

Cecach Federal Regular Army



15MM

Morale Infantry Squad

Type	Commissars 5+ C/As:It: 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 5) on 3+

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

Maczek Blower Tank

Type	Commissars 5+
Move	Fast, Lt. Hover: 15cm
Defence	F 10, S 9, R 7, T 7
Weapons	9cm Autocannon: Sh 2, FP 3/5; Coaxial 2cm Cannon (must fire at same target as main gun) Sh 2, FP 2/3. Twin Heavy support weapon Sh 4, FP 1/3.

VARIANTS

Command Vehicle: as per standard vehicle.

Tank Destroyer: As per standard tank but 9cm Autocannon is replaced by 9cm Railgun: Sh 1, FP 2/7



Rheinmetall RCA6 Maczek MBT

LEADER

Commandant Friis
LV14

LPs is 2d6 + 12+2

Elite skills:
A Shaper of Men
Morale officer
Inspirational Leader

Major
LV10

LPs is 2d6 + 10

RANKS

Captain
LV8

LPs is 2d6 + 8

Lieutenant
LV6

LPs is 2d6 + 6

Sergeant
LV4

LPs is 2d6 + 4

DETACHMENTS

Each Detachment is 12TUs. All infantry must be in vehicles at the start of the game.

Infantry Morale Detachment: 3 Suwalska APCs; 6 TUs of infantry (2 of each); 1 Hetman Command, 1 Mlot Fire Support; 1 Combat Support Suwalska. 1 Insurance Sergeant. **Total: 495pts. Or..**

Mechanised 'Intruder' Detachment: 4 Maczek Tanks (including 1 command tank); 1 Combat Support Suwalska, 1 Suwalska APC, 2 TUs of infantry (1 regular, 1 Tank Hunter); 1 Mlot Fire Support; 1 Suwalska ATGW; 2 Maczek Tank Destroyers. 1 Insurance Sergeant. **Total: 1285pts.**

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 Garrison forces (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 (80pts), a second a Major (200pts) 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 - or Oltanian Eagle Legion (see additional play sheets).

Suwalska APC

Type	Commissars 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	Commissars 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

Maczek Blower Tank/Command Tank: 150pts; Maczek Blower Tank Destroyer: 180pts; APC: 65pts; Command: 40pts; Lucznik/Mlot/CSV/ATGW: 70pts; Infantry: 10pts; Mortar & Grenade squad: 20pts; Anti-tank squad: 20pts.

Add 1 additional Commissar sergeant per detachment at 20pts.

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).