

Clark's Commandos - post 348TW



15MM

Commando Infantry

Type	Veteran: 4+ C/As'lt: 3
Move	Heavy Infantry: 8cm
Defence	7, Light cov' +1, Heavy +2
Weapons	Flechette Shotgun: Sh2 FP3+1/1 (Short range ONLY); Anti-tank Grenade Launcher: Sh1 FP0/5 (NO Short range); Heavy Support Weapon: Sh2 FP1/3 Flechette Rifles: Sh2 FP3/1 (Long range)

Suppress remove suppression marker (UP TO 4) on 4+

VARIANTS

Enhanced Sniper: Superior firing; superior spotting for 2 targets he can see; better quality designation (+2) and harder to detect - see over page for more info



Scorpion LACV

Type	Veteran: 4+
Move	Fast+LF, Wheeled: 23cm
Defence	F 8, S 7, R 7, T 7
Weapons	Turret mounted 9cm Auto Cannon: Sh 2, FP 3/5. Gatling Railgun: Sh 3, FP 1/3.

VARIANTS

Scimitar Tank Destroyer. Main gun replaced by Launcher-cannon.

May fire as **EITHER** as a 6cm Auto Cannon: Sh 2, FP 2/4 OR

Launch advanced, twin warhead buzzbombs from the gun tube:

Sh 2, FP 1/7 (Maximum range: Medium). Both warheads strike the same target

Scorpion Command. Same stats as standard Scorpion.



Scorpion LACV

Rinkhals MLRS

Type	Veteran: 4+
Move	Fast+LF, Wheeled: 23cm
Defence	F 8, S 7, R 7, T 7
Weapons	Turret mounted mortar-missile system (no short range). May fire as EITHER 2 barrelled light mortar: Sh 6, FP 3/1 using seeker rounds OR Twin Manta Light ATGW: Sh 2, FP 0/5

VARIANTS

Arcatinus: AA system. Main launcher replaced with a twin 3cm Auto Cannon mount Sh 4, FP 2/3



Rinkhals MLRS Mortar-Missile system

Python Assault Tank

Type	Veteran: 4+
Move	Med+LF, Tracked: 14cm
Defence	F 11, S 9, R 9, T 7
Weapons	Turret mounted 9cm Auto Cannon: Sh 2, FP 3/5. Gatling Railgun: Sh 3, FP 1/3.

VARIANTS

Cobra Tank Destroyer. Main gun replaced by Launcher-cannon.

May fire as **EITHER** as a 6cm Auto Cannon: Sh 2, FP 2/4 OR

Launch advanced, twin warhead buzzbombs from the gun tube:

Sh 2, FP 1/7 (Maximum range: Medium). Both warheads strike the same target.



Cobra Tank Destroyer



15MM

RANKS

Colonel Clark LV10

LPs is 2d6 + 10
Elite Skills: Morale Officer, Command Material, Shaper of Men

Major LV8

LPs is 2d6 + 8

Captain LV6

LPs is 2d6 + 6

Lieutenant LV4

LPs is 2d6 + 4

Sergeant LV2

LPs is 2d6+2

DETACHMENTS

Each Detachment is 10 TUs. All infantry and Snipers start the game in IFVs or may be emplaced.

Infantry detachment: 4 Talin IFVs (including a Command Talin); 1 Rinkhals MLRS; 4 Infantry TUs and 1 Enhanced Sniper: **Total: 1430pts** * ** or...

Strike detachment: 5 Scorpion LACVs (including 1 Command Scorpion LACV); 1 Scimitar Tank Destroyer LACV; 4 Arcatinus AA: **Total: 1820pts** ** or...

Heavy Assault detachment: 1 Command Scorpion LACV; 1 Scimitar Tank Destroyer LACV; 1 Python Assault Tank; 1 Cobra Tank Destroyer; 2 Talin IFVs; 2 Rinkhals MLRS; 2 Infantry TUs **Total: 1720pts** * **

Add a Lt. to any of these detachments at 20pts.

Treat this force - whatever option is selected - as a SINGLE detachment during play. Build a bigger force with an additional detachment and add a captain (40pts). Add a third detachment with a major (100pts). Add a fourth detachment with either Colonel Clark at 260pts. Clark may be present for any force of 2 detachments or more.

* Include cost of **Seeker Warheads** Technical Skill (+100pts)

POINTS COSTS

Scorpion, Scorpion Command or Scorpion Tank Destroyer: **180pts**;
Cobra or Python Assault Tank: **220pts**; Arcatinus AA: **160pts**;
Talin or Talin Command: **140pts**; Rinkhals MLRS: **170pts**.
All Infantry: **50pts**; Enhanced sniper: **300pts**
Up to 2 additional sergeants could be purchased at **10pts each**.

Colonel Clark's ELITE SKILLS

Command Material: When rolling for LP, roll 3d6 and pick the best two dice.
Morale Officer: 50% Morale check becomes 25%. +1 to Morale QR to remain in play
A Shaper of Men: Once per turn, select ONE TU and give it +1 QV for EVERYTHING until the end of the turn.

ELITE SKILLS for WHOLE FORCE

Area Effect: Mortars and MLRS hit ALL targets within a blast radius: **Point Blank: 3cm** - see over page for more info

Seeker Warheads: Mortars and MLRS may pick targets after firing within 20cm of aim point - see over page for more info

Enhanced Sniper: Superior firing; superior spotting for 2 targets he can see; better quality designation (+2) and harder to detect - see over page for more info

Leadfoot: All vehicles moving at 'Medium', add half of 'Slow' (+4cm), and vehicles moving at 'Fast' add a 'Slow' (+8cm) every move to distance. This is included in the sheet. Also add this if they travel one band faster (over **Easy Terrain** for example). ** This is added to every detachment at +100pts

MLRS and Mortars

Area Effect (*supplement 5*)

The Rinkhals MLRS may use this **Optional Rule** for Area Effect. This costs no points but must be agreed for both sides at the start of a game.

For those who think that Artillery and Mortars are not unpleasant enough (and don't give enough of a disincentive for clumping units too close together) use the following rules:

When area effect weapons are used, each attack may attack not only its selected TU (the initial one selected as being within the rounds targeting radius) but **all other TUs within a small 'Burst' range** of that primary target.

These ranges are:

Light mortars: **Point Blank (3cm)**

Seeker Warheads: (*supplement 5*)

This is a technical improvement rather than a skill but may be applied in the same way. Via advanced systems to overcome enemy countermeasures, all forms of artillery warhead - mortars and MLRS (both on and off table) and tubed artillery – all employ seeking, self-guiding war-heads on their munitions.

The advantage is that a target location need not be picked **beforehand** (in *phase 5* for Mortars and other on table systems, in *phase 7d* for all other off table systems - regular tubed artillery and off table Mortars/MLRS if using optional rule "*Steel Rain*" in Supplement 1). When the rounds arrive (either *phase 7b* or *phase 7c*) the firer picks a target **at that moment**. All shells in the salvo (**all six** in the case of a Rinkhals MLRS) must still land within the a prescribed distance from that initial target, but that 'spread radius' is doubled (i.e. 10cm becomes **20cm**). Rolls to hit (QR rolls) may still be affected by observation and/or a Sniper who is Forward Observing. if used this does not require opponents agreement but cost is **100pts and are factored into the detachments overleaf**.

Enhanced Snipers (*supplement 5*)

Enhanced Snipers: Weaponry and Sighting systems

When firing his weapon, an Enhanced Sniper bowls THREE dice and picks the best two, then adding them together for the same result as a regular sniper. When damaging vehicles, a regular a Regular Sniper bowls one die and then subtracts 2 from the result (achieving a 0-4 spread). An Enhanced Sniper bowls TWO dice and then subtracts 2 from both of the results and then decides which one (the best one, perhaps) to use, discarding the rejected one.

Enhanced Sniper: Spotting with advanced skills and comtec

For 2LPs an Enhanced Sniper may spot for two separate artillery or mortar strike in a turn if the target areas are within line of site. This is not mandatory: an Enhanced Sniper may still pay only 1LP and spot for just one artillery or mortar strike (or none!) just as a Regular Sniper.

Enhanced Sniper: Designation

A Standard 1LP may be paid to designate only one target within line of site. However the bonus for the firer is increased from a +1 QR to a +2 QR. There is just a better chance of hitting the target.

Revealing an Enhanced Sniper

Normally a Regular Sniper can be revealed by a simple die roll from his target every time he either Fires or Designates (a roll of a 6 for trained and untrained targets, a 5 or 6 for veterans or elites). With an Enhanced Sniper his own training is also a factor. If detected using his opponent's standard roll the sniper may make a quality roll of his own: if successful then, though his own superb field craft and evasion technology, he remains unrevealed. All other rules for a Regular Sniper apply to an Enhanced Sniper.

Enhanced Snipers cost 300pts

Special Weapons and Equipment

The **Rinkhals MLRS** uses a special missile system that fires either as light ATGW system or - with a special triple warhead - may break apart above the target and function as a light mortar using seeker warheads and, if appropriate, area effect. Individual missiles or mortar rounds may not be targeted widely, however: the missiles must **aim for the same target** and mortars must target all 6 rounds within the 20cm 'spread' (see **Seeker Warheads**, above).

The **Tank Destroyer gun** of the **Scorpion** and **Cobra** may either fire as a regular 6cm Autocannon or fire a special tandem shot, advanced 'buzzbomb'. In the latter case, both are treated as a separate shot (both must bowl to hit and damage individually and both may be intercepted by anti-buzzbomb systems) but they must **fire at the same target**.

Infantry have no specific buzzbomb capability but all identical units carry a lot of firepower for use at different ranges. At short range they may fire the Shotguns, Rifles and support weapon, and over short range may fire the anti-armour grenades, rifles and the Support weapon.