**Ander’s Legion - post 348TW**

### Heavy Infantry Squad

- **Type**: Veteran: +4
- **Move**: Infantry: 8cm
- **Defence**: 7, Light cover +1, Heavy +2
- **Weapons**: 1cm Assault Rifle coil-guns, Sh 2, FP 1/3
- **Suppress**: remove suppression marker (UP TO 4) on +4

#### VARIANTS

- **Support Squad** with 1cm Assault Rifle coil-guns Sh 1, FP 1/3 & Hypersonic Missile: Sh 3, FP 0/4
- **Tank Hunters** with 1cm Assault Rifle: Sh 1, FP 1/3 & Advanced Buzzbomb: Sh 1, FP 1/7 (medium range only)
- Inf. Skimmers: move Fast, Hover: 15cm but still fight as infantry.

### Xiphos Tank Destroyer

- **Type**: Veteran: +4
- **Move**: Fast, Tackled: 15cm
- **Defence**: F 10, S 9, R 8, T 7
- **Weapons**: 20cm HI Powergun, F Arc ONLY: Sh 1, FP 3/9. May ONLY fire if front tribarrel is not fired. 3 x 2cm tribarrel powerguns.firing LEFT, RIGHT and FRONT (both L&R) each of Sh 3, FP 3/3.

#### VARIANTS

- **Palintone** Replace main gun with quick-fire Mortarlauncher, Fires as Mortar Sh 2, FP 5/4 No Short or Med. F Arc Only

### Kopis Heavy Recce

- **Type**: Veteran: +4
- **Move**: Fast, Tackled: 15cm
- **Defence**: F 10, S 9, R 8, T 7
- **Weapons**: 2 Rapid (double fire) Light Lasers, 360; Sh 8, FP 3/3 (max range: long). 2cm tribarrel powergun Sh 3, FP 3/3, Can carry ONLY Sniper

#### VARIANTS

- **Kopis Missile** Make the main weapon single barrel,1 Light Laser Sh 4, FP 3/3 (max range: long). “Manta” Light ATGW: Sh 1, FP 0/5 (no short) Astrapi Optimise main lasers with dedicated AI system.

### Defence Systems

- **Move**: Veteran: +4
- **Type**: INFANTRY:
- **Defence**: F 10, S 9, R 8, T 7
- **Weapons**: 20cm HI Powergun, F Arc ONLY: Sh 1, FP 3/9. May ONLY fire if front tribarrel is not fired. 3 x 2cm tribarrel powerguns.firing LEFT, RIGHT and FRONT (both L&R) each of Sh 3, FP 3/3.

#### VARIANTS

- **Support Squad** with 1cm Assault Rifle coil-guns Sh 1, FP 1/3 & Hypersonic Missile: Sh 3, FP 0/4
- **Tank Hunters** with 1cm Assault Rifle: Sh 1, FP 1/3 & Advanced Buzzbomb: Sh 1, FP 1/7 (medium range only)
- Inf. Skimmers: move Fast, Hover: 15cm but still fight as infantry.

### Tank Hunters on Skimmers

- **Type**: Veteran: +4
- **Move**: Medium, Tracked: 10cm
- **Defence**: 22cm DS Railgun: Sh 1, FP 2/7, 1 gatling coil gun: Sh 3, FP 1/3, F Arc ONLY. “Manta” Light ATGW: Sh 1, FP 0/5 (no short).
- **Defence Systems** Drozd 6, Sh 1 all up to Close 8cm, FP 3/1(4+)

#### VARIANTS

- **Command Tank**: Same Stats
- **Machete Anti-Arty variant**: 4 x 2cm tribarrel: Sh 12, FP 3/3, Laser/Missile Air Defence variant: 2 Rapid (double) fire Light Lasers, 360; Sh 8, FP 3/3 (max range: long). Counts as 2 shots for AA 2 x Manta ATGW launchers Sh 2, FP 0/5 No Short Range All Machetes retain the F Arc gatling

### Br54 Dragoon 2 M/ICV

- **Type**: Veteran: +4
- **Move**: Fast, Tackled: 15cm
- **Defence**: F 9, S 9, R 7, T 7
- **Weapons**: Rapid fire coil-gun: Sh 4, FP 1/4, Manta light ATGW: Sh 1, FP 0/5 (no short range). Can carry 3 infantry TUs - if any on board add 1cm submachinegun powerguns; Sh 3, FP 1+1/1 - firing left/right/rear. (short/medium range only).

#### VARIANTS

- **Br54 Command Car**: No infantry but same armament. SNIPER POD: Sh 2, FP 2/2. - See Supplement 3

### Viking Recce Br64/Br68

- **Type**: Veteran: +4
- **Move**: Very Fast, Tracked: 25cm
- **Defence**: F 8, S 7, R 7, T 6
- **Weapons**: Manta Light ATGW (Br64): Sh 1, FP 0/5 (no short-range). Can carry ONLY Sniper

#### VARIANTS

- **(Br64) RF coil-gun**: Sh 4, FP 1/4. Can carry ONLY Sniper

### Points Costs

- **Rapier heavy/command tank**: 380pts
- **Machete anti-aircraft tank**: 360pts
- **Machete anti-artillery tank**: 360pts; Br54: 210pts; Br56 command with** **Sniper Pod**: 280pts; Viking (Br64/68): 80pts
- **Xiphos tank destroyer**: 375pts
- **Palintone Mortar/Motor**: 325pts
- **Kopis Heavy Recce/Missile Recce**: 225pts; Astrapi AA: 225pts
- **Infantry**: 35pts – on skimmers: 50pts; support squad: 40pts – on skimmers: 55pts; tank hunters: 45pts – on skimmers: 60pts

Up to 1 additional sergeant could be purchased at 10pts.

An infantry unit may be swapped for a sniper in each detachment.

**ELITE SKILLS**

**Sniper Pod**

### Ranks

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

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

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

- **Sergeant LV2**
  - LPs is 2d6 + 2

### Detachments

- Each Detachment is 10 TUs.

#### Infantry Detachment:

- 6 infantry TUs (2 of each) in 2 Br54s; 1 Rapier command half-track (sniper-pod).
  - Total: 940pts Or...

#### Recce Detachment:

- 6 infantry TUs on skimmers (3 standard infantry, 2 support, 1 tank hunter); 1 Br56 command half-track (sniper-pod); 2 Vikings.
  - One Viking may be swapped for a Kopis/Missile Kopis
  - Total: 760pts - 905pts. Or...

#### Mechanised Detachment:

- 1 infantry TU on skimmers (any type), 2 tank hunter infantry TUs in 1 Br54, 1 Xiphos Tank Destroyer; 1 Palintone Mortar OR Astrapi AA; 1 Rapier heavy tank; 1 Rapier Command tank; 1 Machete anti-aircraft tank; 1 Machete anti-artillery tank.
  - Total: 2420pts - 2530pts depending on Skimmer choice. Or...

#### Heavy Armoured Detachment:

- 3 Rapier heavy tanks; 1 Rapier Command tank; 1 Machete anti-aircraft tank; 1 Machete anti-artillery tank, 3 Xiphos Tank Destroyers; 1 Astrapi AA
  - Total: 3590pts

Add a Lt. to any of these detachments at 20pts.

Treat this force - whatever option is selected - as a SINGLE detachment during play. Build a bigger force with an additional detachment and add a captain (40pts) or add two detachments and a major (100pts).
ELITE SKILLS AND SPECIAL NOTES

Sniper Pods *(supplement 3)*
When activated, the Command APCs in the Recce or Infantry units may designate ATGWs for any missile firing Dragoon, Rapier, Viking and Machete AFVs (irrespective of which detachment they are in) giving, effectively, ‘fire and forget’ capability to the missiles using drones, as long as a Command Br56 APC remains in play, it is always assumed to have line of site on the target as long as it is in sight in phase 5a. Alternatively, it may act as superior spotting for Mortars (on and off table) and Artillery: +1 QR. A sniper pod may only spot for one single artillery or mortar strike per turn and the target area must be in line of site to the sniper.
Alternatively - if not designating or spotting - it may fire as an infantryman Sh2, FP2/2. The ‘sniper-pod’ may not be targeted as a separate entity, nor is there a need for a detection roll from opposing forces: the player using it declares that the vehicle TU so equipped is fitted with a ‘sniper pod’. The ‘Sniper’ doesn’t cost any LPs to ‘move’ (it moves with the vehicle TU for free) and only the single LP to activate in the usual way a sniper would (see page 120 of The Crucible).

It should be noted that, whilst the Mechanised and Heavy Armour detachments are impressive, they can’t fire their ATGW systems at maximum effectiveness unless accompanied by the Command Vehicles (and Sniper Pods) of either an Infantry or Recce Detachment.

Xiphos
The Xiphos family of vehicles may fire all three tribarrels (note firing arcs) if - like any AI systems weapon - they aren’t assigned to anti-air duties. However, if the main gun system has been fired then the front tribarrel may not Be fired at a designated ground target but may still be used as anti missile defence. Counting, effectively, as one of the three available red triangles.