Infantry Squad

Type: Trained: 5+ C/As’lt: 1
Move: Infantry: 15cm
Defence: 5, Light cov’ +1, Heavy +2
Weapons: Flechette Rifle, Sh 2, FP 3½, Range Long
Suppress: remove suppression marker (UP TO 3) on 5+

VARIANTS

Assault Squad with Flechette Rifle: Sh 1, FP 3½, Range Long & Heavy Support Weapon: Sh 2, FP 1/3.

Legion 202 Light Truck

Type: Trained: 5+
Move: Slow, Wheeled: 15cm
Defence: F 6, S 6, R 6, T 6
Weapons: Support Weapon, Far: Sh 2, FP 1½, Corps 2 TUs of inf

VARIANTS

Motor Truck: Heavy Mortar: Sh 1, FP 5/4
(FNo short/medium range). Cannot carry infantry.

Panavia Black Crow APC

Type: Veteran: 4+
Move: Very Fast, Lt NoE: 50cm
Defence: F 8, S 7, R 7, T 6
Weapons: 1cm Gatling railgun, Far only Sh 3, FP 1/3.
May carry 2 CAP guns in Pods Far only: Sh 2, FP 0/5, Carries 1 TU

Fianóglach Infantry - see below

CHOOSE ONE INF. TU per APC

Veteran: 4+ C/As’lt: 3 - Infantry: 15cm
DV 6, Lt cov’ +1, Hv +2 Sup >4 on 4+

Assault Squad: with Flechette Rifle: Sh 1, FP 3½ (range: Long) & HSW: Sh 2, FP 1/3, Or:
Tank Hunters: Flechette Rifle (as above) & Buzzbomb: Sh 1, FP 1/6 (short range only).

Thyssen Light Tank

Type: Trained: 5+
Move: Slow, Tracked: 15cm
Defence: F 9, S 7, R 7, T 7
Weapons: 12cm CAP gun
Sh 1, FP 0/5
Support Weapon: Sh 2, FP 1/3.

VARIANTS

Command Tank: As above

Light Support Tank:
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 variant:
8 x 3cm CAP callope: Sh 8, FP 0/3.

Points Costs

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

Thyssen light tank (or Command Tank): 75pts; light support tank: 65pts
(on table); callope: 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
Trained)

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
squad); 1 mortar truck; 1 command track; 1 anti-artillery callope. Include a Lt (10pts). Total: 825pts. Or...

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

Fianóglach Detachment (Veterans): 5 Black Crow APCs, and 5 Fianóglach infantry TUs (3 assault and 2 tank hunter
squads), a major (100pts) in an 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: 1165pts. 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
callope; 2 mortar carrier (with 2 support squad TUs), 1 light
truck with 2 TUs of regular infantry. Include a Lt (10pts).
Total: 825pts. Or...

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 callope. Include a Lt (10pts). Total: 490pts.

Two use two detachments, just pick two and use them. To
use three, pick all three and change a Trained Lt to a Capt
(+10pts). 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 +80pts.