Cecach Republican Army Support

Infantry Squad			
Type Con	Commissars 5+ C/As'lt: 1		
Move	Infantry: 8cm		
Defence	5, Light cov' +1, Heavy +2		
Weapons High-Tech Assault Ri			
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)			



louglat Cummont

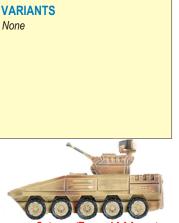
Javelot Support			
Туре	Commissars 5+		
Move	Fast, Wheeled: 15cm		
Defence	F 7, S 6, R 6, T 6		
Weapons	No weapons - may carry		
1TU Sniper team who may not fire weapons from vehicle			
VARIANTS			
MG Armed Javelot: with Twin Heavy			

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' AAA system

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.



DETACHMENTS

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

InfantryDetachment: 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.

Cecach Republican Army Regulars

Type

Catroux L996 Tank Destroyer

Commissars 5+

Infantry Squad			
Туре	Commissars 5+ C/As'lt: 1		
Move	Infantry: 8cm		
Defence	5, Light cov' +1, Heavy +2		
Weapons Sh 2, FP 1/	High-Tech Assault Rifle 1 <i>(max range: Long)</i>		
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)			



Cecach Republican Army

And the second second second second		Calloux G
Catroux L118 APC		Gamelin
Туре	Commissars 5+	Туре
Move	Fast, Wheeled: 15cm	Move
Defence	F 10, S 8, R 7, T 7	Defence
Weapons	oonn nato oannon, on a,	Weapons
FP 2/4. Carries 3TUs of Infantry		2/7. plus H
VARIANTS Command vehicle: as per standard vehicle but carries no infantry.		VARIANT: None
0	Catroux ICV	6



POINTS COSTS

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Sniper: **30pts**: Enhanced Sniper: **90pts**

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