

Anders' Legion



15MM

Heavy Infantry Squad

Type	Veteran: 4+ C/As/lit: 3
Move	Infantry: 8cm
Defence	7 , Light cov' +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**, & Buzzbomb: **Sh 1**, **FP 1/6** (short range only)



Heavy Infantry

Anders' Legion

Heavy Infantry on Skimmers

Type	Veteran: 4+ C/As/lit: 3
Move	Fast, Lt. NoE: 15cm
Defence	7 , Light cov' +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**, & Buzzbomb: **Sh 1**, **FP 1/6** (short range only)



Heavy Infantry on Skimmers

Anders' Legion

Cutlass Heavy Tank

Type	Veteran: 4+
Move	Slow, Tracked: 8cm
Defence	F 11 , S 9 , R 8 , T 8
Weapons	22cm DS Railgun: Sh 1 , FP 2/7 . 1cm railgun: Sh 3 , FP 1/3 . & S/Weapon: Sh 2 , FP 1/3 . "Manta" Light ATGW: Sh 1 , FP 0/5 . (no short).

VARIANTS

Anti-Air Variant & support:
Twin 6cm Railgun: **Sh 2**, **FP 2/5**.
"Manta" Light ATGW (as above)
DV: F 10, **S 9**, **R 8**, **T 8**. **No Anti Artillery Defence**
Anti-Artillery: 2x 17cm Md. Lasers: Sh 4, **FP 3/5**. 2x 6cm Lt Lasers: **Sh 4**, **FP 3/3**. (short/ medium range only).
All weapons MUST fire at same target.



Uralvagonzavod Sabre Heavy Tank

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

Br44 Dragoon T/ICV

Type	Veteran: 4+
Move	Medium, Tracked: 10cm
Defence	F 9 , S 8 , R 7 , T 7
Weapons	2cm Auto-canon: Sh 2 , FP 2/2 . Manta Light ATGW: Sh 1 , FP 0/5 . (no short range). Can carry 2 infantry TUs - if any on board add 1cm assault rifle coil-guns: Sh 2 , FP 1/3 - firing left/right/rear.

VARIANTS

Br46 Command Car: No infantry or cannon.

KleinKrad Reconnaissance Half Track: Fast, Tracked: **15cm**, **DV: F 9**, **S 7**, **R 7**, **T 6**, Armed with Heavy Support Weapon: **Sh 2**, **FP 1/3** & Manta Light ATGW: **Sh 1**, **FP 0/5**. (no short range).



Scania MV Br44 Dragoon T/ICV

Halberd Tank Destroyer

Type	Veteran: 4+
Move	Fast, Tacked: 15cm
Defence	F 10 , S 9 , R 8 , T 7
Weapons	22cm DS Railgun, FArc ONLY: Sh 1 , FP 2/7 . 1cm Gatling railgun: Sh 3 , FP 1/3 , Manta Light ATGW: Sh 1 , FP 0/5 . (no short).

VARIANTS

Hunter: Twin 6cm cm Railgun, **FArc only: Sh 2**, **FP 2/5**. 1cm Gatling railgun: **Sh 3**, **FP 1/3**, Manta Light ATGW: **Sh 1**, **FP 0/5**. (no short).

Command: Twin 6cm Cannon, **FArc ONLY: Sh 4**, **FP 2/4**. 1cm Gatling railgun: **Sh 3**, **FP 1/3**



Uralvagonzavod Halberd Tank Destroyer

DETACHMENTS

Each Detachment is 10 TUs. At least 4 of the TUs should be infantry.

Infantry Platoon Detachment: 5 infantry TUs on skimmers (any mix); 2 tank hunter infantry TUs in 1 Br44, 1 Cutlass anti-artillery tank; 1 Br46 command half-track.

Total: 880pts - 910pts depending on Skimmer mix. Or...

Reconnaissance Platoon Detachment: 5 infantry TUs on skimmers (standard infantry equipment only); 2 support squad infantry TUs in 1 Br44, 2 KleineKrad reconnaissance vehicles. **Total: 830pts. Or...**

Mechanised Platoon Detachment: 2 infantry TUs on skimmers (any mix), 2 tank hunter infantry TUs in 1 Br44, 1 Halberd/Hunter tank destroyer; 1 Halberd command; 1 Cutlass heavy tank; 1 Cutlass anti-aircraft tank; 1 Cutlass anti-artillery tank. **Total: 1695pts - 1705pts depending on Skimmer mix**

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).

POINTS COSTS

Cutlass heavy tank: **290pts**; Cutlass anti-aircraft tank: **275pts**;
Cutlass anti-artillery tank: **300pts**; Br44: **150pts**;
Br46 command: **100pts**; KleineKrad recce vehicle: **175pts**;
Halberd/Hunter tank destroyer: **275pts**; Halberd command: **225pts**.

Infantry: **35pts** - on skimmers: **50pts**; support squad and tank hunters: **40pts** - on skimmers: **55pts**;

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