

Flaming Sword of the Holy Brotherhood (Post 339TW)



15MM

Infantry Squad

Type	Veteran: 4+ C/As't: 3
Move	Infantry: 8cm
Defence	6, Light cov' +1, Heavy +2
Weapons	2cm Assault Rifle powerguns with SAW support weapon: Sh 4, FP 2/2.
Suppress	remove suppression marker (UP TO 4) on 4+
VARIANTS <i>Tank Hunters:</i> with 2cm Assault Rifle powerguns: Sh 2, FP 2/2. & Micro Buzz Bomb Sh 1, FP 1/7 (medium range)	



M12L14 Heavy Tank Dest.

Type	Veteran: 4+
Move	Medium, Hv Hover: 10cm
Defence	F 12, S 11, R 9, T 9
Weapons	20cm powergun FArc ONLY: Sh 1, FP 2/8; 1 x 2cm tribarrel powergun: Sh 3, FP 3/3. ▲
Defence Systems	Strip mines, Sh 1 all up to Close 8cm, FP
Mine Clearance	Sh 1 at Point Blank 3cm destroys 1 mine counter
VARIANTS <i>Command Tank:</i> same stats.	



Icarus M12L14 Heavy Tank Destroyer

GS1199 Medium Tank Dest.

Type	Veteran: 4+
Move	Fast, Hv Hover: 15cm
Defence	F 10, S 9, R 8, T 7
Weapons	9cm Powergun, FArc only: Sh 1 shots, FP 2/6
Defence Systems	Roof mounted Saeqeh, Sh 1 all up to Close 8cm, FP 2/1(4+) includes TOP ARC
VARIANTS <i>Command Tank:</i> same stats.	



Gull Systems GS1199 Tank Destroyer

LEADERS & RANKS

Colonel el-Khalid
LV10

LPs is 2d6 + 10
Elite skills:
Blitzkrieg, Shaper of men

Major
LV8

LPs is 2d6 + 8

Captain
LV6

LPs is 2d6 + 6

Lieutenant
LV4

LPs is 2d6 + 4

Sergeant
LV2

LPs is 2d6 + 2

GS1107 APC & Support

Type	Veteran: 4+
Move	Fast, Lt Hover: 15cm
Defence	F 9, S 8, R 7, T 6
Weapons	2 x 2cm Twin powergun: 1= 360, 1= no rear arc. Each Sh 3, FP 3/3 ▲ Carries 4TUs Infantry
VARIANTS All carry NO INFANTRY <i>Command Vehicle:</i> As APC ▲ <i>Calliope variant:</i> As APC but weapon is 8 barrel 3cm Powergun Calliope: Sh 8, FP 3/4. ▲ <i>Heavy Mortar variant:</i> As APC but weapon is quick-fire Mortar/launcher: Fires as <i>Mortar</i> Sh 2, FP 5/4 No Short or Med. <i>OR On Table Artillery</i> Sh 2, FP 5/4, minus 1QR in direct fire mode	



Gull Systems GS1141R Gun Mortar

A21 Jeep

Type	Veteran: 4+
Move	Fast, Lt Hover: 15cm
Defence	F 6, S 6, R 6, T 5
Weapons	2cm Tribarrel powergun., FArc Sh 3, FP 3/3 ▲
VARIANTS <i>Mortar Jeep:</i> 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 10cm.	



Fabrique Nationale A21 1100K Jeep

DETACHMENTS

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

Reconnaissance detachment: 3 tribarrel jeeps; 1 mortar jeep; 1 Command APC, 1 APC; 4 Infantry TUs (2 standard, 2 with tankhunters): **Total: 915pts or...**

Strike detachment: 4 GS1199 tank destroyers (including a command tank); 1 heavy mortar; 1 calliope; 1 APC; 3 infantry TUs, (1 standard, 2 tankhunters): **Total: 2225pts or...**

Heavy detachment: 4 GS1199 tank destroyer; 5 M12AL14 tank destroyers (including a command tank), 1 calliope. **Total: 3590pts or...**

Protection detachment: 2 APCs; 6 Infantry TUs (2 standard, 4 tankhunters); 1 heavy mortar; 1 mortar jeep: **Total: 1180pts or...**

Treat this force - whatever option is selected - as a SINGLE detachment during play however, the Brotherhood often use reinforced detachments to add scouting abilities: add up to **two** tribarrel jeeps **or** infantry TUs to **any** detachment **at cost**. 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 Colonel el-Khalid can be used with ANY number of detachments (including just 1 detachment). If the detachments are over sized ('reenforced') el-Khalid and an Insurance Sergeant **MUST** be present

Colonel el-Khalid costs **240pts**.

ELITE SKILLS for Colonel el-Khalid if present

Blitzkrieg: 1D6 of extra LPs for movement ONLY cannot be carried over into a pool.

Shaper of men: Once per turn may give any one TU +1 QV on EVERYTHING until end of turn

POINTS COSTS

GS1199 tank destroyer: **300pts**, M12A12L tank destroyer: **400pts**, APC: **200pts**; command APC: **100pts**; heavy mortar or calliope: **290pts**; jeep: **75pts**; mortar jeep: **100pts**; standard infantry: **45pts**; infantry with buzzbombs: **50pt**.

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

ELITE SKILLS for the **Detachment:** (each has **100pts** added)

Limited Repair - damage rolls of a 1 or 2 **ALL GS vehicles** can have their movement result (only) negated by making a quality roll

ADS against missile attacks: on a roll of a 6 ADS systems, where fitted, can **destroy incoming missiles**