Infantry Squad

Type: Trained: 5+ (all Veterans).
Move: Infantry: 8cm
Defence: 5, Light cov +1, Heavy +2
Weapons: Flechette Rifle, Sh 2, FP 3/1, Range Long

VARIANTS

Assault Squad with Flechette Rifle: Sh 1, FP 3/1, Range Long & Heavy Support Weapon: Sh 2, FP 1/3.
Tank Hunters: Flechette Rifle: (as above) & Buzzbomb: Sh 1, FP 1/6 (short range only).

Thyssen Light Tank

Type: Trained: 5+
Move: Slow, Wheeled: 8cm
Defence: F 6, S 6, R 6, T 6

VARIANTS

Command Tank: As APC but cannot carry infantry.  
Mortar Carrier: 6 barrel rocket launcher (fire as Double-barrel Light Mortar: Sh 6 shots, FP 2/1).  
Mine & Recovery vehicle: Mine clearance – Sh 2 at detection, range 8cm. (all Veterans)

Legion 202 Light Truck

Type: Trained: 5+
Move: Very Fast, Lt NoE: 25cm
Defence: F 8, S 7, R 7, T 6
Weapons: 1cm Gatling railgun, FP 1/3.

Panavia Black Crow APC

Type: Veteran: 4+
Move: Very Fast, Lt NoE: 25cm
Defence: F 8, S 7, R 7, T 6
Weapons: 1cm Gatling railgun, FP 1/3.

VARIANTS

CHOOSE ONE INF. TU per APC: Veteran: 4+ (all Veterans).

Defence: 3 - Infantry: 8cm
DV 6, Lt cov +1, HV +2 Sup +4)
Assault Squad: with Flechette Rifle: Sh 1, FP 3/1 (range: Long) & HSW: Sh 2, FP 1/3.
Tank Hunters: Flechette Rifle: (as above) & Buzzbomb: Sh 1, FP 1/6 (short range only).

Points Costs

Panavia Black Crow APC: 170pts; Fianóglach infantry: anti-tank or assault role: 35pts (all Veterans).

Thyssen Light Tank: 100pts; light tank support: 65pts (on table); calliope: 100pts; Thyssen APC: 50pts; command track 45pts; mortar carrier 65pts; mine & recovery vehicle 60pts; light truck: 30pts; mortar truck: 65pts (on table). Infantry: 10pts; infantry with buzzbomb launcher or support weapon: 15pts. (all Veterans)

1 additional veteran sergeant could be purchased at 10pts.
1 additional trained sergeant could be purchased at 5pts.

Mechanised Infantry Detachment (Trained): 3 Thyssen APCs with 9 TUs of infantry (3 regular, 3 support and 3 tank hunter squads); 1 mortar truck; 1 command track; 1 anti-artillery calliope. Include a Lt (10pts). Total: 490pts.

Each use two detachments, just pick two and use them. To use three, pick all three and change a TrainedLt to a Capt (+10pts). The Fianóglach captain is always 2IC (but at no loss of LV if the major is killed). Coirnéal O‘Higgins can be swapped for the Fianóglach major at a cost of +80pts.

Captain

LV6
LPs is 2d6 + 6