

Armoured Infantry Squad		
Туре	Elite: 3+ C/As'lt: 4	
Move	Move Infantry: 8cm	
Defence	7, Light cov' +1, Heavy +2	
Weapons	Cone-bore Assault Rifle	
Sh 2, FP 1/3		
Suppress	remove suppression	
	marker (UP TO 5) on 3+	
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		N Day

Curtiss Heavy Blower MBT		
Туре	Elite: 3+	
Move	Medium, Hvy Hover: 10cm	
Defence	F 12, S 10, R 8, T 8	
Weapons	20cm HI Powergun:	
FArc Sh 1, FP 3/9; 1 x Tribarrel A powergun: Sh 3, FP 3/3.		
Defence Systems	Panel ADS, Sh 1 all up to Close 8cm, FP 4/2(3+)	
VARIANTS Command Tank: same stats		

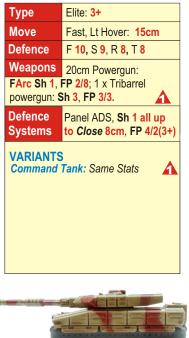
Brigade Ind. Curtiss M-83 Blower

Oldmann	Light Recce Tank	RANKS
Туре	Elite: 3+	NANNO
Move	Fast, Lt Hover: 15cm	
Defence	F 10, S 7, R 7, T 6	Major
Weapons		LV12
	wergun Sh 1, FP 3/6 . I powergun: Sh 3, FP 3/3.	LPs is 2d6 + 10+2
	A	O su tais
Defence Systems	Panel ADS, Sh 1 all up to Close 8cm, FP 4/2(3+)	Captain
VARIANTS		LPs is 2d6 + 8+2
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		Lieutenant LV8 LPs is 2d6 + 6+2
		Sergeant

ant LV6 LPs is 2d6 + 4+2

Kochte MBT

Auroran Marine de l'espace





Brigade Industries Kochte M-84

Brigade Industries Baumann M-41

POINTS COSTS

Curtiss (or command tank): **565pts**; Kochte: **500pts**; Oldmann (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

Brigade Industries Oldmann M-51

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 Oldmann Recce Tanks. Total: 4255pts Or...

Armoured Detachment: 3 Kochte MBTs (inc 1 command); 3 Oldmann Recce Tanks; 1 Oldmann 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)

ITE 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 -IQR. 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 use 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 \Lambda The infantry Air defence unit can also fire as AA by sacrificing its ATGW option for a simple: A Either of the Baumann or Oldmann ATGW vehicles may opt to use their ATGW fire as AAA for a \Lambda

00st 332TW Curtiss Heavy Blower MBT

Armoured Infantry Squad		
Туре	Veteran: 4+ C/As'lt: 3	
Move	Infantry: 8cm	
Defence	7, Light cov' +1, Heavy +2	
Weapons Sh 2, FP 1/3	Weapons Cone-bore Assault Rifle Sh 2, FP 1/3	
Suppress	remove suppression marker (UP TO 4) on 4+	
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		



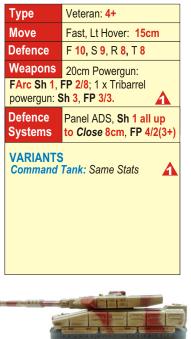
Brigade Ind. Curtiss M-83 Blower

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	Oldmann	Light Recce Tank	RANKS	
	Туре	Veteran: 4+	MANNO	
	Move	Fast, Lt Hover: 15cm		
	Defence	F 10, S 7, R 7, T 6	Major	
		wergun Sh 1, FP 3/6. powergun: Sh 3, FP 3/3.	LV12 LPs is 2d6 + 10+2	
	Defence Systems	Panel ADS, Sh 1 all up to Close 8cm, FP 4/2(3+)	Captain LV10	
Command Variant: as standard			LPs is 2d6 + 8+2	
		t Manta Light ÀTGŴ: 5. (no short range).	Lieutenant LV8 LPs is 2d6 + 6+2	
			Sergeant	

geant LV6 LPs is 2d6 + 4+2

Kochte MBT

Auroran Arme Blindée Cavalerie



Baumann MICV			
Туре	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 Panel ADS, Sh 1 all up to Close 8cm, FP 4/2(3+) 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 Coil Gun Sh 4, FP 1/4. Keeps Manta ATGW but can fire them in air defence mode for ADDITIONAL can carry NO infantry			

Brigade Industries Kochte M-84

Brigade Industries Baumann M-41

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)

DETACHMENTS

Brigade Industries Oldmann M-51

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 Ór...

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.

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)

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 use 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 A The infantry Air defence unit can also fire as AA by sacrificing its ATGW option for a simple: A Either of the Baumann or Oldmann ATGW vehicles may opt to use their ATGW fire as AAA for a \Lambda