

Lightning Division - Early



15MM

Infantry Squad

Type	Veteran: 4+ C/As't: 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 Medium 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

Anti-Air & support variant:

Twin 6cm Railgun: Sh 2, FP 2/5.
Manta Light ATGW: Sh 1, FP 0/5. (no short range).

Defence Value: F 10, S 9, R 8, T 8.

No anti-artillery defence

Anti-artillery variant: Twin 17cm Medium Lasers: Sh 4, FP 3/5. Twin 6cm Light Lasers: Sh 4, FP 3/3. (short/medium range only). All weapons **MUST** fire at same target.



Kraus AAr1 Medium Tank (Anti-Artillery)

Thyssen TR6 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

Armoured Car variant - same turret but on a light, wheeled body:

Defensive Value: F 8, S 8, R 7, T 7

Move: Fast, Wheeled: 15cm



Thyssen Gladius TR6 Light Tank

Thyssen TR21 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

VARIANTS

Command Track: Cannot carry infantry.

Double-Barreled Heavy Mortar: Sh 2, FP 5/4 (no short/medium range). Cannot carry infantry.

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

Mine clearance - Sh 2 at detection range (3cm) destroys 1 mine counter each.



Thyssen Glaive TR21 APC

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

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.

All 10 TUs as an infantry platoon with support: 3 APCs, 1 Hurrikan anti-artillery tank and 6 infantry (3 regular, 2 tank hunters and 1 support). **Total: 765pts** or...

All 10 TUs as two tank platoons: 4 Kraus medium tanks and 1 Hurrikan anti-artillery tank; 3 Thyssen light tanks, 1 Thyssen reconnaissance car and a Werbelwind AA. **Total: 2050 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)

POINTS COSTS

Kraus medium tank or Werbelwind AA tank: **275pts**; Hurrikan anti-artillery: **300pts**; Thyssen light tank: **200pts**; Thyssen APC: **100pts**; Thyssen reconnaissance car: **75pts**. Infantry: **25pts**; infantry with buzzbomb launcher or support weapon: **30pts**.

Captain Haupt costs **50pts**.

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