All sergeants are veterans.

1 additional veteran sergeant could be purchased at

**Missile APC**

**tank:**

**Perseus VTOL APC:**

**Fragarach light tank (or Command Tank):**

**infantry:** anti-tank or assault role:

**VARIANTS**

**Centurion 204 Attacker:**

10cm Powergun:

**Support Weapon:**

**Carries 3 TU of infantry**

**VARIANTS Command Track:** As APC but cannot carry infantry.

**Mortar APC:** As APC but with 6 barrel rocket launcher (fire as Double-barrel Light Mortar: Sh 6 shots, FP 3/1 No Short). Carries 1 TU Infantry.

**Missile APC:** As APC but with Medium ATGW launcher: Sh 2, FP 1/6 No Short. Carries 1 TU Infantry.

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**HU-1 Perseus APC**

**Type:** Veteran: 4+

**Move:** Very Fast. Lt NoE: 25cm

**Defence:** F 8, S 8, R 8 T 7 (B9)

**Weapons:** 1cm Gatling rilagun.

**F** arc only Sh 3, FP 1/3.

May carry: 2 cm ECAP guns in Pods

**F** arc only: Sh 4, FP 3/5. Carries 1 TU Fianóglach infantry - see below

**Door Gunners:**

If infantry are aboard they may operate the door guns.

**Support Weapon:** Sh 2, FP 1/3.

**Left Arc**

**Support Weapon:** Sh 2, FP 1/3.

**Right Arc**

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**Fragarach Light Tank**

**Type:** Veteran: 4+

**Move:** Medium, Tracked: 10cm

**Defence:** F 9, S 8, R 8, T 8

**Weapons:** Twin 9cm ECAP gun

**Sh 4, FP 3/6**

**Support Weapon:** Sh 2, FP 1/3.

**VARIANTS Light Support Tank:**

**Command Track:**

As above

**10cm Artillery Howitzer:**

**Sh 1, FP 4/4 in direct fire mode.**

**QR REDUCE -1 FOR DIRECT FIRE**

(so fire as Untrained: 6+)

**Anti-Artillery Calliope:**

**8 x 3cm CAP calliope: Sh 6, FP 0/3.**

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**Sergeant LV2**

**LPs is 2d6 + 2**

- **Leaders**
  - Coirnéal Éamon O'Higgins: LV10+2
    - Elite Skills: Inspirational Leader, Blitzkrieg
  - DETACHMENTS
    - Each Veteran Detachment is 10 TUs. All infantry TUs start the game in Perseus or Attacker APCs.
    - Fianóglach Detachment (Veterans): 5 Perseus APCs, and 5 Fianóglach infantry TUs (3 assault and 2 tank hunter squads), a major (100pts) in an Attacker APC and a captain (40pts) in charge of the deployed infantry. The captain acts as ‘insurance’ like a paid for sergeant (see page 80 The Crucible). Total: 1500pts. Or...
    - Each Trained Detachment is 15 TUs. All infantry TUs start the game in APCs or other vehicles.
    - Armoured Detachment (Trained): 5 light tanks (including a command tank); 2 light support tanks; 1 anti-artillery calliope; 1 Mortar APC and 1 Missile APC (with 2 support squad TUs), 1 Centurion 202 with 2 TUs of regular infantry. Include a Lt (20pts). Total: 1060pts. Or...
    - Mechanised Infantry Detachment (Trained): 2 Brollachan APCs; 1 Mortar APC; 1 Missile APC with 8 TUs of infantry (3 regular, 2 support and 3 tank hunter squads); 1 light support tank; 1 anti-artillery calliope; 1 Brollachan command; Include a Lt (20pts). Total: 610pts.

Only one detachment can be Fianóglach. To use two detachments, just pick one of the Trained detachments. To use three, pick all three and change a Lt to a Capt (+20pts). The Fianóglach captain is always 2IC (but at no loss of LV if the major is killed). Coiméal O’Higgins can be swapped for the Fianóglach major at a cost of +180pts.