

## Infantry Squad

<b>Type</b>	Veteran: <b>4+</b> C/As'lt: <b>3</b>
<b>Move</b>	Infantry: <b>8cm</b>
<b>Defence</b>	<b>6</b> , Light cov' <b>+1</b> , Heavy <b>+2</b>
<b>Weapons</b>	Cone-bore Assault Rifle <b>Sh 2, FP 1/3</b> plus Grenade Launcher: <b>Sh 1, FP 3/1 No Short</b>
<b>Suppress</b>	remove suppression marker ( <b>UP TO 4</b> ) on <b>4+</b>

### VARIANTS

**Tank Hunter Squad:** with Cone-bore Assault Rifle: **Sh 1, FP 1/3** & Advanced Buzzbomb: **Sh 2, FP 1/7**  
**Range medium 120cm**

**Support Squad:** with Cone Bore Assault Rifle & HSW: **Sh 3, FP 1/3**.

### COMBINED FIRE ONLY

**Mortar Team:** with Light Mortar **Sh 3, FP 3/1 (NA no short range)**.

**Air Defence Squad:** with Cone-bore Assault Rifle: **Sh 1, FP 1/3** & Hypersonic Missile: **Sh 3, FP 0/4**



## Oto Melara 440C GS

<b>Type</b>	Veteran: <b>4+</b>
<b>Move</b>	Medium, Wheeled: <b>10cm</b>
<b>Defence</b>	<b>F 8, S 8, R 7, T 7</b>
<b>Weapons</b>	4 barrel Heavy Cone-bore on separate, detachable tracked mount. See below <b>Sh 8, FP 1/4</b> . Additional HSW <b>Sh 2, FP 1/3</b>

### DETACHABLE MOUNT

Tracked unit may be deployed with crew member: moves at **Slow, Tracked 8cm**. Wheeled transport may then move at **Fast Wheeled 15cm**. **DV of tracked unit when independent: F 9, S 7, R 7, T 6**. May **not** carry infantry. Always add **1LP** to any move for tracked unit (so first move 2LP, 2nd move 3LP, 3rd move 5LP). When deployed when on the transporter. **Empty Transport** may carry 1TU of Infantry or Mortar Team TU.



## LEADERS

### Captain Waldstejn

**LV8**

LPs is 2d6 + 8

**Elite skills:**

*A Shaper of Men*



Oto Melara 440C Gun System

### Colonel Fasolini

**LV12**

LPs is 2d6 + 12

**Elite skills:**

*Tactical Genius*

*A Shaper of Men*

*Morale officer*

### Lieutenant

**LV4**

LPs is 2d6 + 4

### Sergeant

**LV2**

LPs is 2d6 + 2

## DETACHMENTS

Each Detachment is 10 Tus.

**A single Company detachment:** 2 410CGS with 2 transporters (this counts as 2 TUs in total).  
4 Standard Infantry TUs, 2 tank hunter armed TUs and 2 support squad TUs.  
Includes Captain Waldstejn (80pts) and two sergeants (2 x 10pts).

Leadership wise, this represents the company led by Albrecht Waldstejn during its actions on Cecach after the death of Guido Fasolini. The sergeants both count as 'insurance' (see sidebar page 80 of main rules).

**Total: 650pts (740pts** to replace the two 410CGS with 440CGS) - Treat this force as a SINGLE detachment during play.

**Additional single Support Company detachment:**  
1 transporter . 1 Mortar Team; 2 Standard Infantry TUs, 2 tank hunter armed TUs and 2 support squad TUs.  
2 Air Defence Squads.

Includes a Lieutenant (20pts) and 1 sergeants (10pts).

**Total: 425pts**

Only use the Support Company Detachment in **addition** to the Single Company Detachment.

When using two detachments, if desired, **replace** the Captain with Colonel Fasolini (**extra 140pts**). This represents the company at it's ideal, pre-Cecach deployment.

## Notes and FAQs

The Fasolini's Company uses what is, in effect, a deployable weapon but not a towed one. The TU card details that, with the weapon system on the vehicle it may move at Medium, Wheeled and – with the weapon deployed (which costs 2LPs like a regular towed weapon) the truck can move at Fast, Wheeled (and may also transport 1TU of infantry if desired).

Unlike a regular towed weapon that has **FArc** and costs 1LP to rotate to any arc other than that and may not move when deployed, Fasolini's company use a weapon system that has it's own motive power system, albeit not a very effective one – it always costs 1LP more than normal to move at **Slow, Tracked** (so – under the 1-2-4 rule, it would cost 2LPs for the first move, 3LPs for the second move and 5LPs for the third move). However the weapon has a 360 degree mount so it does not pay to change arc.

The weapon system counts as part of the same TU as the transporter and cannot be targeted separately when mounted on the vehicle – it is, in effect, the vehicle's main weapon and – on a damage result of a 3 or a 4 – may be destroyed as such. The weapon system always has a 360 degree field of fire when on the transporter and can be fired from the back of the vehicle, but suffers a drop of one quality level to **Trained 5+** (like an artillery piece deployed at Line of Sight targets (page 123 main rules).

## POINTS COSTS

Oto Melara 410CGS with transporter: **125pts**;  
Oto Melara 440CGS with Transporter: **170pts**;  
Transporter: **40pts**;  
Standard Infantry: **35pts**;  
Tank Hunter, Air Defence and Support squads: **40pts**.  
Mortar team: **45pts**.

For additional sergeants, see Detachments, right