

Apex Dragons



15MM

Heavy Infantry Squad

Type	Veteran: 4+ C/As't: 3
Move	Infantry: 8cm
Defence	7 , Light cov' +1 , Heavy +2
Weapons	High-Tech Assault Rifle: Sh 2, FP 1/1. (max range: long)
Suppress	remove suppression marker (UP TO 4) on 4+

VARIANTS

Light Anti-Tank Squad: Defence Value **6**, with Assault Rifle: **Sh 1, FP 1/1 (range: Long)** & Buzzbombs: **Sh 1, FP 1/6 (short range only)**.

Light Attack Squad: Defence Value **6**, with Assault Rifle: **Sh 1, FP 1/1 (range: Long)** & Hypersonic Missile: **Sh 3, FP 0/4**



Infantry

Apex Dragons

GIAT Tank Destroyer

Type	Veteran: 4+
Move	Slow, Wheeled: 8cm
Defence	F 9, S 8, R 8, T 7
Weapons	9cm Electrochemical cannon (as per Railgun): Sh 1, FP 2/7 . Support Weapon: Hypersonic Missile Launcher: Sh 3, FP 0/4 .
Defence Systems	Drozd, Sh 1 all up to Close 8cm, FP 2/1(4+)

VARIANTS

GIAT Area Defence system

2 x 2cm Gatling: **Sh 6, FP 2/4**.

GIAT Heavy APC & Missile Support

Multi shot Kestral ATGW: **Sh 2, FP 1/6. (no short range)**.

Hypersonic missile s'pt weapon: **Sh 3, FP 0/4** and carries **3 TUs inf'try**.

AA as per 2 light lasers: ⚠



GIAT RA4-80 Tank Destroyer; ADW; APC

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

Trojan 6x6 APC

Type	Veteran: 4+
Move	Fast, Wheeled: 15cm
Defence	F 8, S 8, R 8, T 7
Weapons	2cm Auto-canon: Sh 2, FP 2/2 . Manta Light ATGW: Sh 1, FP 0/5. (no short range) and carries 2 TUs infantry.
Defence Systems	Drozd, Sh 1 all up to Close 8cm, FP 2/1(4+)

VARIANTS

Command Vehicle: As APC but **NO** ATGW and carries **no Infantry**

Missile Launcher: May be fitted with **additional** multi-shot Manta Light ATGW: **Sh 2, FP 0/5. (no short range)**. May **not** carry infantry



Trojan 6x6 APC

Slingshot 6x6 MICV

Type	Veteran: 4+
Move	Fast, Wheeled: 15cm
Defence	F 9, S 8, R 8, T 7
Weapons	2cm Gatling railgun: Sh 3, FP 2/4 . Hypersonic missile support weapon: Sh 3, FP 0/4
Defence Systems	Drozd, Sh 1 all up to Close 8cm, FP 2/1(4+)

VARIANTS

Hypersonic Missile Calliope:

Defence: **F 9, S 8, R 8, T 7**.

Fitted with AI and Hypersonic Missile Artillery Defence weapon **Sh 6, FP 0/4** and carries **NO** infantry or support weapon.

AA as per 2 light lasers: ⚠



Slingshot 6x6 MICV

DETACHMENTS

Each Detachment is 10 TUs. All infantry start the game in light or heavy APCs.

Strike detachment: 5 Slingshot MICVs, 2 Slingshot calliope, 1 GIAT ADW, 1 Trojan command, 1 Trojan missile launcher: **Total: 1920pts** or...

Heavy detachment: 4 GIAT ADW, 4 GIAT tank destroyers, 1 Slingshot calliope, 1 Trojan missile launcher: **Total: 2580pts** or...

Infantry detachment: 7 Infantry TUs (3 regular, 4 any mix of other types) in 1 GIAT heavy APC missile launcher and 2 Trojan APCs: **Total: 785pts** or...

Dragoon detachment: 3 Infantry TUs (1 regular, 2 any other type) and 1 Trojan APC, 1 Slingshot MICV, 1 Slingshot calliope, 1 Trojan command, 1 Trojan missile launcher, 1 GIAT ADW, 1 GIAT tank destroyer: **Total: 1445pts**.

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). Add a third detachment with a major (100pts). Add a fourth detachment with an additional major.

POINTS COSTS

Trojan APC: **140pts**; missile launcher Trojan: **145pts**; command Trojan: **100pts**; Slingshot MICV: **195pts**; hypersonic missile calliope: **200pts**; GIAT Tank destroyer: **260pts**; GIAT ADW: **300pts**; GIAT heavy APC/missile support: **260pts**. All infantry types: **35pts**.

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