

REPUBLIC OF BESSARABIA (post 340TW)



15mm

Infantry

Type	Trained: 4+ C/Assault: 1
Move	Infantry 8cm
Defence	5, Light cov' +1, Heavy +2
Weapons	Coil Rifles: Sh 2, FP 1/3.
Suppress	Remove suppression marker (UP TO 4) on 4+

VARIANTS

Support Squad: Coil Rifles: Sh 1, FP 1/3, & Heavy Support Weapon Sh 2, FP 3/3
Anti-Tank Squad: Coil Rifles: Sh 1, FP 1/3, & Advanced Buzzbombs: Sh 1, FP 1/7 (max range: medium)
Attack Squad: Coil Rifles: Sh 1, FP 1/3, & Heavy ATGW: Sh 1, FP 3/8 (no short)



Leu 8x8 Tank

Type	Trained: 5+
Move	Fast; Wheeled: 15cm
Defence	F 10, S 9, R 8, T 7
Weapons	22cm DS Railgun: Sh 1, FP 2/7; Coaxial Heavy Support Weapon Sh 2, FP 1/3 (Must fire at same target as main gun).

VARIANTS

None



M-36C Leu 8x8 Tank

4x4 Cercetas Scout Car

Type	Trained: 5+
Move	Very Fast; Wheeled: 25cm
Defence	F 7, S 6, R 6, T 6
Weapons	Twin Heavy Support Weapon Sh 4, FP 1/3

VARIANTS

Tigru Missile Car:
 Replace turret with Advance Buzzbomb launcher Sh 2, FP 1/7 (max range: Medium)



M-40 Cercetas Scout Car

Atacator 6x6 APC

Type	Trained: 5+
Move	Fast, Wheeled: 15cm
Defence	F 9, S 6, R 8, T 7
Weapons	Auto Cannon: Sh 2, FP 2/3 Carries 2 TU infantry.

VARIANTS

Rinoc Heavy Rapid Fire Coil Gun
 Sh 4, FP 1/4 Carries NO infantry.
Tunetor MLRS Variant
 Replace all weapons with MLRS system Sh 4, FP 5/4 (NO Short or Medium range) Carries NO infantry.



M-19B Atacator 6x6 APC

VARIANTS



M-19R Tunetor MLRS



M-19SF Rinocer Fire Support

Fire Drake Tank Destroyer

Type	Trained: 5+
Move	Slow, Track/Wheeled: 8+8cm
Defence	F 11, S 9, R 8, T 8
Weapons	Heavy Support Weapon Sh 2, FP 1/3

Main gun Special

Main weapon shares movement and firing energy so may: move TWICE, or fire TWICE, or MOVE AND FIRE (firing after ALL movement is completed).

Main gun:

Centrifugal ballista: Sh 1/2 FP 3/8
F Arc
Movement - pick best result from tracked or wheeled.



M-22FW Firedrake Tank Destroyer

LEADERS RANKS

Colonel Cătărau LV10

LPs is 2d6 + 16 +2

Elite skills:

Inspirational Leader +2 LPs

Command Material 3 D6

A shaper of Men

ONE TU +1 QV for 1 turn

Major Mallard LV6

LPs is 2d6 + 6

Communication

Technician (S4): All

officers gain +2 LPs

Captain LV4

LPs is 2d6 + 4

Lieutenant LV2

LPs is 2d6 + 2

Sergeant LV1

LPs is 2d6 + 1

FIREDRAKE DETAIL

The Fire Drake has an unusual centrifugal, fixed gun linked to it's multidirectional wheeled movement along with tracks at the rear that may be deployed or not. The result is a split power between the main weapon and the movement system plus optional cross country tracks so pick the best movement (and firing) rates for wheeled or tracked.

POINTS COST

Atacator APC (or Command): **60pts**;
 Tunetor or Rinocer: **140pts**; Leu Tank: **170pts**; Cercetas Scout Car: **30pts**; Tigru Buzz Car: **35pts**; Fire Drake Heavy Tank Destroyer: **210pts**;

Infantry: **10pts**; Infantry with support weapon: **15pts**; Infantry anti-tank with buzzbomb: **15pts**; Infantry anti-tank Heavy missiles: **20pts**

Up to 2 additional sergeants could be purchased at 5pts each.

DETACHMENT

Detachments are 15TUs. Trained

Armoured Grenadier detachment:

8 Infantry TUs (4 armed with rifles and 4 of any mix), in 4 Atacator APCs; 1 Cercetas scout car, 1 Tigru, 1 Atacator Command Car. **Total: 445pts to 485pts**

Heavy Armoured detachment:

4 Infantry TUs (any mix) in 2 APCs; 4 Fire Drakes, 1 Atacator Command Car, 1 Rinocer Fire Support; 2 Leu Tanks; 1 Cercetas scout car. **Total: 1570pts to 1610pts**

Support detachment:

4 Infantry TUs (any mix) in 2 APCs (any mix); 1 Cercetas scout car, 2 Tigru, 1 Atacator Command Car, 3 Tunetor; 2 Rinocer Fire Support. **Total: 1380pts to 1420pts.**

Add a Lt to a single Detachment for 10pts or a Captain to a second detachment for 20pts. Major Mallard can be added to any force with two detachments or more for 60pts. Colonel Cătărau can be added to any force of three detachments for 130pts. One infantry unit may be swapped for an Elite Sniper for any force of any size for 120pts.