**Infantry Squad**

**Type** Veteran/Train'd: 4+/5+ C/As't: 3/1

**Move** Fast, Wheeled: 15cm

**Defence** F, 10, S, 8 R 8 T 8 (-2BB)


**Suppress** remove suppression (UP TO 4/3) on 4+/5+

**VARIANTS**

**Support Squad:** Assault Rifle: Sh 1, FP 1/3 & HSW: Sh 2, FP 1/3. Tank Hunters: with 1cm Assault Rifle coi-guns: Sh 1, FP 1/3, & Buzzbombs: Sh 1, FP 1/7 (Maximum range: Medium) Tank Team: Light Mortar: Sh 3, FP 3/1 (NA no short range). Assault Tank Hunters: As regular Tank Hunters but fully Armoured DV?

**Manta-ray 4x4**

**Type** Veteran: 4+ Trained: 5+ 110pts

**Move** Fast, Wheeled: 15cm

**Defence** F, 10, S, 8 R 8 T 8 (-2BB)

**Weapons** Double Flame-thrower: Sh 2, FP 3/3 F Arc; 2 Twin Heavy Support Weapons: EACH Sh 4, FP 1/3, Gatling 1cm: Sh 3, FP 1/3, Flexi Rocket System Hypersonic Missiles OR Light Mortar: Sh 3, FP 0/4 OR Sh 3, FP 3/1 (NA no short range). Carries up to 3TUs of Infantry

**VARIANTS**

**Used by a TRAINED unit reduces QR roll**

**M40 Ridgeway Heavy Tank**

**Type** Veteran: 4+ 380pts

**Move** Medium, Tracked: 10cm

**Defence** F, 11, S, 9 R 8 T 8 (-2BB)

**Weapons** Twin Light Lasers: Sh 4, FP 3/3, Heavy Cone-bore (as per Railgun): Sh 1, FP 2/5. No Mortars

**Self Propelled Howitzer** Twin Light Lasers: Sh 4, FP 3/3, 150mm Howitzer: Sh 1, FP 3/6. Reduce QR -1 for DIRECT FIRE: DV: F 10, S 8, R 8 T 8 (-2BB)

**VARIANTS**

**Ridgeway Command:** Same stats

**Jackson Medium tank:** As Ridgeway but DV: F 10, S 9, R 8 T 8 (-2BB) with 6cm Cone-bore (as per Railgun): Sh 1, FP 2/5: No Mortars

**VETERAN**

**Infantry** Detachment is 15 TUs.

**Veteran** Armoured Detachment: 1 M579 Tiger-shark; 2 M577 Manta-rays with 7 infantry TUs (1 Infantry Mortar Team TU; 2 Engineer Support Squad TUs; 2 Tank Hunter Squad TUs and 2 Standard Infantry cone-bore/flamethrowers TUs). **Total 1180pts.** Or...

**Trained** Infantry Detachment: 2 M579 Tiger-sharks; 2 M577 Manta-rays; 1 M57 Stingray Command with 10 infantry TUs (2 Infantry Mortar Team TU; 2 Engineer Support Squad TUs; 3 Tank Hunter Squad TUs and 3 Standard Infantry cone-bore/flamethrowers TUs). **Total 710pts.** Or...

**Veteran** Armoured Detachment: 1 M578 Shark Support; 1 M578 Shark anti-tank, 2 M577 Manta-rays; 1 M576 Stingray; 1 M576 Stingray Command. with only 4 infantry TUs (1 Infantry Support Squad TU; 1 Tank Hunter Squad TU and 2 Standard Infantry cone-bore/flamethrowers TUs). **Total 1075pts.** Or...

**Trained** Armoured Detachment: Add 5 Standard infantry TUs to a Veteran Armoured Detachment. **Total 715pts.** Or...

**Veteran** Heavy Armoured Detachment: 3 M40 Ridgeway Heavy Tanks (including 1 command tank); 1 M292 Howitzer or 1 M22 Jackson Med Tank, 2 M577-A2 Manta-Missile; 1 M577-A1 Manta-Support; with 3 infantry TUs (3 Assault Tank Hunter Squad TUs). **Total 2565pts.**

**All officers are Veterans. Add a VETERAN Lt. to any of these detachments at 20pts. Infantry Detachments have a Command Regular Infantry TU.**

Treat this force - whatever option is selected - as a SINGLE detachment during play. Build a bigger force with an additional detachment and add a Veteran captain (40pts). Add a third detachment with a Veteran major (100pts). 4th and 5th Detachments MUST include the Trained detachments and each gets a Veteran major (100pts).

**(-2BB) on DV:** Special spaced armour reduces ALL attacks by shaped charges weapons (Buzzbombs and ATGW Missiles) by 2 (ie a buzzbomb at FP 1/6 becomes FP 1/4)