

Lightning Division - Post 340TW



6MM

Infantry Squad

Type	Veteran: 4+ C/As'lt: 3
Move	Infantry: 5cm
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)



M2A7 Blower Tank

Type	Veteran: 4+
Move	Medium, Hv Hover: 7cm
Defence	F 12 , S 10 , R 9 , T 9
Weapons	9cm Railgun: Sh 1 , FP 2/7 . Gatling 1cm Railgun: Sh 3 , FP 1/3 .

Defence Systems Strip mines, **Sh 1** all up to **Close 5cm**, **FP 3/1(3+)**

Mine Clearance **Sh 1** at **Point Blank 2cm** destroys 1 mine counter

VARIANTS

M2A7F Command Tank: same stats.



M2A7 Blower Tank

A21 Jeep

Type	Elite: 3+
Move	Fast, Lt Hover: 10cm
Defence	F 6 , S 6 , R 6 , T 5
Weapons	Heavy Support Weapon, FArc: Sh 2 , FP 1/3 .

VARIANTS

Mortar Jeep: **Sh 3**, **FP 3/1**. (no short range). Observed by any TU with a line of sight, die versus quality to hit. Not observed: quality -1. Radius from target point **7cm**.



Fabrique Nationale A21 1100K Jeep

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

Thyssen Tr29 Mortar

Type	Veteran: 4+
Move	Medium Tracked: 7cm
Defence	F 8 , S 7 , R 7 , T 6
Weapons	Double-Barreled Heavy Mortar: Sh 2 , FP 5/4 (no short/medium range), 1cm Gatling Railgun: Sh 3 ,

VARIANTS

Mine & Recovery vehicle: as Command Track but **+1** defensive value, all angles.
Mine clearance - **Sh 2** at detection range (**2cm**) destroys 1 mine counter each.



Thyssen Glaive TR29 Mortar

M9A14 Crew Car

Type	Veteran: 4+
Move	Fast, Lt Hover: 10cm
Defence	F 9 , S 8 , R 8 , T 7
Weapons	2 x Gatling 1cm Railgun: Sh 3 , FP 1/3 . Carries 1 infantry TU

Defence Systems Strip mines, **Sh 1** all up to **Close 8cm**, **FP 3/1(3+)**

Mine Clearance

VARIANTS
Command Variant: carries no infantry

M9A16 Flatbed Calliope: 4 x 3cm powergun: **Sh 8**, **FP 3/4**. **4**



M9A14 Crew Car

DETACHMENTS

Each Detachment is 10 TUs. At least four of the TUs should be vehicles and all infantry start the game in Crew Cars (4 infantry TUs will need 4 Crew Car TUs). Infantry can be any mix of types.

All 10 TUs as an infantry platoon with support: 4 Crew Cars, 1 Command Car, 1 Tracked Heavy Double Mortar OR 1 Hover Jeep with light mortar and 4 infantry TUs (1 regular, 2 tank hunters and 1 support). **Total: 1025pts** with the light mortar or **1125pts** with the heavy mortar or...

All 10 TUs as two tank platoons: 5 M2A7 Blower Tanks (may include 1 Command Tank), and 2 M9A16 anti-artillery calliopes; 1 Crew Car, 1 Command Car, 1TU of tank hunters. **Total: 2830pts**.

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, pick one from the older Lightning Division Detachment list and add a major (100pts).

POINTS COSTS

M2A7 'Kurt' Heavy Blowertank tank (or command tank) **400pts**,
M9A16 'Taifun' anti-air/artillery: **250pts**; M9A14 Crew Car: **170pts**;
M9A14C Command Car: **130pts**; A21 Mortar Jeep: **100pts**; TR28
Double Mortar (on table) **200pts**, Infantry: **25pts**; infantry with
buzzbomb launcher or support weapon: **30pts**.

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