

# Antargran Regular Army (UAAF)



15MM

## Infantry Squad

Type	Trained: 5+ C/As't: 1
Move	Infantry: 8cm
Defence	6, Light cov' +1, Heavy +2
Weapons	1cm Carbine powerguns, Sh 2, FP 1/1 (long range).
Suppress	remove suppression marker (UP TO 3) on 5+

### VARIANTS

#### Support Squad:

1cm SMG powerguns: Sh 2, FP 1+1/1 (short/medium range).

2cm Support Powergun: Sh 3, FP 2/2

#### Tank Hunters:

With SMG: Sh 2, FP 1+1/1

(short/medium range only) &

Buzzbombs: Sh 1, FP 1/6 (short range only)



## Medium Tank

Type	Trained: 5+
Move	Medium, Tracked: 10cm
Defence	F 10, S 9, R 8, T 7
Weapons	

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

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



KH Industrial Gryphon Medium Tank

## LEADERS

### Colonel Brandt LV8

LPs is 2d6 + 8

**Elite skills:**

*Blitzkrieg,  
A Shaper of Men*

## RANKS

### Major LV6

LPs is 2d6 + 6

### Captain LV4

LPs is 2d6 + 4

### Lieutenant LV2

LPs is 2d6 + 2

### Sergeant LV1

LPs is 2d6 + 1



KH Industrial Ajax Heavy MICV

## Zentaur Heavy Tank

Type	Trained: 5+
Move	Slow, Tracked: 8cm
Defence	F 11, S 10, R 8, T 8
Weapons	

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

Command variant: same stats



KH Industrial Zentaur Heavy Tank

## Sirene 4x4 Missile Buggy

Type	Trained: 5+
Move	Fast, Wheeled: 15cm
Defence	F 8, S 7, R 6, T 6
Weapons	

Manta Light ATGW Launcher: Sh 2, FP 0/5 (no short-range). Cannot carry infantry

### VARIANTS

Recce Variant:

Heavy Support Weapon: Sh 2, FP 1/3.

Cannot carry infantry TU but may carry Sniper TU.

Command Variant:

Heavy Support Weapon: Sh 2, FP 1/3

Cannot carry infantry or Sniper TU.



KH Industrial Sirene 4x4 Armoured Car

## DETACHMENTS

**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 10pts.**

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**

## 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**.