

Alaudae Legion



Greenwood's Archers 💥



Phenix Moirots **Infantry Squad**

Type

Move

Defence



Veteran: 4+ C/As'lt: 3

5, Light cov' +1, Heavy +2

marker (UP TO 4) on 4+

Infantry: 8cm

Weapons High-tech Assault Rifle:

Sh 2, FP 1/1 (max range: long)

Suppress remove suppression

Support Squad with Auto-shotgun:

Sh 1, FP 3/0. (max range: Short) and

Scarab Tank Destroyer

Move Fast, Lt Hover: 15cm Defence F 10. S 9. R 8. T 7

Weapons 25cm Heavy laser: FArc Sh 2, FP 4/5; 1 x Light Laser: Sh 2, FP 3/3. Range Long

Defence Drozd. **Sh 1** all up to Systems Close 8cm, FP 2/1(4+)

VARIANTS

Command Tank: same stats

Firefly Light Tank

Type Elite: 3+ Move Fast, Lt Hover: 15cm Defence F 10. S 8. R 7. T 7

Weapons 17cm Medium laser: Sh 2, FP 3/5; 1 x Light Laser: Sh 2, FP 3/3. Range Long 1

Defence Drozd, Sh 1 all up to Systems Close 8cm, FP 2/1(4+)

VARIANTS

Command Tank: Same Stats A Air Defense/Calliope variant: 6 Light Lasers, 360: Sh 12, FP 3/3 (max range: long). Counts as 3

shots for Anti Artillery 🙈

Legion 204 'Optio' Attacker Veteran: 4+

Type Move Fast. Wheeled: 15cm Defence F7. S6. R6. T6

Weapons 15cm Powergun: Sh 1, FP 2/6; 2cm tribarrel powergun: Sh 3, FP 3/3 carries 1 TU of infantry.

VARIANTS

Up Armoured: with add on armour pack making **DV** F 9. S 8. R 7. T 7 Command Vehicle: 2cm Tribarrel powergun: Sh 3, FP 3/3 but carries 1 TU of Infantry.

Mortar Carrier: Double-barrel Heavy Mortar: Sh 2 shots, FP 5/4 No Short or Med. 2cm Tribarrel powergun: Sh 3, FP 3/3 but carries 1 TU of Infantry

Infantry group

Local Militia

Green: 6 C/As'lt: 0 Type Move Infantry: 8cm Defence 5, Light cov' +1, Heavy +2 Weapons Improvised musket: Sh 1, FP 0/- (max range: medium)

Suppress remove suppression marker (UP TO 2) on 6

VARIANTS

Double size group: Musket: Sh 2, FP 0/- (max range: medium) & Molotovs +1 C/As'It FIRST round only - may take up to 3 supp' markers Group with Shotguns: Sh 1, FP 3/0. (max range: Short)

Group with Low-tech Assault rifle Sh 1, FP 0/0 (max range: long) Group with Buzzbombs: Sh 1, FP 1/6 (max range: Short)

HSW: Sh 2, FP 1/3.

VARIANTS

Anti Tank Squad Assault Rifle: Sh 1, FP 1/1 (max range: long) Buzzbombs: Sh 1. FP 1/6 short **Assault Squad** with Flechette Rifle: Sh 2, FP 3/1 (range: long); and body

armour DV 6, Light cov'+1, Heavy +2

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Infantry Squad Elite: 3+ C/As'lt: 4 Type

Infantry: 8cm

Defence 6, Light cov' +1, Heavy +2 Weapons Infantry laser: Sh 2, FP

2/1. Range Long

Suppress remove suppression marker (UP TO 5) on 3+

VARIANTS

Move

Support Squad: with Infantry laser: Sh 1. FP 2/1 (max range: long) & Light Laser support weapon: Sh 2. FP 3/3. (max range: long) Tank Hunters: with Infantry laser: Sh 1, FP 2/1 (max range: long) & Buzzbomb: Sh 1,FP 1/6 (short range only)

Alaudae Legion **Dragonfly ACV**

Elite: 3+ Type Move Fast, Lt Hover: 15cm Defence F 8, S 7, R 7, T 6 Weapons 1 Light laser: Sh 2, FP

3/3. Range Long Carries 2 TU Inf.

VARIANTS

Command Vehicle:

Same Stats but carries no Infantry Anti Tank Missile Launcher: Same Stats (no Infantry). Heavy ATGW Launcher. Sh 1, FP 3/8 (no short).

Mine & Recovery vehicle: Same stats (no infantry). Mine clearance -**Sh 2** at detection range Point Blank 3cm destroys 1 mine counter each.

Greenwood's Archers 🛣 **Infantry Squad**

Veteran: 4+ C/As'lt: 3 Type Move Infantry: 8cm Defence 6, Light cov' +1, Heavy +2

Weapons 2cm Assault Rifle powerguns: Sh 2, FP 2/2.

Suppress remove suppression marker (UP TO 4) on 4+

VARIANTS

Close Support Group: 1cm SMG powerguns: Sh 2, FP 1/1 (short/medium range only). & Grenade Launcher: Sh 1, FP 3/1 Tank Hunters: with 2cm Assault Rifle Powergun: 1 Sh. FP 2/2. & Buzzbomb: Sh 1.FP 1/6 (short range only)

Greenwood's Archers 🛣 **Legion 404 Transport**

Type Veteran: 4+ Move Fast. Wheeled: 15cm Defence F7. S6. R6. T6 Weapons 1 x 2cm Tribarrel

Carries up to 4TUs of Infantry

powergun: Sh 3, FP 3/3

VARIANTS

Callope: 8 x 3cm Powergun: Sh 8. FP 3/4. 🛕

Legion 400 Primus Light Truck/Jeep: as per Legion 404 but only carries 1TU of infantry

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GD800 APC

Veteran: 4+ Type Move Fast. Lt Hover: 15cm Defence F 8, S 7, R 7, T 6

Weapons Dual-feed Cannon: Sh 1, FP4*/5 (NA) Carries 2TU Inf. *Against Infantry:4 at short range, 2 at med range or 0 at long - no NA

VARIANTS

Command Vehicle:

Same Stats with Dual-feed Cannon but carries no Infantry

Anti Tank Missile Launcher:

with Dual-feed Cannon but carries no Infantry. Additional **Twin Medium** ATGW Launcher. Sh 2, FP 1/6 (no short).