

Auroran Marine de l'espace - post 332



15MM

Armoured Infantry Squad

Type	Elite: 3+ C/As't: 4
Move	Infantry: 8cm
Defence	7, Light cov' +1, Heavy +2
Weapons	Cone-bore Assault Rifle Sh 2, FP 1/3
Suppress	remove suppression marker (UP TO 5) on 3+

VARIANTS

Tank Hunter Squad: with Cone-bore: Sh 1, FP 1/3 & AdvBuzzbomb: Sh 2, FP 1/7 Range medium 120cm

Support Squad: with Cone-bore & HSW: Sh 3, FP 1/3. **COMBINED FIRE ONLY**

Mortar Team: with Light Mortar Sh 3, FP 3/1 (NA no short range).

Air Defence Squad: with Cone-bore: Sh 1, FP 1/3 Manta ATGW: Sh 1, FP 0/5. (No short range) OR



Armoured Infantry

Auroran Marine de l'espace

Curtiss Heavy Blower MBT

Type	Elite: 3+
Move	Medium, Hvy Hover: 10cm
Defence	F 12, S 10, R 8, T 8
Weapons	20cm HI Powergun: FArc Sh 1, FP 3/9; 1 x Tribarrel powergun: Sh 3, FP 3/3.
Defence Systems	Panel ADS, Sh 1 all up to Close 8cm, FP 4/2(3+)

VARIANTS

Command Tank: same stats



Brigade Ind. Curtiss M-83 Blower

Oldmann Light Recce Tank

Type	Elite: 3+
Move	Fast, Lt Hover: 15cm
Defence	F 10, S 7, R 7, T 6
Weapons	HI 10cm Powergun Sh 1, FP 3/6. 1 x Tribarrel powergun: Sh 3, FP 3/3.
Defence Systems	Panel ADS, Sh 1 all up to Close 8cm, FP 4/2(3+)

VARIANTS

ATGW Variant: Only weapon system is Multi Shot Manta Light ATGW: Sh 2, FP 0/5. (no short range).

Command Variant: as standard Light tank



Brigade Industries Oldmann M-51

RANKS

Major
LV12

LPs is 2d6 + 10+2

Captain
LV10

LPs is 2d6 + 8+2

Lieutenant
LV8

LPs is 2d6 + 6+2

Sergeant
LV6

LPs is 2d6 + 4+2

Kochte MBT

Type	Elite: 3+
Move	Fast, Lt Hover: 15cm
Defence	F 10, S 9, R 8, T 8
Weapons	20cm Powergun: FArc Sh 1, FP 2/8; 1 x Tribarrel powergun: Sh 3, FP 3/3.
Defence Systems	Panel ADS, Sh 1 all up to Close 8cm, FP 4/2(3+)

VARIANTS

Command Tank: Same Stats



Brigade Industries Kochte M-84

Baumann MICV

Type	Elite: 3+
Move	Fast, Lt Hover: 15cm
Defence	F 9, S 7, R 7, T 6
Weapons	1 rapid fire 3cm Powergun: Sh 3, FP 3/4. Manta Light ATGW: Sh 1, FP 0/5. (No short range). Can carry 2 infantry TU.
Defence Systems	Panel ADS, Sh 1 all up to Close 8cm, FP 4/2(3+)

VARIANTS

ATGW Variant: **Can carry 1 infantry TU.** Multi Shot Manta Light ATGW: Sh 2, FP 0/5. (no short range).

Command Variant: as standard MICV but **can carry 1 infantry**

Air Defence M-411: Main gun swap to HRF Coil Gun Sh 4, FP 1/4. Keeps Manta ATGW but can fire them in **air defence mode** for **ADDITIONAL** **can carry NO infantry**



Brigade Industries Baumann M-41

DETACHMENTS

Each Detachment is 8 TUs. All infantry TUs start the game in APCs.

Heavy Armoured Detachment: 3 Curtiss MBTs (inc 1 command); 3 Kochte MBTs; 2 Oldmann Recce Tanks. **Total: 4255pts Or...**

Armoured Detachment: 3 Kochte MBTs (inc 1 command); 3 Oldmann Recce Tanks; 1 Oldmann ATGW; 1 Baumann M4-11 Air defence; **Total: 3530pts. Or...**

Infantry Detachment: 2 Baumann MICVs (standard or ATGW); 1 Baumann Command, 5 TUs of infantry (1 regular, 1 mortar, 1 support squad, 1 Tank Hunter, 1 Air Defence); **Total: 1580pts.**

Add a Lt. to any of these detachments at 80pts.

Treat this force - whatever option is selected - as a **SINGLE** detachment. Build a bigger force with multiple detachments and a captain (**120pts**). All detachments points costs **include 400pts of Elite skills costs built in (Supplement 5)**

ELITE SKILLS

Communication Technician (S4): All officers in detachment gain +2 LPs (already built in to stats, above).

Enhanced Data Link (S4): Any TU can passively act as a forward observer for both ATGWs and Artillery.

Anti-ATGW Enhanced Data Link (S4): Any vehicle that is targeted by an ATGW can call on others with LOS of site to bring their own unused systems in to help knock down the missile at -1QR. These weapons would not then be available for other firing within that turn.

Using the ATGW as additional AAA

If the air defence Baumann M-411 choses to it may sacrifice its Manta ATGW fire for use as a direct fire support for its heavy coil gun giving a combined AAA anti Missile or Artillery fire for **PLUS 2** making a total of The infantry Air defence unit can also fire as AA by sacrificing its ATGW option for a simple: Either of the Baumann or Oldmann ATGW vehicles may opt to use their ATGW fire as AAA for a

POINTS COSTS

Curtiss (or command tank): **565pts**; Kochte: **500pts**; Oldmann (any variant): **330pts**; Baumann MICV (any variant): **310pts**; Infantry: **40pts**; infantry support, command or mortar: **50pts**. Tank Hunter Infantry with buzzbomb launcher or Air Defence with ATGW: **55pts**.

Up to 1 additional sergeant could be purchased at **60pts**.

One Standard infantry may be swapped for a **Sniper (+125pts)**

Detachments of Elites and (Veteran) Regulars can be used in the same force (but not mixed within a single detachment) however they all use Elite Commanders.

Auroran Regular Army - post 332TW



15MM

Armoured Infantry Squad

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

VARIANTS
Tank Hunter Squad: with Cone-bore: Sh 1, FP 1/3 & AdvBuzzbomb: Sh 2, FP 1/7 Range medium 120cm
Support Squad: with Cone-bore & HSW: Sh 3, FP 1/3. **COMBINED FIRE ONLY**
Mortar Team: with Light Mortar Sh 3, FP 3/1 (NA no short range).
Air Defence Squad: with Cone-bore: Sh 1, FP 1/3 Manta ATGW: Sh 1, FP 0/5. (No short range) OR



Curtiss Heavy Blower MBT

Type	Veteran: 4+
Move	Medium, Hvy Hover: 10cm
Defence	F 12, S 10, R 8, T 8
Weapons	20cm HI Powergun: FArc Sh 1, FP 3/9; 1 x Tribarrel powergun: Sh 3, FP 3/3.
Defence Systems	Panel ADS, Sh 1 all up to Close 8cm, FP 4/2(3+)

VARIANTS
Command Tank: same stats



Brigade Ind. Curtiss M-83 Blower

Oldmann Light Recce Tank

Type	Veteran: 4+
Move	Fast, Lt Hover: 15cm
Defence	F 10, S 7, R 7, T 6
Weapons	HI 10cm Powergun Sh 1, FP 3/6. 1 x Tribarrel powergun: Sh 3, FP 3/3.
Defence Systems	Panel ADS, Sh 1 all up to Close 8cm, FP 4/2(3+)

VARIANTS
ATGW Variant: Only weapon system is Multi Shot Manta Light ATGW: Sh 2, FP 0/5. (no short range).
Command Variant: as standard Light tank



Brigade Industries Oldmann M-51

RANKS

Major LV12
 LPs is 2d6 + 10+2

Captain LV10
 LPs is 2d6 + 8+2

Lieutenant LV8
 LPs is 2d6 + 6+2

Sergeant LV6
 LPs is 2d6 + 4+2

Kochte MBT

Type	Veteran: 4+
Move	Fast, Lt Hover: 15cm
Defence	F 10, S 9, R 8, T 8
Weapons	20cm Powergun: FArc Sh 1, FP 2/8; 1 x Tribarrel powergun: Sh 3, FP 3/3.
Defence Systems	Panel ADS, Sh 1 all up to Close 8cm, FP 4/2(3+)

VARIANTS
Command Tank: Same Stats



Brigade Industries Kochte M-84

Baumann MICV

Type	Veteran: 4+
Move	Fast, Lt Hover: 15cm
Defence	F 9, S 7, R 7, T 6
Weapons	1 rapid fire 3cm Powergun: Sh 3, FP 3/4. Manta Light ATGW: Sh 1, FP 0/5. (No short range). Can carry 2 infantry TU.
Defence Systems	Panel ADS, Sh 1 all up to Close 8cm, FP 4/2(3+)

VARIANTS
ATGW Variant: **Can carry 1 infantry TU.** Multi Shot Manta Light ATGW: Sh 2, FP 0/5. (no short range).
Command Variant: as standard MICV but **can carry 1 infantry**
Air Defence M-411: Main gun swap to HRF Coil Gun Sh 4, FP 1/4. Keeps Manta ATGW but can fire them in **air defence mode** for **ADDITIONAL** can carry **NO** infantry



Brigade Industries Baumann M-41

DETACHMENTS

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

Heavy Armoured Detachment: 3 Curtiss MBTs (inc 1 command); 4 Kochte MBTs; 3 Oldmann Recce Tanks. **Total: 3850pts Or...**

Armoured Detachment: 3 Kochte MBTs (inc 1 command); 3 Oldmann Recce Tanks; 2 Oldmann ATGW; 2 Baumann M4-11 Air defence; **Total: 3610pts. Or...**

Infantry Detachment: 3 Baumann MICVs (standard or ATGW); 7 TUs of infantry (1 regular, 1 regular - *command*, 1 mortar, 1 support squad, 2 Tank Hunters, 1 Air Defence); **Total: 1430pts.**

Add a Lt. to any of these detachments at 80pts.

Treat this force - whatever option is selected - as a **SINGLE** detachment. Build a bigger force with multiple detachments and a captain (**120pts**). All detachments points costs **include 400pts of Elite skills costs built in (Supplement 5)**

ELITE SKILLS

Communication Technician (S4): All officers in detachment gain +2 LPs (already built in to stats, above).
Enhanced Data Link (S4): Any TU can passively act as a forward observer for both ATGWs and Artillery.
Anti-ATGW Enhanced Data Link (S4): Any vehicle that is targeted by an ATGW can call on others with LOS of site to bring their own unused systems in to help knock down the missile at -1QR. These weapons would not then be available for other firing within that turn.
Using the ATGW as additional AAA
 If the air defence Baumann M-411 choses to it may sacrifice its Manta ATGW fire for use as a direct fire support for its heavy coil gun giving a combined AAA anti Missile or Artillery fire for **PLUS 2** making a total of . The infantry Air defence unit can also fire as AA by sacrificing its ATGW option for a simple: Either of the Baumann or Oldmann ATGW vehicles may opt to use their ATGW fire as AAA for a

POINTS COSTS

Curtiss (or command tank): **450pts**; Kochte: **410pts**; Oldmann (any variant): **260pts**; Baumann MICV (any variant): **240pts**; Infantry: **30pts**; Infantry Command: **40pts**; infantry support or mortar: **45pts**. Tank Hunter Infantry with buzzbomb launcher or Air Defence with ATGW: **50pts**.

Up to 1 additional sergeant could be purchased at **60pts**.

One Standard infantry may be swapped for a **Sniper (+120pts)**

Detachments of Elites and (Veteran) Regulars can be used in the same force (but not mixed within a single detachment)