

Lightning Division - Early



15MM

Infantry Squad

Type	Veteran: 4+ C/As'lt: 3
Move	Infantry: 8cm
Defence	6, Light cov' +1, Heavy +2
Weapons	1cm Assault rifle coil-guns, Sh 2, FP 1/3
Suppress	remove suppression marker (UP TO 4) on 4+

VARIANTS

Support Squad with 1cm Assault rifle coil-guns: Sh 1, FP 1/3, & support weapon: Sh 2, FP 1/3.

Tank Hunters with 1cm Assault rifle coil-guns: Sh 1, FP 1/3, & Buzzbomb Sh 1, FP 1/6 (short range only)



Kraus Heavy Tank

Type	Veteran: 4+
Move	Slow, Tracked: 8cm
Defence	F 11, S 9, R 8, T 8
Weapons	9cm Railgun: Sh 1, FP 2/7. Support Weapon: Sh 2, FP 1/3.

VARIANTS

Command Tank - Same stats



Kraus Heavy Tank

LEADERS

Captain Haupt
LV8

LPs is 2d6 + 8

Elite skills: Defensive Stalwart

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

Falchion Light Tank

Type	Veteran: 4+
Move	Fast, Tacked: 15cm
Defence	F 9, S 8, R 7, T 7
Weapons	6cm Railgun: Sh 1, FP 2/5. Support weapon: Sh 2, FP 1/3.

VARIANTS

Support Tank:

6cm Automatic Cannon

Sh 2, FP 2/4

Hurrikan Calliope:

8 x 3cm powergun: Sh 8, FP 3/4.



Falchion Light Tank

Fauchard Light APC

Type	Veteran: 4+
Move	Medium Tracked: 10cm
Defence	F 8, S 7, R 7, T 6
Weapons	1cm Railgun: Sh 3, FP 1/3. Can carry 3 infantry TUs Manta Light ATGW: Sh 1, FP 0/5. (no short range).

VARIANTS

Command Track: Cannot carry infantry.

Mine & Recovery vehicle: as Command Track but +1 defensive value, all angles.

Double-Barreled Heavy Mortar:

Sh 2, FP 5/4 (no short/medium range).



Fauchard Light APC

DETACHMENTS

Each Detachment is 10 TUs. At least four of the TUs should be vehicles and all infantry start the game in APCs (6 infantry TUs will need 2 APC TUs). Infantry should be an even mix of types – half regular infantry and half support and/or anti-tank TUs.

Infantry platoon and support detachment: 3 APCs, 1 Command Fauchard, 1 Hurrikan anti-artillery tank and 5 infantry (2 regular, 2 tank hunters and 1 support). **Total: 910pts or...**

Tank detachment: 4 Kraus heavy tanks (including 1 Command Tank) and 2 Hurrikan anti-artillery tanks; 2 Falchion light tanks, 1 Falchion Support Tank, 1 Fauchard Mortar. **Total: 2130 points.**

Add a Lt. to any of these detachments at 20pts.

Treat this force - whatever option is selected - as a SINGLE detachment during play. Build a bigger force with an additional detachment and add a captain (40pts). To add a third detachment, add a major (100pts). A third detachment may be selected from later (post 340TW) lists.

Captain Haupt can be used with ANY number of detachments (including just 1 detachment)

Note: If a Mine & Recovery TU is included and **not** destroyed, any Lightning Division Vehicle TU may make a QR to repair any 1-4 minor damage result.

Mine Clearance with CEVs When clearing mines, CEVs operate like the systems fitted to the front of (for example) Slammers Blower tanks and some Combat Cars. They can check out any mine counter laid on the table within Point Blank range to see if it is a dummy counter or a real mine using a quality roll for 1LP to get a definite result (and employing the 1-2-4 rule if necessary).

POINTS COSTS

Kraus Heavy tank, Command Tank or Hurrikan anti-artillery: **275pts**; Falchion light tank or Support Tank: **200pts**; Fauchard APC or Command Vehicle: **120pts**; Fauchard Mortar: **200pts**; Mine & Recovery vehicle: **220pts**; Infantry: **25pts**; infantry with buzzbomb launcher or support weapon: **30pts**.

Captain Haupt costs **60pts**.

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

A single Mine & Recovery vehicle may be swapped out for one APC. Add 100pts to the detachment cost.