**Eaglewing Squadron**

**Defence Weapons**

**Type**

Heavy Infantry Squad: Veteran: +4 C/As’ll: 3
Move: Infantry: 15cm
Defence: 7, Light cov’+1, Heavy +2
Weapons: 2cm Assault Rifle, powersguna, Sh 2, FP 2/2.
Supress: remove suppress marker (UP TO 4) on +4

**VariaNTs**

**Support Squad:** with 2cm Ass’t Rifle powersguna, Sh 1, FP 2/2, & Powergun Support Weapon: Sh 2, FP 3/3.
Tank Hunters: Ass’t Rifle: (as above) & Buzzbomb: Sh 1, FP 1/6 (short range only).
On Skimmers for Tank Hunters or Standard Infantry **ONLY Move:** Fast, Lt NoE: 30cm but still fight as infantry.

**GD806 Mortar & Support**

**Type**

Panavia Black Crow APC: Veteran: 4+
Move: Very Fast, Lt NoE: 50cm
Defence: F 8, S 7, R 7, T 6
Weapons: 2cm Tribarrel powergun, Farc ONLY Sh 3, FP 3/3.
May carry 2 Hypersonic Rocket Pods Farc ONLY: Sh 3, FP 0/4. Carries 171U Infantry

**VARIANTS**

**Calliope air defence:** 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, FP 3/4. REAR ARC ONLY. Poor placement leads to reduced efficiency in AA mode, firing at Trained, not Veteran.

**Panavia Night Crow Stealth**

**Type**

Garden: Veteran: 4+
Move: Fast, Lt NoE: 30cm
Defence: F 8, S 7, R 7, T 6
Weapons: 2cm Tribarrel powergun, Farc ONLY Sh 3, FP 3/3.
Twin Flamethrowers: Farc ONLY Sh 2, FP 3/3, (FP 1/1 on next turn for residual effect). Range Short.
Brunnbar Heavy ATGW Launcher: Farc ONLY Sh 1 shot, FP 3/8. (no short range); 2 Hypersonic Rocket Pods Farc ONLY: Sh 3, FP 0/4.
2cm Gatling railgun: Sh 3, FP 2/4. REAR ARC ONLY.
May only fire 3 weapons systems per turn. Carries no infantry.
Elite Skills: Sniper Pod; Luck/Stealth x 6 (Supplement 3)

**Panavia SR277 Night Crow**

**Points Costs**

Panavia Raven assault ship: 390pt; 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.

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**ddf 28mm**

**Defence Weapons**

**Type**

Panavia Black Crow APC: Veteran: 4+
Move: Very Fast, Lt NoE: 50cm
Defence: F 8, S 7, R 7, T 6
Weapons: 2cm Tribarrel powergun, Farc ONLY Sh 3, FP 3/3.
May carry 2 Hypersonic Rocket Pods Farc ONLY: Sh 3, FP 0/4. Carries 171U Infantry

**VARIANTS**

**Calliope air defence:** 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, FP 3/4. REAR ARC ONLY. Poor placement leads to reduced efficiency in AA mode, firing at Trained, not Veteran.

**Panavia Raven Assault ship**

**Type**

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

**Detachments**

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 Raven stealth ships, 2 Black 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).