb: Sh 2, FP 1/7 Range medium 120cm
- Support Squad: with Cone-bore & HSW: Sh 3, FP 1/3. COMBINED FIRE ONLY
- Mortar Team: with Light Mortar Sh 3, FP 3/1 (NA no short range).
- Air Defence Squad: with Cone-bore: Sh 1, FP 1/3 Manta ATGW; Sh 1, FP 0/5, (No short range) OR

**Armoured Infantry**

Curtiss Heavy Blower MBT

<table>
<thead>
<tr>
<th>Type</th>
<th>Elite: 3+</th>
<th>Move</th>
<th>Medium, Hvy Hover: 10cm</th>
</tr>
</thead>
<tbody>
<tr>
<td>Defence</td>
<td></td>
<td>F 12, S 10, R 8, T 8</td>
<td></td>
</tr>
<tr>
<td>Weapons</td>
<td>20cm Hi Powergun: Farc Sh 1, FP 3/9 &amp; 1 x Tribarrel powergun: Sh 3, FP 3/3.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Defence Systems</td>
<td>Panel ADS, Sh 1 all up to Close 8cm, FP 4/2(3+)</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

VARIANTS

- Command Tank: same stats

**Curtiss Heavy Blower MBT**

Oldman Light Recce Tank

<table>
<thead>
<tr>
<th>Type</th>
<th>Elite: 3+</th>
<th>Move</th>
<th>Fast, Lt Hover: 15cm</th>
</tr>
</thead>
<tbody>
<tr>
<td>Defence</td>
<td></td>
<td>F 10, S 7, R 7, T 6</td>
<td></td>
</tr>
<tr>
<td>Weapons</td>
<td>HI 10cm Powergun: Sh 1, FP 3/6, 1 x Tribarrel powergun: Sh 3, FP 3/3.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Defence Systems</td>
<td>Panel ADS, Sh 1 all up to Close 8cm, FP 4/2(3+)</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

VARIANTS

- ATGW Variant: Only weapon system is Multi Shot Manta Light ATGW: Sh 2, FP 0/5, (no short range).
- Command Variant: as standard Light tank

**Oldman Light Recce Tank**

Kochte MBT

<table>
<thead>
<tr>
<th>Type</th>
<th>Elite: 3+</th>
<th>Move</th>
<th>Fast, Lt Hover: 15cm</th>
</tr>
</thead>
<tbody>
<tr>
<td>Defence</td>
<td></td>
<td>F 10, S 9, R 8, T 8</td>
<td></td>
</tr>
<tr>
<td>Weapons</td>
<td>20cm Powergun: Farc Sh 1, FP 2/8 &amp; 1 x Tribarrel powergun: Sh 3, FP 3/3.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Defence Systems</td>
<td>Panel ADS, Sh 1 all up to Close 8cm, FP 4/2(3+)</td>
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</tr>
</tbody>
</table>

VARIANTS

- Command Tank: Same Stats

**Kochte MBT**

Baumann MICV

<table>
<thead>
<tr>
<th>Type</th>
<th>Elite: 3+</th>
<th>Move</th>
<th>Fast, Lt Hover: 15cm</th>
</tr>
</thead>
<tbody>
<tr>
<td>Defence</td>
<td></td>
<td>F 9, S 7, R 7, T 6</td>
<td></td>
</tr>
<tr>
<td>Weapons</td>
<td>1 rapid fire 3cm Powergun: Sh 3, FP 3/4, Manta Light ATGW: Sh 1, FP 0/5, (No short range), Can carry 2 infantry TU</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Defence Systems</td>
<td>Panel ADS, Sh 1 all up to Close 8cm, FP 4/2(3+)</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

VARIANTS

- ATGW Variant: Can carry 1 infantry TU, Multi Shot Manta Light ATGW: Sh 2, FP 0/5, (no short range).
- Command Variant: as standard MICV but can carry 1 infantry
- Air Defence M-411: Main gun swap to HRF Colt Gun Sh 4, FP 1/4. Keeps Manta ATGW but can fire them in air defence mode for ADDITIONAL can carry NO infantry

**Baumann MICV**

Points Costs

Curtiss (or command tank): 565pts; Kochte: 500pts; Oldman (any variant): 330pts; Baumann MICV (any variant): 310pts; Infantry: 40pts; infantry support, command or mortar: 50pts. Tank Hunter Infantry with buzzbomb launcher or Air Defence with ATGW: 55pts.

Up to 1 additional sergeant could be purchased at 60pts.

One Standard infantry may be swapped for a Sniper (+125pts)

Detachments of Elites and (Veteran) Regulars can be used in the same force (but not mixed within a single detachment) however they all use Elite Commanders.

**Detachments**

Each Detachment is 8 TUs. All infantry TUs start the game in APCs.

**Heavy Armoured Detachment:** 3 Curtiss MBTs (inc 1 command); 3 Kochte MBTs; 2 Oldman Recce Tanks. **Total:** 4255pts Or…

**Armoured Detachment:** 3 Kochte MBTs (inc 1 command); 3 Oldman Recce Tanks; 1 Oldman ATGW; 1 Baumann M4-11 Air defence; **Total:** 3530pts. Or…

**Infantry Detachment:** 2 Baumann MICVs (standard or ATGW); 1 Baumann Command, 5 TUs of infantry (1 regular, 1 mortar, 1 support squad, 1 Tank Hunter, 1 Air Defence); **Total:** 1580pts.

Add a Lt. to any of these detachments at 80pts.

Treat this force - whatever option is selected - as a SINGLE detachment. Build a bigger force with multiple detachments and a captain (120pts). All detachments points costs **include 400pts of Elite skills costs built in** (Supplement 5)

**Elites Skills**

Communication Technician (S4): All officers in detachment gain +2 LPs (already built in to stats, above).

Enhanced Data Link (S4): Any TU can passively act as a forward observer for both ATGWs and Artillery.

Anti-ATGW Enhanced Data Link (S4): Any vehicle that is targeted by an ATGW can call on others with LOS of site to bring their own unused systems in to help knock down the missile at -1QR. These weapons would not then be available for other firing within that turn.

Using the ATGW as additional AAA

If the air defence Baumann M-411 choses to it may sacrifice its weapons would not then be available for other firing within that turn.

**Ranks**

**Major**

LV12

LPs is 2d6 + 10 +2

**Captain**

LV10

LPs is 2d6 + 8 +2

**Lieutenant**

LV8

LPs is 2d6 + 6 +2

**Sergeant**

LV6

LPs is 2d6 + 4 +2

Revision 3 31/12/18
**Armoured Infantry Squad**

**Type:** Veteran: 4+  
**Move:** Infantry: 8cm  
**Defence:** 7, Light cov +1, Heavy +2  
**Weapons:** Sh: 2, FP 1/3  
**Suppress**  

**VARIANTS**  
**Tank Hunter Squad:** with Cone-bore: Sh 1, FP 1/3 & AdvBuz1zomb; Sh 2, FP 1/7 Range medium 120cm  
**Support Squad:** with Cone-bore & HSW: Sh 3, FP 1/3. COMBINED FIRE ONLY  
**Mortar Team:** with Light Mortar: Sh 1, FP 1/3 Manta ATGW; Sh 1, FP 0/5. (No short range) OR [ ]

**Command Tank:** same stats [ ]

**Kochte MBT**

**Type:** Veteran: 4+  
**Move:** Fast, Lt Hover: 15cm  
**Defence:** F 10, S 9, R 8, T 8  
**Weapons:** 20cm Powergun: F[ ]  
**Defence Systems**  

**VARIANTS**  
**Command Tank:** same stats [ ]

**Baumann MICV**

**Type:** Veteran: 4+  
**Move:** Fast, Lt Hover: 15cm  
**Defence:** F 9, S 7, R 7, T 6  
**Weapons:** 1 rapid fire 3cm Powergun: Sh 3, FP 3/4, Manta Light ATGW: Sh 1, FP 0/5. (No short range). Can carry 2 infantry TU  
**Defence Systems**  

**VARIANTS**  
**Command Tank:** same stats [ ]

**Oldmann Light Recce Tank**

**Type:** Veteran: 4+  
**Move:** Fast, Lt Hover: 15cm  
**Defence:** F 10, S 7, R 7, T 6  
**Weapons:** H light powergun Sh 1, FP 3/6, 1 x Tribar powergun: Sh 3, FP 3/3.  
**Defence Systems**  

**VARIANTS**  
**Command Tank:** same stats [ ]

**Oldmann Light Recce Tank**

**Type:** Veteran: 4+  
**Move:** Fast, Lt Hover: 15cm  
**Defence:** F 10, S 7, R 7, T 6  
**Weapons:** H light powergun Sh 1, FP 3/6, 1 x Tribar powergun: Sh 3, FP 3/3.  
**Defence Systems**  

**VARIANTS**  
**Command Tank:** same stats [ ]

**Points Costs**

- Curtiss (or command tank): **450pts**; Kochte: **410pts**; Oldmann (any variant): **260pts**; Baumann MICV (any variant): **240pts**; Infantry: **30pts**. Infantry Command: **40pts**; infantry support or mortar: **45pts**. Tank Hunter Infantry with buzzbomb launcher or Air Defence with ATGW: **50pts**.

- Up to 1 additional sergeant could be purchased at **60pts**.

- One Standard infantry may be swapped for a **Sniper (+120pts)**.

**Detachments of Elites and (Veteran) Regulars can be used in the same force (but not mixed within a single detachment).**

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**Auroran Regular Army - post 332TW**

**15mm**

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**Ranks**

- **Major (LV12):** Lps is 2d6 + 10 +2
- **Captain (LV10):** Lps is 2d6 + 8 +2
- **Lieutenant (LV8):** Lps is 2d6 + 6 +2
- **Sergeant (LV6):** Lps is 2d6 + 4 +2

**Detachments**

- Each Detachment is 10 TUs. All infantry TUs start the game in APCs.

- **Heavy Armoured Detachment:** 3 Curtiss MBTs (inc 1 command); 4 Kochte MBTs; 3 Oldmann Recce Tanks. **Total:** **3850pts** Or…

- **Armoured Detachment:** 3 Kochte MBTs (inc 1 command); 3 Oldmann Recce Tanks; 2 Oldmann ATGW; 2 Baumann M4-11 Air defence; **Total:** **3610pts**. Or…

- **Infantry Detachment:** 3 Baumann MICVs (standard or ATGW); 7 TUs of infantry (1 regular, 1 regular - command, 1 mortar, 1 support squad, 2 Tank Hunters, 1 Air Defence); **Total:** **1430pts**.

- **Add a Lt. to any of these detachments at 80pts.**

**System & ATGW Enhanced Data Link**

- Anti-ATGW Enhanced Data Link (S4): Any vehicle that is targeted by an ATGW can call on others with LOS of site to bring their own unused systems in to help knock down the missile at -1QR. These weapons would not then be available for other firing within that turn. Using the ATGW as additional AAA

**Elite Skills**

- Communication Technician (S4): All officers in detachment gain +2 LPs (already built in to stats, above).
- Enhanced Data Link (S4): Any TU can passively act as a forward observer for both ATGWs and Artillery.
- Anti-ATGW Enhanced Data Link (S4): Any vehicle that is targeted by an ATGW can call on others with LOS of site to bring their own unused systems in to help knock down the missile at -1QR. These weapons would not then be available for other firing within that turn. Using the ATGW as additional AAA

- If the air defence Baumann M-411 choses to it may sacrifice its Manta ATGW fire for as a direct fire support for its heavy coil gun giving a combined AAA anti Missile or Artillery fire for PLUS 2 making a total of 2. The infantry Air defence unit can also fire as AA by sacrificing its ATGW option for a simple: Either of the Baumann or Oldmann ATGW vehicles may opt to use their ATGW fire as AAA for a [ ].