

# The Alaudae Legion - post 347TW



15MM

## Armoured Infantry Squad

Type	Elite: 3+ C/As'lt: 4
Move	Infantry: 8cm
Defence	7, 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+

### VARIANTS

**Support Squad:** with Infantry laser: Sh 1, FP 2+1/1 (max range: long) & Light Laser support weapon: Sh 2, FP 3/3+1B. (max range: long)  
**Tank Hunters:** with Infantry laser: Sh 1, FP 2+1/1 (max range: long) & Advanced Buzzbomb: Sh 1, FP 1/7 (medium range only)



Alaudae Legion

## Gallieni/Garibaldi/Larminat

Type	Elite: 3+
Move	Fast, Lt Hover: 15cm
Defence	F 11, S 9, R 8, T 7
Weapons	20cm Powergun: FArc Sh 1, FP 2/8; 1 x Tribarrel 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  
**Garibaldi TD:** Same stats but: Move: Medium Lt Hover 10cm  
 Twin 15cm Powerguns in turret: Sh 2, FP 2/6; 1 x TriPG: Sh 3, FP 3/3.  
 Manta Light ATGW: Sh 1, FP 0/5. (No short range)  
**Larminat MBT:** Same stats as Garibaldi but: F 12, S 9, R 8, T 7 Turret with 14cm ECAP Sh 2 FP 3/8 OR Heavy Laser Sh 2 FP 4/5



AMX-450AL Larminat MBT

## LEADERS

**Colonel Cornelius Dark**  
**LV16**

LPs is 2d6 + 12+2+2

### Elite skills:

**Inspirational leader**  
 +2 LV - already included  
**Command Material**  
 Roll 3 dice for LV - pick best two

### Result of Laser Burn Through

Instead of two shots, adding a second die roll (indicated by the +1B) to the first shot and applying the following formula means that a penetration may happen. On the second dice:

6 = Add the infantry FP to the first dice  
 2 - 5 = Add 1 to the first dice

1 = Burn out Barrel (as if using the Rapid Fire rule). **Weapon may no longer fire.**

## RANKS

**Major**  
**LV12**

LPs is 2d6 + 10+2

**Captain**  
**LV10**

LPs is 2d6 + 8+2

**Lieutenant**  
**LV8**

LPs is 2d6 + 6+2

**Sergeant**  
**LV6**

LPs is 2d6 + 4+2

## Shamont Medium Tank

Type	Elite: 3+
Move	Fast, Lt Hover: 15cm
Defence	F 10, S 9, R 8, T 8
Weapons	17cm Medium laser: Sh 2, FP 3/5+1B, 1 x Tribarrel 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  
**Damsel Fly Heavy ATGW Launcher:** Same Stats but main gun replaced with Heavy ATGW Launcher. Sh 2, FP 3/8 (no short).  
**Air Defense/Calliope variant:** 4 Rapid (double) fire Light Lasers, 360: Sh 16, FP 3/3+1B (max range: long). Counts as 4 shots for AA or 8 shots on Burn Through. No Tribarrel.



Mitsusaki/Brigade Ind. Medium Tank

## Baumann MICV

Type	Elite: 3+
Move	Fast, Lt Hover: 15cm
Defence	F 9, S 7, R 7, T 6
Weapons	1 rapid fire Light laser: Sh 4, FP 3/3+1B. Range Long. Manta Light ATGW: Sh 1, FP 0/5. (No short range). Can carry 1 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 NO infantry



Brigade Industries Baumann MICV

## DETACHMENTS

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

**Heavy Armoured Detachment:** 1 Gallieni command tank destroyer; 2 Garibaldi tank destroyers; 3 Larminat MBT (either type); 1 Mosquito II laser calliope; 1 Damsel II ATGW. **Total: 4050pts to 4170pts (depending on choice).** Or...

**Armoured Detachment:** 2 Gallieni tank destroyers; 1 Garibaldi tank destroyer; 3 Shamont laser tanks (one command); 2 Mosquito II laser calliope. **Total: 3955pts.** Or...

**Infantry Detachment:** 3 Baumann MICVs (either type); 3 TUs of infantry (1 regular, 1 anti tank, 1 support squads); 1 Damsel II ATGW; 1 Baumann command. **Total: 2315pts.**

**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 both detachments and a captain (120pts). All detachments points costs include 600pts of Elite skills costs built in (Supplement 5)

Colonel Dark (520pts) may be substituted for a Captain (120pts) or Major (240pts)

## 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 a 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 ADS used against missile attacks (S4):** a roll of a 6 destroys incoming ATGW missiles

**Laser Burn Through: the +1B on the FP (S5)**

All lasers capable of firing two shots may sacrifice their second shot for added penetration (FP). Before firing - designate that they intend to 'Burn through' and simultaneously roll a second dice for FP. See above for added FP result.

**Enhanced Sniper (S5):** Firing: Bowl 3 dice and add together the best 2. Option to spot 2 Morta/Arty strikes for 2LPs. Designation for 1LP is +2QR. Avoid a reveal by making a QR for the sniper

## POINTS COSTS

Shamont laser tank (or command tank): 425pts; Gallieni tank destroyer (or command tank destroyer): 420pts; Garibaldi tank destroyer: 430pts; Larminat Laser: 490pts; Larminat ECAP: 530pts; Mosquito II air defence vehicle: 405pts; Baumann MICV (missile or missile/laser armed): 295pts; Mosquito II air defence vehicle: 405pts; Baumann MICV (command): 255pts; Damsel II anti-tank missile tank: 430pts. Infantry: 40pts; infantry with laser support weapon: 50pts. Infantry with buzzbomb launcher: 55pts.

Up to 1 additional sergeant could be purchased at 60pts.

One Standard infantry may be swapped for a Sniper (+70pts) or Enhanced Sniper (+290pts) (S5)