**The Alaudae Legion**

### RANKS

- **Colonel Cornelius Dark**
  - LV12
  - LPs is 2d6 + 12
  - Elite skills: Command Material

- **Captain**
  - LV8
  - LPs is 2d6 + 8

- **Lieutenant**
  - LV6
  - LPs is 2d6 + 6

- **Sergeant**
  - LV4
  - LPs is 2d6 + 4

### LEADERS

- **Major**
  - LV10
  - LPs is 2d6 + 10

### POINTS COSTS

- **Firefly laser tank** (or command tank): **325pts**; Scarab tank destroyer (or command tank destroyer): **350pts**; Mosquito air defence vehicle: **305pts**; Dragonfly APC: **175pts**; Dragonfly command APC: **100pts**; Damselfly anti-tank missile APC: **290pts**.
- Infantry: **35pts**; infantry with buzzbomb launcher or laser support weapon: **45pts**.

Up to 1 additional sergeant could be purchased at **20pts**.

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**Infantry Squad**

- **Type**: Elite: 3+ C/As/tt: 4
- **Move**: Infantry: 8cm
- **Defence**: 6, Light cov +1, Heavy +2
- **Weapons**: Infantry laser:
  - Sh 2, FP 2/1/1. Range Long
- **Suppress**: remove suppression marker (up to 5) on 3+

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**Scarab Tank Destroyer**

- **Type**: Elite: 3+
- **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 Systems**: Drozd, Sh 1 all up to Close 8cm, FP 2/1(4+)

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

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**Dragonfly ACV**

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

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**DETACHMENTS**

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

**Armoured Detachment**: 2 Scarab tank destroyers; 1 Scarab command tank destroyer; 3 Firefly laser tanks; 2 Mosquito air-defence laser calliopes. **Total: 2635pts**. Or...

**Infantry Detachment**: 2 Dragonfly APCs; 4 TUs of infantry (1 regular, 2 anti tank, 1 heavy attack squads); 1 Damselfly anti-tank missile vehicle; 1 Dragonfly command. **Total: 910pts**.

Add a Lt. to any of these detachments at 40pts.

Treat this force - whatever option is selected - as a SINGLE detachment. Build a bigger force with both detachments and a captain (100pts).

Colonel Dark may be substituted for the Captain for **300pts** instead of the 100pts for the Captain.

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**Icarus-Uralvagonzavod Tank Destroyer**

**Icarus-Thyssen Medium Hover Tank**

**Gd806 Dragonfly APC**