

# Cecach Federal Regular Army



15MM

## Garrison Infantry Squad

Type	Trained: 5+/C/As't:1
Move	Infantry: 8cm
Defence	5, Light cov' +1, Heavy +2
Weapons	High-Tech Assault Rifle Sh 2, FP 1/1 (max range: Long)
Suppress	remove suppression (UP TO 3) on 5+

### VARIANTS

**Mortar & Grenade Squad:** Combined Grenade Launcher and Light Mortar: Sh 4, FP 3/1 (no short range)

**Anti Tank Squad:** Assault Rifle Sh 1, FP 1/1 & Advanced Micro Buzzbombs: Sh 1, FP 1/7 (short and medium range only)



Cecach Federal Army

## Emplaced Laser

Type	Trained: 5+
Move	None
Defence	10 (8 if fired) any cover +2
Weapons	Heavy 25cm Laser with enhanced Laser Burn through. Firing arc all EXCEPT rear arc. Sh 2, FP 4/5 +1B.

The weapon is treated as a vehicle TU in a Static Deployment. If it fires it exposes itself and has a DV8. If it does not fire that turn it withdraws and has a DV10. Any additional cover (gun pit/sandbags etc) is Heavy +2.

Turning the deployed weapon to move its 'blind spot' (the rear arc) costs 2LPs.



S'wiato Boga 25cm Laser Canon

## LEADER

**Commandant Friis**  
**LV14**  
LPs is 2d6 + 12+2

**Elite skills:**  
A Shaper of Men  
Morale officer  
Inspirational Leader

**Major Lichtenstein**  
**LV6**  
LPs is 2d6 + 6

## RANKS

**Captain**  
**LV4**  
LPs is 2d6 + 4

**Lieutenant**  
**LV2**  
LPs is 2d6 + 2

**Sergeant**  
**LV1**  
LPs is 2d6 + 1

## DETACHMENTS

**Each Detachment is 15TUs.** All infantry must be emplaced or be in vehicles at the start of the game.

**Emplaced Garrison Detachment:** 4 Emplaced lasers, 6 TUs of infantry (2 of each); 1 Hetman Command, 2 Mlot Fire Support; 2 Suwalska ATGW. 1 Insurance Sergeant. **Total: 1225pts. Or..**

**Mechanised Garrison Support Detachment:** 2 Combat Support Suwalskas, 2 Suwalska APCs, 4 TUs of infantry (1 regular, 1 Mortar, 2 Tank Hunter); 1 Hetman Command, 2 Mlot Fire Support; 2 Suwalska ATGW; 2 Lucznik Tank Destroyers. 1 Insurance Sergeant. **Total: 805pts.**

Treat this force - whatever option is selected - as a SINGLE detachment during play. Build a bigger force with two to four detachments duplicating where required or add Cecach Federal Army Regulars (see additional play sheet). All detachments must have an Insurance Sergeant and they regularly field officers of one rank higher than the command requires. A single detachment would have a Captain (20pts), a second a Major (50pts) three detachments would undoubtedly have Commandant Friis (520pts) although he may appear with any force of more than one detachment.

Add capability with Mercenaries - Fasolini's Company or Podele's Lions (see additional play sheets)

### Result of Laser Burn Through

Instead of two shots, adding a second die roll (indicated by the +1B) to the first shot and applying the following formula means that a penetration may happen. On the second dice:

6 = Add the infantry FP to the first dice

2 - 5 = Add 1 to the first dice

1 = Burn out Barrel (as if using the Rapid Fire rule). **Weapon may no longer fire.**

### Laser Burn Through: the +1B on the FP (S5)

All lasers capable of firing two shots may sacrifice their second shot for added penetration (FP). Before firing - designate that they intend to 'Burn through' and simultaneously roll a second dice for FP. See above for added FP result.

**Enhanced Laser Burn Through:** The S'wiato laser canon has Enhanced Weapon systems with Boosted Laser Burn Through. **Always add 2** to Burn through dice result, so:

6 - 8 = Add the infantry FP to the first dice

3 - 5 = Add 1 to the first dice

## Suwalska APC

Type	Trained: 5+
Move	Fast, Tracked: 15cm
Defence	F 9, S 8, R 7, T 7
Weapons	Twin Heavy support weapon Sh 4, FP 1/3. Carries 2TUs of Infantry.

### VARIANTS

**'Hetman' Command Vehicle:** as per standard vehicle.

**Combat Support Vehicle:** Dual-Feed Auto cannon Sh1 FP4-2-0-NA/5

All non-APC variants carry no Infantry.



Suwalska CSV with Dual Feed Cannon

## Suwalska ATGW Tank Hunter

Type	Trained: 5+
Move	Fast, Tracked: 15cm
Defence	F 9, S 8, R 7, T 7
Weapons	Kestral Medium Anti tank ATGW/Sh2, FP1/6 No Short Range. No Infantry.

### VARIANTS

**'Lucznik' Light Tank Destroyer:** 6cm Railgun Sh 1, FP 2/5

### 'Mlot' Fire Support Vehicle:

Mortar/launcher:  
Fires as Mortar Sh 1, FP 5/4 No Short or Medium range  
OR On Table Artillery Sh 1, FP 5/4, minus 1QR in direct fire mode

All carry no Infantry.



Suwalska ATGW

## POINTS COSTS

APC: 65pts; Command: 40pts; Lucznik/Mlot/CSV/ATGW: 70pts;

Emplaced Laser: 200pts.

Infantry: 10pts; Mortar & Grenade squad: 20pts; Anti-tank squad: 20pts.

Add 1 additional trained sergeant per detachment at 5pts.

**Elite skills when Commandant Friis is fielded**

**A Shaper of Men:** Select one TU each turn to give +1 Quality Value on everything until the end of the turn

**Morale Officer:** Check for Morale takes place at 25% not 50% plus each TU gains +1 on morale check to remain in the field (as Commissars, they are already 3+)

**Inspirational Leader:** +2 LPs (already built in).