

Alaudae Legion



Greenwood's Archers 💥

Phenix Moirots



Scarab Tank Destroyer

Type	Elite: 3+
Move	Fast, Lt Hover: 30cm
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 15cm, FP 2/1(4+)

VARIANTS

Command Tank: same stats

Firefly Light Tank

Type	Elite: 3+
Move	Fast, Lt Hover: 30cm
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 15cm, FP 2/1(4+)

VARIANTS

Command Tank:

Same Stats 1 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

Туре	Veteran: 4+
Move	Fast, Wheeled: 30cm
Defence	F 7, S 6, R 6, T 6
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

Туре	Green: 6 C/As'lt: 0
Move	Infantry: 15cm
Defence	5, Light cov' +1, Heavy +2
Weapons	Improvised musket:
Sh 1, FP 0/-	(max range: medium)
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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)

Infantry Squad

Veteran: 4+ C/As'lt: 3 Type Move Infantry: 15cm Defence 5, Light cov' +1, Heavy +2

Weapons High-tech Assault Rifle: Sh 2, FP 1/1 (max range: long)

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

VARIANTS

Support Squad with Auto-shotgun: Sh 1, FP 3/0. (max range: Short) and HSW: Sh 2, FP 1/3. 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

Alaudae Legion **Infantry Squad**

Elite: 3+ C/As'lt: 4 Type Move Infantry: 15cm Defence 6, Light cov' +1, Heavy +2 Weapons Infantry laser: Sh 2, FP

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

VARIANTS

2/1. Range Long

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: 30cm 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 5cm destroys 1 mine counter each.

Greenwood's Archers **Infantry Squad**

Туре	Veteran: 4+ C/As'lt: 3
Move	Infantry: 15cm
Defence	6, Light cov' +1, Heavy +2
Weapons	
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: 30cm Defence F7. S6. R6. T6 Weapons 1 x 2cm Tribarrel powergun: Sh 3, FP 3/3 Carries up to 4TUs of Infantry

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

Type	Veteran: 4+
Move	Fast, Lt Hover: 30cm
Defence	F 8, S 7, R 7, T 6
Weapons	
Sh 1, FP4*/5 (NA) Carries 2TU Inf.	
*Against Infantry:4 at short range,	

VARIANTS

Command Vehicle:

Same Stats with Dual-feed Cannon but carries no Infantry

2 at med range or 0 at long - no NA

Anti Tank Missile Launcher:

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