**Icarus M12A1 Tank Destroyer**

- **Type:** Veteran: 4+
- **Move:** Fast, Hv Hover: 10cm
- **Defence:** F 10, S 9, R 8, T 7
- **Weapons:** 8cm Powergun, F Arc
  - 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 5cm, FP 2/1(4+)
- **Mine Clearance:** Sh 1 at Point Blank 2cm destroys 1 mine counter

**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**

- **Captain el-Khalid**
  - LV8
  - LPs is 2d6 + 8
  - Elite skills: Blitzkrieg

**GD806 APC & Support**

- **Type:** Veteran: 4+
- **Move:** Fast, Lt Hover: 10cm
- **Defence:** F 8, S 7, R 7, T 6
- **Weapons:** 2cm Tribarrel powergun: Sh 3, FP 3/3

**A21 Jeep**

- **Type:** Veteran: 4+
- **Move:** Fast, Lt Hover: 10cm
- **Defence:** F 6, S 6, R 6, T 5
- **Weapons:** 2cm Tribarrel powergun: F Arc Sh 3, FP 3/3

**Detachments**

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

- **Reconnaissance detachment:** 3 tribarrel jeeps; 2 mortar jeeps; 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 destroyers; 1 heavy mortar; 1 calliope; 1 APC; 3 infantry TUs (1 standard, 1 with buzzbombs and 1 with support weapon): 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.