

Marvelan Confederacy (MCEC)



15MM

Infantry Squad

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| Type | Vet'n/Train'd: 4+/5+ C/As't: 3/1 |
| Move | Infantry: 8cm |
| Defence | 6, Light cov' +1, Heavy +2 |
| Weapons | Cone-bore Assault Rifle Sh 2, FP 1/3 plus Flamethrower (+1 Close Assault - so C/As't: 4) |
| 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 coil-guns: Sh 1, FP 1/3, & Buzzbombs: Sh 1, FP 1/7 (Maximum range: Medium)
Mortar Team: Light Mortar: Sh 3, FP 3/1 (NA no short range).
Assault Tank Hunters: As regular Tank Hunters but FullyArmoured DV7



Infantry Mortar Team

Manta-ray 4x4

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|---------|--|
| Type | Veteran: 4+ / Trained: 5+ |
| Move | Fast, Wheeled: 15cm |
| Defence | F 10, S 8, R 8 T 8 (-2BB) |
| Weapons | Double Flame-thrower: Sh 2, FP 3/3 FArc; Twin Heavy Rapid Fire Coil-Gun: Sh 8, FP 1/4. |
| | Carries up to 2TUs of Infantry |

VARIANTS

Manta-Missile: Twin Light Lasers
Sh 4, FP 3/3. Heavy ATGW Launcher
Sh 2, FP 3/8. Farc: Double Flame-
thrower: Sh 2, FP 3/3 FArc;
Carries NO Infantry
Manta-Support: Quad Gatlings
Sh 12, FP 1/3. Carries 3TUs of Inf.
Carries NO Infantry
Stingray: Twin Heavy Support
Weapon: Sh 4, FP 1/3
Carries 1TU of Infantry or a Sniper



Manta-ray M577 MICV

Tiger-shark 6x6

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|---------|---|
| Type | Veteran: 4+ / Trained: 5+ |
| Move | Fast, Wheeled: 15cm |
| Defence | F 10, S 8, R 8 T 8 (-2BB) |
| Weapons | Double Flame-thrower: Sh 2, FP 3/3 FArc; 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



Tiger-shark M579 Heavy MICV

Shark 6x6

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|---------|--|
| Type | Veteran: 4+ |
| Move | Fast, Wheeled: 15cm |
| Defence | F 10, S 8, R 8 T 8 (-2BB) |
| Weapons | Double Flame-thrower: Sh 2, FP 3/3 FArc; Heavy Rapid Fire Coil-Gun: Sh 4, FP 1/4; Twin Heavy Support Weapon: Sh 4, FP 1/3 Carries up to 2TUs of Infantry |

VARIANTS

Tank Destroyer:
Double Flame-thrower: Sh 2, FP 3/3
FArc; with 6cm Cone-bore (as per
Railgun): Sh 1, FP 2/5; Twin Heavy
Support Weapon: Sh 4, FP 1/3
Carries up to 2TUs of Infantry



Shark M578 Heavy Anti-tank

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

M40 Ridgeway Heavy Tank

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|---------|---|
| Type | Veteran: 4+ |
| 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 Rail Gun) Sh 1, FP 2/7. Fast firing heavy mortar: Sh 2, FP 4/5 FArc; |

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
Self Propelled Howitzer: Twin Light
Lasers Sh 4, FP 3/3. 156mm Howitzer
Sh 1, FP 5/6. Reduce QR -1 for
DIRECT FIRE DV: F 10, S 8, R 8 T 8
(-2BB)



Stingray M576 Heavy Support Vehicle

DETACHMENTS

Veteran Detachment is 10 TUs. Trained Detachment is 15 TUs.

Veteran Infantry Detachment:

1 M579 Tiger-shark; 2 M577 Manta-rays with 7 infantry TUs (1 Infantry Mortar Team TU, 2 infantry 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 infantry 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

POINTS COSTS

Veteran Tiger-shark and Shark (all types): 330pts; Manta-ray & Manta-Support: 300pts; Manta-Missile: 330pts; Stingray (and Command): 140pts; Ridgeway (and Command): 380pts; Jackson: 330pts; Howitzer: 330pts.

Trained Tiger-shark and Shark (all types): 130pts; Manta-ray: 110pts; Stingray (and Command): 45pts;

Veteran Regular Infantry (and Command): 30pts; Mortar team squad: 40pts; Support squad: 35pts; Tank Hunter squad: 40pts; Assault Tank Hunter squad: 45pts.

Trained Regular Infantry (and Command): 15pts; Mortar team, Support or Tank Hunter squads: 20pts
2 additional Veteran sergeants could be purchased at 10pts