**Armoured Infantry Squad**

**Type:** Elite: 3+ / As/lt: 4

**Move**

Infantry: 8cm

**Defence**

F 11, S 9, R 8, T 7

**Weapons**

Sh 2, FP 3/3+1B. Range: Long

**Supress**

remove support 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)

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**Gallieni/Garibaldi/Larminat**

**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).

**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 Twin MG: Sh 3, FP 3/3. (No short range)

Larminat MBT: Same stats as Garibaldi but: F 12, S 9, R 9, T 7 Turret with 14cm ECAP: Sh 2 FP 3/8 OR Heavy Laser Sh 2 FP 4/5

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**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 33/1B (max range: long). Counts as 4 shots for AA or 8 shots on Burn Through. No Tribarrel.

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**Baumann MICV**

**Type:** Elite: 3+

**Move**

Fast, Lt Hover: 15cm

**Defence**

F 9, S 7, R 7, T 6

**Weapons**

15cm Medium 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

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**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:

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

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**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**; Damselfly 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**)

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**Defences**

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 Damselfly 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 Damselfly 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)

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**Leaders**

**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

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**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.