

The Alaudae Legion



6MM

Infantry Squad

Type	Elite: 3+ C/As'lt: 4
Move	Infantry: 5cm
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

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)



Scarab Tank Destroyer

Type	Elite: 3+
Move	Fast, Lt Hover: 10cm
Defence	F 10, S 9, R 8, T 7
Weapons	25cm Heavy laser: F Arc 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 5cm, FP 2/1(4+)

VARIANTS

Command Tank: same stats
Royal Scarab Tank: Same stats but - 25cm Heavy laser in turret: Sh 2, FP 4/5; 1 x Light Laser: Sh 2, FP 3/3. Range Long



Icarus-Uralvagonzavod Tank Destroyer

LEADERS

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

RANKS

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

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

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

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

Firefly Light Tank

Type	Elite: 3+
Move	Fast, Lt Hover: 10cm
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 5cm, FP 2/1(4+)

VARIANTS

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



Icarus-Thyssen Medium Hover Tank

Dragonfly ACV

Type	Elite: 3+
Move	Fast, Lt Hover: 10cm
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 2cm destroys 1 mine counter each.



Gd806 Dragonfly APC

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 Damsselfly 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

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**; Damsselfly 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**.