

# Apex Dragons (Post 335TW)



15MM

## Heavy Infantry Squad

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

### 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: <b>4+</b>
Move	Medium, Wheeled: <b>10cm</b>
Defence	<b>F 10, S 9, R 8, T 7</b>
Weapons	11cm Electrochemical cannon (as per 20cm powergun): <b>Sh 1, FP 2/8.</b> Support Weapon: Heavy conebores: <b>Sh 2, FP 1/4. 1TU Inf.</b>

Defence Systems	Drozd, <b>Sh 1</b> all up to Close <b>8cm, FP 2/1(4+)</b>
-----------------	---

### VARIANTS

**Broadsword 'Spartha' Area Defence system** 2 x 2cm Gatling: **Sh 6, FP 2/4** Carries **1TU Infantry.**

**'Trebuchet' Missile Support** Multi shot Brumbar Heavy ATGW: **Sh 2, FP 3/8. (no short range).** Heavy conebores: **Sh 2, FP 1/4** Carries **1TU Infantry.**



JTTF Broadsword 488 Tank Destroyer

## Broadsword Falx Tank

Type	Veteran: <b>4+</b>
Move	Medium, Wheeled: <b>10cm</b>
Defence	<b>F 10, S 9, R 8, T 7</b>
Weapons	Twin 9cm ECAP cannon: <b>Sh 4, FP 3/6. No Support Weapon.</b> Carries <b>1TU Infantry.</b>

Defence Systems	Drozd, <b>Sh 1</b> all up to Close <b>8cm, FP 2/1(4+)</b>
-----------------	---

### VARIANTS

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



JTTF Broadsword 'Falx' 491 Tank

## 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

## Odyssey 6x6 APC

Type	Veteran: <b>4+</b>
Move	Fast, Wheeled: <b>15cm</b>
Defence	<b>F 8, S 8, R 8, T 7</b>
Weapons	2cm Gatling railgun: <b>Sh 3, FP 2/4.</b> Manta Light ATGW: <b>Sh 1, FP 0/5. (no short range)</b> and carries <b>3 TUs</b> infantry.

Defence Systems	Drozd, <b>Sh 1</b> all up to Close <b>8cm, FP 2/1(4+)</b>
-----------------	---

### VARIANTS

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



JTTF Odyssey 6x6 APC

## Catapult 6x6 MICV

Type	Veteran: <b>4+</b>
Move	Fast, Wheeled: <b>15cm</b>
Defence	<b>F 9, S 8, R 8, T 7</b>
Weapons	Rapid fire 2cm Gatling railgun: <b>Sh 5, FP 2/4.</b> Heavy conebores: <b>Sh 2, FP 1/4.</b> and carries <b>1 TU of infantry.</b>

Defence Systems	Drozd, <b>Sh 1</b> all up to Close <b>8cm, FP 2/1(4+)</b>
-----------------	---

### 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.**



JTTF Catapult 'Ballista' 6x6 Calliope

## 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 Spartha ADW, 1 Odyssey command, 1 Mangonel missile launcher, 1 Falx Tank, 1 Broadsword tank destroyer, 1 Attack or Tank hunter Infantry TU: **Total: 2300pts or...**

**Dragon detachment:** 1 Odyssey APC, 1 Catapult MICV, 1 Ballista calliope, 1 Odyssey command, 1 Mangonel missile launcher, 1 Spartha 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 Mangonel 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**

## POINTS COSTS

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

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**.