## Heavy Infantry Squad

**Type**: Veteran: 4+

**Move**: Infantry: 8cm

**Defence**: 7, Light cov' +1, Heavy +2

**Weapons**: High-Tech Assault Rifle: Sh 2, FP 1/7. (max range: long)

**Suppress**: remove suppression marker (UP TO 4) on 4+

### VARIANTS

**Anti-Tank Squad**: with Assault Rifle: Sh 1, FP 1/1 (range: Long) & Advanced Buzzbombs: Sh 1, FP 1/7 (medium range only).

**Attack Squad**: with Assault Rifle: Sh 1, FP 1/1 (range: Long) & Shoulder launched Hypersonic Missile: Sh 3, FP 0/4

## Broadsword Tank Destroyer

**Type**: Veteran: 4+

**Move**: Medium, Wheeled: 10cm

**Defence**: F 10, S 9, R 8, T 7

**Weapons**: 11cm Electrochemical cannon (as per 20cm powergun): Sh 1, FP 2/8. Support Weapon: Heavy cone bore: Sh 2, FP 1/4, 1TU Inf.

### Defence Systems

**VARIANTS**

**Broadsword ‘Scabard’ APC**

2cm Gatling railgun: Sh 2, FP 3/8, (no short range). Heavy cone bore: Sh 2, FP 1/4, 1TU Infantry.

**Broadsword ‘Spartha’ Area Defence system**

2 x 2cm Gatling. Carries 1TU Infantry. ‘Trebuchet’ Missile Support System

**Variants**

**Mangonel** 2/1 (4+)

Heavy conebore: 2, 1/4 NO

**Ballista** Powergun Calliope:

Artillery Defence weapon Sh 8, FP 3/4 and NO infantry or support weapon. ‘Mangonel’ Missile Launcher: multi-shot Medium Kestral ATGW: Sh 2, FP 1/6, (no short range). NO infantry/support weapon.

## Broadsword Falx Tank

**Type**: Veteran: 4+

**Move**: Medium, Wheeled: 10cm

**Defence**: F 10, S 9, R 8, T 7


### Defence Systems

**VARIANTS**

**Broadsword Falx’ Calliope**

2cm Gatling railgun: Sh 3, FP 2/4. Manta Light ATGW: Sh 1, FP 0/5, (no short range) Carries 4 TUs infantry.

## Odyssey 6x6 APC

**Type**: Veteran: 4+

**Move**: Fast, Wheeled: 15cm

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

**Weapons**: 2cm Gatling railgun: Sh 3, FP 2/4, Manta Light ATGW: Sh 1, FP 0/5. (no short range) and carries 3 TUs infantry.

**Defence Systems**: Drozd, Sh 1 all up to Close 8cm, FP 2/1(4+)

**VARIANTS**

**Command Vehicle**: As APC but main weapon replaced by Heavy cone bore: Sh 2, FP 1/4 and NO ATGW and carries no Infantry

## Catapult MICV

**Type**: Veteran: 4+

**Move**: Fast, Wheeled: 15cm

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

**Weapons**: Rapid fire 2cm Gatling railgun: Sh 5, FP 2/4, Heavy cone bore: Sh 2, FP 1/4, and carries 1 TU of infantry.

**Defence Systems**: Drozd, Sh 1 all up to Close 8cm, FP 2/1(4+)

**VARIANTS**

**Ballista** Powergun Calliope:

Artillery Defence weapon Sh 8, FP 3/4 and NO infantry or support weapon. ‘Mangonel’ Missile Launcher: with multi-shot Medium Kestral ATGW: Sh 2, FP 1/6, (no short range). NO infantry/support weapon.

## Points Costs

<table>
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<tr>
<th>Type</th>
<th>Move</th>
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<tr>
<td>Odyssey APC</td>
<td>160pts;</td>
<td>Odyssey command:</td>
<td>110pts;</td>
<td>Catapult MICV:</td>
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</tbody>
</table>

Up to 1 additional sergeant could be purchased at 10pts. Up to 1 standard infantry element per detachment (up to a maximum of 2 for a force) could be swapped for a sniper for +100pts.

### Points Costs

- Odyssey APC: 160pts; Odyssey command: 110pts; Catapult MICV: 215pts; Ballista calliope: 240pts; Manogenel missile launcher: 155pts; Broadsword Tank destroyer: 360pts; Falx Tank: 360pts; Spatha ADW: 360pts; Trebuchet missile support: 360pts; Scabard heavy APC: 200pts; Standard Infantry: 35pts; Attack or tank hunter Infantry: 45pts.

#### 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

#### Detachments

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

**Strike detachment**: 2 Catapult MICVs, 2 Ballista calliope, 1 Spatha ADW, 1 Odyssey command, 1 Manogenel missile launcher, 1 Falx Tank, 1 Broadsword tank destroyer, 1 Attack or Tank hunter Infantry TU: **Total: 2300pts** or...

**Dragoon detachment**: 1 Odyssey APC, 1 Catapult MICV, 1 Ballista calliope, 1 Odyssey command, 1 Manogenel missile launcher, 1 Spatha ADW, 1 Broadsword tank destroyer, 3 Infantry TUs (1 regular, 2 any other type): **Total: 1725pts** or...

**Heavy detachment**: 3 Falx Tanks, 3 Broadsword tank destroyers, 1 Odyssey command, 2 Trebuchet missile launchers, 1 Attack or Tank hunter Infantry TU: **Total: 3035pts** or...

**Infantry detachment**: 6 infantry TUs (3 regular, 3 any mix of other types) in 1 Scabard heavy APC and 1 Odyssey APC, 1 Odyssey command, 1 Manogenel missile launcher: **Total: 865pts.**

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.

**Elite Skill** Anti-ATGW Enhanced Data Link.

Any vehicle that is targeted by a ATGW missile can call upon other vehicles with line of site to their own position that have an unused weapon with a red triangle (or blue triangle) option for anti-ATGW work at -1QR