

# Cecach Republican Army Support



15MM

## Infantry Squad

<b>Type</b>	Commissars 5+ C/As!t: 1
<b>Move</b>	Infantry: 8cm
<b>Defence</b>	5, Light cov' +1, Heavy +2
<b>Weapons</b>	High-Tech Assault Rifle Sh 2, FP 1/1 (max range: Long)
<b>Suppress</b>	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)



Cecach Republican Army

## Slon 20cm MLRS Artillery

<b>Type</b>	Commissars 5+
<b>Move</b>	Fast, Wheeled: 15cm
<b>Defence</b>	F 10, S 8, R 7, T 7
<b>Weapons</b>	20cm MLRS system, Sh 4, FP 5/4; operates as Mortars at over Medium range, off table or in direct fire mode Sh 2 FP 5/4; QR REDUCE -1 FOR DIRECT FIRE

### VARIANTS

None



Catroux 'Slon' missile System MLRS

## Javelot Support

<b>Type</b>	Commissars 5+
<b>Move</b>	Fast, Wheeled: 15cm
<b>Defence</b>	F 7, S 6, R 6, T 6
<b>Weapons</b>	No weapons - may carry 1TU Sniper team who may not fire weapons from vehicle

### VARIANTS

**MG Armed Javelot:** with Twin Heavy Support weapon OR Gatling: Sh 4, FP 1/3. Carries no Infantry  
**Missile Armed Javelot:** with Light ATGW launcher: Sh 1, FP 1/6. Carries no Infantry



Javelot Scout car

## Catroux 'Tygrys' L17

<b>Type</b>	Commissars 5+
<b>Move</b>	Fast, Wheeled: 15cm
<b>Defence</b>	F 10, S 8, R 7, T 7
<b>Weapons</b>	2 barrel rapid fire Heavy Cone-bore Sh 4, FP 1/4.

### VARIANTS

None



Catroux 'Tygrys' AAA system

## 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.

**Infantry Detachment:** 1 Command Catroux; 2 Javelot transports each carrying 1TU sniper (or super sniper) team; 1 Missile Javelot; 2 MG Javelots; 1 Catroux APC carrying 3TUs of infantry (**any** mix but one **must** be a regular infantry TU). 1 Insurance Sergeant. **Total: 390pts\***. (Or **510pts with enhanced snipers**) Or...

**Mechanised Infantry Detachment:** 1 Command Catroux; 1 Missile Javelot; 2 MG Javelots; 2 Catroux APC carrying 6 TUs of infantry (**any** mix but two **must** be a regular infantry TUs). 1 Insurance Sergeant. **Total: 380pts\***. Or...

**Armoured Detachment:** 1 Command Catroux; 4 Gamelin Medium Tanks; 1 Catroux Tygrys AAA; 1 Catroux Slon MLRS; 4 Catroux L996 Tank Destroyer; 1 of **EITHER** a Slon or a Tygrys. 1 Insurance Sergeant. **Total: 1255pts.**

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 'Spearpoint' (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.

\* depending on exact infantry mix chosen

### 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.

## POINTS COSTS

Gamelin Medium Tank: **130pts**; L996 Catroux Tank Destroyer: **110pts**;  
 Catroux L118 APC: **65pts**; Catroux L1C3 Command Vehicle: **50pts**;  
 Catroux 'Tygrys' Air Defence vehicle: **75pts**; Catroux 'Slon' MLRS: **75pts**;  
 Javelot transport: 25pts; Javelot MG: 30pts; Javelot ATGW: 35pts;  
**Infantry: 10pts**; Mortar & Grenade squad: **20pts**; Anti-tank squad: **15pts**;  
 Heavy Anti-tank squad: **15pts**;  
 Sniper: **30pts**; Enhanced Sniper: **90pts**

Add 1 additional Commissar sergeant per detachment at **20pts**.

### ELITE SKILLS for the Detachment:

**Limited Repair - damage rolls of a 1 or 2 ALL** Multi Wheeled Catroux based vehicles can have their movement result (**only**) negated by making a **quality roll**.

# Cecach Republican Army Regulars



15MM

## Infantry Squad

Type	Commissars 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 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)



## Catroux L118 APC

Type	Commissars 5+
Move	Fast, Wheeled: 15cm
Defence	F 10, S 8, R 7, T 7
Weapons	6cm Auto-cannon, Sh 2, FP 2/4. Carries 3TUs of Infantry

### VARIANTS

**Command vehicle:** as per standard vehicle but carries no infantry.



Catroux ICV

## Catroux L996 Tank Destroyer

Type	Commissars 5+
Move	Fast, Wheeled: 15cm
Defence	F 10, S 8, R 7, T 7
Weapons	9cm Automatic cannon, Sh 2, FP 3/5. plus HSW, Sh 2, FP 1/3.

### VARIANTS

None



Catroux Gun System Tank Destroyer

## Gamelin L46 Medium Tank

Type	Commissars 5+
Move	Fast, Wheeled: 15cm
Defence	F 11, S 9, R 7, T 7
Weapons	9cm railgun, Sh 1, FP 2/7. plus HSW, Sh 2, FP 1/3.

### VARIANTS

None



Gamelin Medium Tank

## 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**  
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LV6**  
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