Cecach Republican Army Spearpoint — 15mm

Infantry Squad

Type	Commissars 5+ C/As'lt: 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** & *Buzzbombs:* **Sh 1, FP 1/6** *(short range only)*
Heavy Anti-Tank Squad: Medium ATGW: **Sh 1, FP 1/6** *(no short range)*

Infantry

Cecach Republican Army

Eisenfaust Main Battle Tank

Type	Commissars 5+
Move	Medium, Hvy Hover: 10cm
Defence	F 11, S 9, R 9, T 8
Weapons	25cm Heavy Laser, ⚠2; Sh 2, FP 4/5+1B; plus 2.5cm Autocannon in front mount (F,L,R arc only), Sh 2, FP 2/3.
Defence Systems	Panel ADS, Sh 1 all up to Close 8cm, FP 4/2(3+)

VARIANTS

Eisenfaust 2AI - with Enhanced ⚠3 Weapon systems with Boosted Laser Burn Through. Always *add 2 to Burn through dice result*

Pz266 Eisenfaust Laser Tank

Kastenwagen APC

Type	Commissars 5+
Move	Medium, Lt Hover: 10cm
Defence	F 9, S 8, R 7, T 7
Weapons	Autocannon in front mount Sh 2, FP 2/3. **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).

PZ441 Kastenwagen Platoon APC

6x6 Support vehicles

Type	Commissars 5+
Move	Fast, Wheeled: 15cm
Defence	F 8, S 7, R 6, T 6
Weapons	No weapons - may carry **1TU of infantry** who may fire any weapons from vehicle at **-1QR to hit**

VARIANTS

Command Martre: with Carries no Infantry
MG Armed Belette: with Twin Heavy Support weapon OR Gatling: **Sh 4, FP 1/3. Carries no Infantry**
Missile Armed Belette: with Light ATGW launcher: **Sh 1, FP 0/5. Carries no Infantry**

Lievre 6x6 Infantry Pickup

LEADER

Chaplain Bittman
LV12
LPs is 2d6 + 12
Elite skills:
A Shaper of Men
Morale officer
Command Material

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.

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 **+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 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
3 - 5 = 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.