**Infantry Squad**

- **Type**: Commissars 5+
- **Move**: Infantry: 8cm
- **Defence**: 5, Light cov, +1, Heavy +2
- **Weapons**: High-Tech Assault Rifle
  - **(max range: Long)**
- **Suppress**: remove suppression (UP TO 5) on 3+

**VARIANTS**
- Mortar & Grenade Squard: Combined Grenade Launcher and Light Mortar: Sh 4, FP 3/1 (no short range)
- Anti Tank Squad: Assault Rifle Sh 1, FP 1/1 & Buzzbombs: Sh 1, FP 1/6 (short range only)
- Heavy Anti-Tank Squad: Medium ATGW: Sh 1, FP 1/6 (no short range)

**Command Martre:**
- With reconnaissance drones

**Infantry**

**6x6 Support vehicles**

- **Type**: Commissars 5+
- **Move**: Medium, Lt Hoverm: 10cm
- **Defence**: F 8, S 8, R 7, T 7
- **Weapons**: Autocannon in front mount Sh 2, FP 2/15. Carries 5 TUs of infantry who may fire assault rifles only up to 2 TUs per side, from vehicle at -1QR to hit through L and R firing arcs only

**VARIANTS**
- **Command vehicle:** as per standard vehicle but carries no infantry. May control reconnaissance assets - drones acting as **Sniper Pods** (see supplement 3). Drones may not be targeted separately during the game (if hit they are simply replaced).

**Kastenwagen APC**

- **Type**: Commissars 5+
- **Move**: Medium, Lt Hoverm: 10cm
- **Defence**: F 8, S 8, R 7, T 7
- **Weapons**: Autocannon in front mount Sh 2, FP 2/15. Carries 5 TUs of infantry who may fire assault rifles only up to 2 TUs per side, from vehicle at -1QR to hit through L and R firing arcs only

**VARIANTS**
- **Command vehicle**: as per standard vehicle but carries no infantry. May control reconnaissance assets - drones acting as **Sniper Pods** (see supplement 3). Drones may not be targeted separately during the game (if hit they are simply replaced).

**Eisenfaust Main Battle Tank**

- **Type**: Commissars 5+
- **Move**: Medium, Hvy Hoverm: 10cm
- **Defence**: F 11, S 9, R 9, T 8
- **Weapons**: 25cm Heavy Laser.
  - **Sh 2, FP 45/1B**: plus 2.5cm Autocannon in front mount (F,L,R arc only). Sh 2, FP 2/3.
- **Suppress**: remove suppression (UP TO 5) on 3+

**VARIANTS**
- **Eisenfaust 2AI**: with Enhanced Weapon systems with Boosted Laser Burn Through: Always add 2 to Burn through dice result

---

**LEADER**

- **Chaplain Bittman LV12**
  - **Elite skills:**
    - A Shaper of Men
    - Morale Officer
    - Command Material
  - **Morale takes place at 50% +1 each TU gains on morale**
  - **on everything until the end of the turn.**
  - **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+).**
  - **Command Material:** For LP, roll 3d6 and pick the best two.

---

**RANKS**

- **Captain LV8**
  - LPs: 2d6 + 8

- **Lieutenant LV6**
  - LPs: 2d6 + 6

- **Sergeant LV4**
  - LPs: 2d6 + 4

---

**DETACHMENTS**

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

**Commando Detachment:** Command Martre; 4 Lievre transports each carrying 1TU of infantry (one of each type); 1 Missile Belette; 2 MG Belettes. 1 Insurance Sergeant.

**Total: 355pts. Or...**

**Heavy Mechanised Panzer Grenadier Detachment:**
1 Kastenwagen APC carrying 5TUs of infantry (one of each type plus an extra standard infantry TU); 1 Kastenwagen Command with Drones; 4 Eisenfaust MBTs or Eisenfaust 2AI MBTs. 1 Insurance Sergeant.

**Total: 1035pts. (Or 1435pts with the Eisenfaust 2AI MBT)**

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 Republican 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 (80pts), a second a Major (200pts) three detachments would undoubtedly have Chaplain Bittman (520pts) although he may appear with any force of more than one detachment.

**Result of Laser Burn Through**

Instead of two shots, adding a second die roll (indicated by the ) 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
- **5** = Add 1 to the first dice
- **4 - 5** = Burn out Barrel (as if using the Rapid Fire rule). Weapon may no longer fire.

**Laser Burn Through: the +1B on the FP (5)**

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 Eisenfaust 2AI 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
- **7 - 8** = Add 1 to the first dice

**POINTS COSTS**

- **Eisenfaust:** 200pts; Eisenfaust 2AI: 300pts; Kastenwagen APC: 85pts; Command with reconnaissance drones (sniper pod) 80pts; Lievre transport: 35pts; Belette MG: 35pts; Belette ATGW: 40pts; Command Martre: 25pts; Infantry: 10pts; Mortar & Grenade squad: 20pts; Anti-tank squad: 15pts; Heavy Anti-tank squad: 15pts.
- **Add 1 additional Commissar sergeant per detachment at 20pts.**
- **Elite skills when Chaplain Bittman 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+).

**Command Material:** For LP, roll 3d6 and pick the best two.