

Ander's Legion - post 348TW



15MM

Heavy Infantry Squad

Type	Veteran: 4+ C/As't: 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**, & **Advanced Buzzbomb**: **Sh 1**, **FP 1/7** (**medium range only**)
Inf. Skimmers: move **Fast**, **Hover**: **15cm** but still fight as infantry.



Anders' Legion

Xiphos Tank Destroyer

Type	Veteran: 4+
Move	Fast, Tacked: 15cm
Defence	F 10 , S 9 , R 8 , T 7
Weapons	20cm HI Powergun, FArc 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 .



Defence Systems	Drozd 6, Sh 1 all up to Close 8cm , FP 3/1(4+)
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VARIANTS

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



TF Industries Xiphos Tank Destroyer

Kopis Heavy Recce

Type	Veteran: 4+
Move	Fast, Tacked: 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

Defence Systems	Drozd 6, Sh 1 all up to Close 8cm , FP 3/1(4+)
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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.
NO TRIBARREL



TF Industries Kopis Heavy Recce

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

Rapier Heavy Tank

Type	Veteran: 4+
Move	Medium, Tracked: 10cm
Defence	F 12 , S 9 , R 8 , T 8
Weapons	22cm DS Railgun: Sh 1 , FP 2/7 ; 1 gatling coil gun: Sh 3 , FP 1/3 . FArc 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 FArc gatling



TF Industries Rapier Heavy Tank

Br54 Dragoon 2 M/ICV

Type	Veteran: 4+
Move	Fast, Tracked: 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).

Defence Systems	Drozd 6, Sh 1 all up to Close 8cm , FP 3/1(4+) NOT IN REAR ARC
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VARIANTS

Br56 Command Car: **No infantry** but same armament. **SNIPER POD**: **Sh 2**, **FP 2/2**. - See Supplement 3



Scania MV Br54 Dragoon 2 M/ICV

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 (Br68): 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**



Lyon AC Viking ATV 'KlieneKrad'

DETACHMENTS

Each Detachment is 10 TUs.

Infantry Detachment:
 6 infantry TUs (2 of each) in 2 Br54s;
 1 Br56 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 Machette anti-aircraft tank; 1 Machette anti-artillery tank. **Total: 2420pts - 2530pts depending on Skimmer choice.** Or...

Heavy Armoured Detachment: 3 Rapier heavy tanks; 1 Rapier Command tank; 1 Machette anti-aircraft tank; 1 Machette 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**).

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 Gun Mortar: **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

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 **Sh 2, 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.*



FIRING ARCS

