

Eaglewing Squadron

EW **6MM**

Heavy Infantry Squad

Type	Veteran: 4+ C/As't: 3
Move	Infantry: 5cm
Defence	7 , Light cov' +1 , Heavy +2
Weapons	2cm Assault Rifle powerguns, Sh 2, FP 2/2 .
Suppress	remove suppression marker (UP TO 4) on 4+

VARIANTS

Support Squad: with 2cm Ass't Rifle powerguns, **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: **10cm** but still fight as infantry.



Eaglewing Squadron

Panavia Black Crow APC

Type	Veteran: 4+
Move	Very Fast, Lt NoE: 17cm
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 1TU 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 GR77 Hooded Crow Calliope

Panavia Raven Assault ship

Type	Veteran: 4+
Move	Very Fast, Lt NoE: 17cm
Defence	F 9, S 8, R 8, T 6
Weapons	2cm Tribarrel powergun, FArc ONLY Sh 3, FP 3/3 . ▲ Twin 5cm HI powergun: FArc ONLY Sh 2 shot, FP 2/6 . 4 Hypersonic Rocket Pods (firing in pairs) FArc 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: **FArc Sh 8, FP 3/4**. **▲**



Panavia Raven Assault ship

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

GD806 Mortar & Support

Type	Veteran: 4+
Move	Fast, Lt Hover: 10cm
Defence	F 8, 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, FP 5/6 QR REDUCE -1 FOR DIRECT FIRE** (so fire as Veteran: **4+**); plus 2cm powergun: **Sh 2, FP 2/2**.

Support/Command variant:

2cm tribarrel powergun: **Sh 3, FP 3/3**. **▲**



GD806 Mortar

Panavia Night Crow Stealth

Type	Veteran: 4+
Move	Fast, Lt NoE: 10cm
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. Brumbar 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

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 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

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**.