**Leia Division - Early**

**LEADERS**

**Kraus Medium Tank**
- **Type**: Veteran: 4+
- **Move**: Slow, Tracked: 5cm
- **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.
- **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.

**Captain Haupt**
- **LV8**: LPs is 2d6 + 8
- **Elite skills**: Defensive, Stalwart

**Thyssen TR21 APC**
- **Type**: Veteran: 4+
- **Move**: Medium Tracked: 7cm
- **Defence**: F 8, S 7, R 7, T 6
- **Weapons**: 1cm Railgun: Sh 3, FP 1/3; Can carry 3 infantry TUs

**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: 10cm

**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**.

**Infantry Squad**
- **Type**: Veteran: 4+, C/As’t: 3
- **Move**: Infantry: 5cm
- **Defence**: F 8, Light cox, +1, Heavy +2
- **Weapons**: 1cm Assault rifle coil-guns: Sh 2, FP 1/3
- **Suppress**: remove suppression marker (UP TO 4) on 4+

**Support Squad**
- **Type**: Veteran: 4+
- **Move**: Infantry: 5cm
- **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.
- **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.

**Thyssen TR6 Light Tank**
- **Type**: Veteran: 4+
- **Move**: Fast, Tacked: 10cm
- **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: 10cm

**Thyssen Thr6 Light Tank**

**Thyssen TR21 APC**
- **Type**: Veteran: 4+
- **Move**: Medium Tracked: 7cm
- **Defence**: F 8, S 7, R 7, T 6
- **Weapons**: 1cm Railgun: Sh 3, FP 1/3; Can carry 3 infantry TUs

**VARIANTS**
- **Support Squads**

**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**.

**Thyssen TR6 Light Tank**
- **Type**: Veteran: 4+
- **Move**: Fast, Tacked: 10cm
- **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: 10cm

**Thyssen Thr6 Light Tank**

**Thyssen Thr6 Light Tank**

**Thyssen TR21 APC**
- **Type**: Veteran: 4+
- **Move**: Medium Tracked: 7cm
- **Defence**: F 8, S 7, R 7, T 6
- **Weapons**: 1cm Railgun: Sh 3, FP 1/3; Can carry 3 infantry TUs

**VARIANTS**
- **Support Squads**

**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**.