**Defence**

**Infantry with support weapons or tank hunters:**
- 1cm Carbine powerguns, (long range).
- Turret mounted 5cm Hi Powergun: Sh 1, FP 2/6.
- Coaxial 2cm Cannon (must fire at same target as main gun): Sh 2, FP 2/3.
- 2cm tri-barrel powergun: Sh 3, FP 3/3.

**Infantry with carbines:**
- 1cm Carbine powerguns, (short/medium range only).
- Buzzbombs: With SMG:
- 2cm Support Powergun:
- 1cm SMG powerguns:

**Infantry squad:**
- Upto 1 additional sergeant could be purchased at 105pts.

**Sirene missile buggy:**
- Turret mounted 3cm rapid fire Powergun: Sh 2, FP 3/4.
- 2cm tri-barrel powergun: Sh 3, FP 3/3.
- Manta light ATGW: Sh 1, FP 0/5.
- (no short range).
- Carries 2 TUs of infantry.

**LEADERS**

**Colonel Brandt**
- **LV8**
- LPs is 2d6 + 8
- Elite skills: Blitzkrieg, A Shaper of Men

**RANKS**

**Major**
- **LV6**
- LPs is 2d6 + 4

**Captain**
- **LV4**
- LPs is 2d6 + 2

**Lieutenant**
- **LV2**
- LPs is 2d6 + 1

**Sergeant**
- **LV1**
- LPs is 2d6 + 1

**POINTS COSTS**

**Zentaur heavy tank:** 300pts; Zentaur command tank: 300pts; Gryphon medium tank: 105pts; Ajax APC: 100pts; Sirene missile buggy: 65pts; Sirene recce or command: 35pts; Infantry with carbines: 10pts; Infantry with support weapon or tank hunters: 15pts.

Up to 1 additional sergeant could be purchased at 5pts.

**Sirene 4x4 missile buggy:**
- Turret mounted 20cm Hi Powergun: Sh 1, FP 2/8.
- 2 of 2cm tri-barrel powergun: Sh 3, FP 3/3.
- Light Mortar: Sh 3, FP 3/1. (no short range). Observed by any TU with a line of sight, die versus quality to hit. Not observed: quality -1. Radius from target point 10cm. May only fire 3 weapon systems in any one turn.

**VARIANTS**

**Support squad:**
- 1cm SMG powerguns: Sh 2, FP 1+1/1 (short/medium range).
- 2cm Support Powergun: Sh 3, FP 2/2 (short/medium range only).
- With SMG: Sh 2, FP 1+1/1 (short/medium range only) & Buzzbombs: Sh 1, FP 1/6 (short range only).

**Medium tank**
- Turret mounted 5cm Hi Powergun: Sh 1, FP 2/6.
- Coaxial 2cm Cannon (must fire at same target as main gun): Sh 2, FP 2/3.
- 2cm tri-barrel powergun: Sh 3, FP 3/3.

**VARIANTS**

**Support squad:**
- Heavy APC: DV F 9, S 8, R 7, T 7
- Turret mounted 3cm rapid fire Powergun: Sh 2, FP 3/4.
- 2cm tri-barrel powergun: Sh 3, FP 3/3.
- Manta light ATGW: Sh 1, FP 0/5.
- (no short range).
- Carries 2 TUs of infantry.

**Leader**

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

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

**Sergeant**
- LV1
- LPs is 2d6 + 1

**DEPARTMENTS**

Each Detachment is 15 TUs. All infantry except snipers start the game in vehicles.

**Panzer detachment:**
- 2 Zentaur Heavy Tanks (one of which is a command tank), 4 Gryphon Medium Tanks; 3 Ajax APCs, 6 infantry TUs (3 standard, 2 support, 1 with buzzbombs):
- **Total:** 1395pts or...

**Infantry detachment:**
- 3 Sirene Armoured Cars (1 Command, 2 Missile); 4 Ajax APCs, 8 infantry TUs (3 standard, 2 support, 3 with buzzbombs):
- **Total:** 670pts

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 (20pts). Add a third detachment of veterans using any detachment from the Thunderbolts "Big Detachment Card" and a Veteran major (100pts). Add a fourth detachment by either replicating one of the detachments above or another from the Thunderbolts. Add Colonel Brandt for 3 or 4 detachments at 200pts.

The force may swap up to TWO snipers from the Infantry Detachment (at 30pts each). At least one sniper must be swapped for either a Support or Tank Hunter TU. Below is an example infantry detachment with 2 Snipers, with 1 recce car swapped for a Missile Buggy as sniper transport:

**Infantry detachment:**
- 3 Sirene Armoured Cars (1 Command, 1 Missile and 1 Recce); 4 Ajax APCs, 8 infantry TUs (2 standard, 1 support, 3 with buzzbombs, 2 snipers):
- **Total:** 675pts

**LEADERS**

**Colonel Brandt**
- **LV8**
- LPs is 2d6 + 8
- Elite skills: Blitzkrieg, A Shaper of Men

**RANKS**

**Major**
- **LV6**
- LPs is 2d6 + 4

**Captain**
- **LV4**
- LPs is 2d6 + 2

**Lieutenant**
- **LV2**
- LPs is 2d6 + 1

**Sergeant**
- **LV1**
- LPs is 2d6 + 1

**POINTS COSTS**

Zentaur heavy tank: 300pts; Zentaur command tank: 300pts; Gryphon medium tank: 105pts; Ajax APC: 100pts; Sirene missile buggy: 65pts; Sirene recce or command: 35pts; Infantry with carbines: 10pts; Infantry with support weapon or tank hunters: 15pts.

Up to 1 additional sergeant could be purchased at 5pts.