

Guardforce O'Higgins



28MM

Infantry Squad

| | |
|----------|---|
| Type | Trained: 5+ C/As't: 1 |
| Move | Infantry: 15cm |
| Defence | 5, Light cov' +1, Heavy +2 |
| Weapons | Flechette Rifle, Sh 2, FP 3/1, Range Long |
| Suppress | remove suppression marker (UP TO 3) on 5+ |

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).



Legion 202 Light Truck

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|---------|---|
| Type | Trained: 5+ |
| Move | Slow, Wheeled: 15cm |
| Defence | F 6, S 6, R 6, T 6 |
| Weapons | Support Weapon, FArc: Sh 2, FP 1/3. Carries 2 TU of inf |

VARIANTS

Mortar Truck:
 Heavy Mortar: Sh 1, FP 5/4 (No short/medium range). Cannot carry infantry.



Legion 202 Legionary Mortar

Thyssen APC

| | |
|---------|--|
| Type | Trained: 5+ |
| Move | Slow, Tracked: 15cm |
| Defence | F 8, S 7, R 7, T 6 |
| Weapons | Support Weapon: Sh 2, FP 1/3. Carries 3 TU of infantry |

VARIANTS

Command Track: As APC but cannot carry infantry.
Mortar Carrier: 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.
Mine & Recovery vehicle: Mine clearance - Sh 2 at detection, range Point Blank: destroys 1 mine counter each. Same stats as Command Track but +1 defensive value, all angles.



Thyssen APC

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

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, FArc only Sh 3, FP 1/3. May carry 2 CAP guns in Pods FArc only: Sh 2, FP 0/5. Carries 1 TU Fianóglach Infantry - see below |

CHOOSE ONE INF. TU per APC

Veteran: 4+ C/As't: 3 - Infantry: 15cm DV 6, Lt cov' +1, Hv +2 Sup >4) on 4+
Assault Squad: with Flechette Rifle: Sh 1, FP 3/1 (range: Long) & HSW: Sh 2, FP 1/3. OR...
Tank Hunters: Flechette Rifle (as above) & Buzzbomb: Sh 1, FP 1/6 (short range only).



Panavia GR77 Black Crow APC

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



Thyssen Light Tank

LEADERS

Coirnéal Maolán O'Higgins
LV10

LPs is 2d6 + 10

DETACHMENTS

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 calliope; 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 calliope. 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). Coirnéal O'Higgins can be swapped for the Fianóglach major at a cost of +80pts.

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); 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 Trained)

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