

Flaming Sword of the Holy Brotherhood



28MM

Infantry Squad

Type	Veteran: 4+ C/As't: 3
Move	Infantry: 15cm
Defence	6 , 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 1cm Carbine powerguns: **Sh 1, FP 1/1** & Tribarrel support weapon: **Sh3, FP 3/3.**

Tank Hunters: with 2cm Assault Rifle powerguns: **Sh 2, FP 2/2.** & Buzz Bomb **Sh 1, FP 1/6 (short range only)**



M12A4 Heavy Tank Dest.

Type	Veteran: 4+
Move	Fast, Hv Hover: 30cm
Defence	F 10, S 9, R 8, T 7
Weapons	9cm Powergun, FArc only: Sh 1 shots, FP 2/6 ; 2cm tri-barrel powergun: Sh 3, FP 3/3. ▲

Defence Systems Drozd, **Sh 1** all up to Close **15cm**, **FP 2/1(4+)**

Mine Clearance **Sh 1** at **Point Blank 5cm** destroys 1 mine counter

VARIANTS

Command Tank: same stats.



Icarus M12A1 Tank Destroyer

GD806 APC & Support

Type	Veteran: 4+
Move	Fast, Lt Hover: 30cm
Defence	F 8, S 7, R 7, T 6
Weapons	2cm Tribarrel powergun: Sh 3, FP 3/3 ▲ Carries 3TUs Infantry

VARIANTS All carry NO INFANTRY

Command Vehicle: As APC ▲

Twin-calliope variant: As Command plus 2 x 3cm quick-firing Powergun: **Sh 4, FP 3/4.** ▲

Heavy Mortar variant: As Command plus quick-fire Mortar: **Sh 2** shots, **FP 5/4 No Short or Med.** ▲

Tank Destroyer: As Command but with additional 9cm powergun, **FArc** only: **Sh 1** shots, **FP 2/6** and **DV F 9, S 8, R 7, T 6** ▲



GD806 APC, Calliope & Support

A21 Jeep

Type	Veteran: 4+
Move	Fast, Lt Hover: 30cm
Defence	F 6, S 6, R 6, T 5
Weapons	2cm Tribarrel powergun., FArc Sh 3, FP 3/3 ▲

VARIANTS

Mortar Jeep:

Sh 3, FP 3/0. (no short range). Observed by any TU with a line of sight, die versus quality to hit. Not observed: quality -1. Radius from target point **20cm.**



Fabrique Nationale A21 1100K Jeep

LEADERS

Captain el-Khalid

LV8

LPs is 2d6 + 8

Elite skills:

Blitzkrieg

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

DETACHMENTS

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

Reconnaissance detachment: 3 tribarrel jeeps; 2 mortar jeep; 1 Command vehicle, 1 APC; 3 Infantry TUs (1 standard, 1 with buzzbombs and 1 with support weapon): **Total: 1570pts or...**

Strike detachment: 4 GD 800 tank destroyers; 1 heavy mortar; 1 calliope; 1 APC; 3 infantry TUs, (1 standard, 1 with buzzbombs and 1 with support weapon): **Total: 1570pts or...**

Heavy detachment: 4 GD 800 tank destroyer; 5 M12A4 tank destroyer (upgraded) including a command tank, 1 calliope; : **Total: 1570pts or...**

Protection detachment: 2 APCs; 6 Infantry TUs (1 standard, 3 with buzzbombs and 1 with support weapon); 1 heavy mortar; 1 mortar jeep: **Total: 1570pts or...**

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 an additional major or Captain el-Khalid can be used with ANY number of detachments (including just 1 detachment)

POINTS COSTS

GD 800 tank destroyer: **260pts**, M12A4 tank destroyer: **300pts** (**360pts** with tribarrel and AA and buzzbomb defence upgrade); APC: **150pts**; heavy mortar or calliope: **240pts**; jeep: **75pts**; mortar jeep or command vehicle: **100pts**; standard infantry: **30pts**; infantry with buzzbombs or support weapon: **40pt.**

Captain el-Khalid costs **50pts.**

Up to 1 additional sergeant could be purchased at **10pts.**