Eaglewing Squadron

Heavy Infantry Squad

Type: Veteran; 4+ C/As’lt: 3
Move: Infantry: 8cm
Defence: 7, Light cov +1, Heavy +2
Weapons: 2cm Assault Rifle, powerguns, Sh 2, 2F/2.
Suppress: remove suppression marker (UP TO 4) on 4+

VARIANTS
Support Squad: with 2cm Ass’t Rifle powerguns, Sh 1, 2F/2, & Powergun Support Weapon: Sh 2, 3F/3.
Tank Hunters: Ass’t Rifle: (as above) & Buzzbomb: Sh 1, 1F/6 (short range only).
On Skimmers for Tank Hunters or Standard Infantry ONLY Move: Fast, Lt NoE: 15cm but still fight as infantry.

GD806 Mortar & Support

Type: Veteran; 4+
Move: Fast, Lt Hover: 15cm
Defence: 6, S 7, R 7, T 6
Weapons: Mortar Carrier: Double-barrel Heavy Mortar Sh 2 shots, FP 5/4 No Short or Med.

VARIANTS NONE carry INFANTRY
Artillery variant: 15cm launcher: Sh 1, 5/6 OR REDUCE -1 FOR DIRECT FIRE (so fire as Veteran: 4+); +2cm powergun: Sh 2, 2F/2.
Support/Command variant: 2cm tribarrel powergun: Sh 3, FP 3/3

Panavia Black Crow APC

Type: Veteran; 4+
Move: Very Fast, Lt NoE: 25cm
Defence: F 8, S 7, R 7, T 6

Calliope variant: This version has a tribarrel but carries no infantry or missiles and mounts a calliope in the rear door area: 8 x 3cm CAP calliope, Sh 8, 3F/4. REAR ARC ONLY. Poor placement leads to reduced efficiency in AA mode, firing at Trained, not Veteran.

Panavia SR277 Night Crow

Type: Veteran; 4+
Move: Very Fast, Lt NoE: 25cm
Defence: F 9, S 8, R 8, T 6
Weapons: 2cm Tribarrel powergun, F Arc ONLY Sh 3, FP 3/3. 5cm HI powergun: F Arc ONLY Sh 2 shot, FP 2/6.

Support Squad and Tank Hunters: 2 Hypersonic Rocket Pods (firing in pairs) F Arc ONLY: Sh 6, FP 0/4. May only fire 2 weapons systems per turn.

VARIANTS
Spooky Ground Assault Ship: Replace twin 5cm HI powergun with calliope for ground effect ONLY: 3cm powergun calliope: F Arc Sh 8, FP 3/4.

Panavia Raven Assault ship

Type: Veteran; 4+
Move: Very Fast, Lt NoE: 25cm
Defence: F 9, S 8, R 8, T 6
Weapons: 2cm Tribarrel powergun, F Arc ONLY Sh 3, FP 3/3.

Night Crow costs:

Panavia Raven assault ship: 390pts; Panavia Spooky assault ship: 400pts; Black Crow APC: 175pts; Hooded Crow calliope: 275pts; Night Crow costs: 580pts; heavy mortar (on table): 200pts; 15cm artillery (on table): 220pts; support/command: 150pts. Infantry: 35pts – on skimmers; 50pts; support squad and tank hunters: 40pts – on skimmers: 55pts.

Up to 2 additional sergeants could be purchased at 10pts each.

RANKS

Major

LV8

LPS is 2d6 + 8

Captain

LV6

LPS is 2d6 + 6

Lieutenant

LV4

LPS is 2d6 + 4

Sergeant

LV2

LPS is 2d6 + 2

LEADERS

Colonel Adler

LV10

LPS is 2d6 + 10

Elite skills:
Blitzkrieg, A Shaper of Men

DETRACMENTS

Each Detachment is 10 TUs. All infantry TUs start the game in APCs or on skimmers.

Attack Wing detachment: 2 Raven assault ships, 1 Spooky assault ship; 3 Black Crow APCs and 3 infantry TUs (1 regular, 1 support and 1 tank hunters), 1 Hooded Crow calliope. Total: 2095pts. Or…

Fast Assault Wing detachment: 3 Black Crow APCs, and 3 infantry TUs (1 regular, 1 support and 1 tank hunters); 2 tank hunter TUs on skimmers; 1 mortar carrier and 1 artillery vehicle. Total: 1170pts. Or…

Night Wing detachment: 2 Night Crow stealth ships, 2 Raven assault ships, 1 Spooky assault ship; 1 Black Crow APC and 1 infantry TUs (a support TU), 1 Hooded Crow calliope. Total: 3055pts

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).

To add a third detachment, add a major (100pts) or Colonel Arnold Adler (250pts).

POINTS COSTS

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