### Nonesuch National Guard

#### Infantry Squad

<table>
<thead>
<tr>
<th>Type</th>
<th>Trained: 5+ C/As’lt: 1</th>
</tr>
</thead>
<tbody>
<tr>
<td>Move</td>
<td>Infantry: 8cm</td>
</tr>
<tr>
<td>Defence</td>
<td>5, Light cov’ +1, Heavy +2</td>
</tr>
<tr>
<td>Weapons</td>
<td>1cm Carbine powerguns: Sh 2, FP 1/1</td>
</tr>
</tbody>
</table>

**VARIANTS**

**Support Squad:**
- 1cm Carbine powerguns: Sh 1, FP 1/1 and HSW: Sh 2, FP 1/3.
- Armoured Assault squad: 2cm Assault Rifle powerguns: Sh 2, FP 2/2 and body armour DV 6. Light cov’ +1, Heavy +2

#### Jagdlancer Tank Destroyer

<table>
<thead>
<tr>
<th>Type</th>
<th>Trained: 5+</th>
</tr>
</thead>
<tbody>
<tr>
<td>Move</td>
<td>Slow, Tracked: 8cm</td>
</tr>
<tr>
<td>Defence</td>
<td>F 13, S 10, R 9, T 9</td>
</tr>
<tr>
<td>Weapons</td>
<td>25cm Powergun: Sh EVERY OTHER TURN, FP 4/8, F Arc only. Support Wpn.: 1 x 2cm tri-barrel powergun: Sh 3, FP 3/3.</td>
</tr>
</tbody>
</table>

**Defence Systems**
- Drozd, Sh 1 all up to Close 8cm, FP 2/1(4+)

**Mine Clearance**
- Sh 1 at Point Blank 3cm destroys 1 mine counter

**Main weapon fires EOT:** every other turn ONLY

#### Gladius/Glaive Tracked FV

**Variants**

**Gladius APC:**
- 2cm Tribarrel powergun: Sh 3, FP 3/3. Carries 3TUs Infantry

**Gladius Command Vehicle:**
- As APC but no Infantry carried
- As APC but NO Infantry. Also Mortar: Sh 1 shots, FP 5/4. No Short or Med.

**Gladius Point Defence/Calliope:**
- 2 x 3cm quick-firing powergun: Sh 4, FP 3/4.

#### DETACHMENTS

Each Detachment is 15 TUs. All TUs may be armoured vehicles but if infantry are present they must be in APCs and at least half the infantry must be armed only with carbines.

**Heavy Armour Detachment:**
- 4 Jagdlancer tank destroyers; 6 Gladius light tanks plus 2 Glaive mortars, 2 Gladius calliopes and 1 Glaive command split into 2 platoons of 5 tank destroyers and tanks with the other vehicles in a support platoon. A captain (20pts) and a Lt (10pts) in the two tank platoons. Total: **2215pts**. Or…

**Mechanised Infantry Detachment:**
- 1 Gladius calliope, 1 Glaive mortar and 1 Glaive command plus 3 Glaive APCs with 9 TUs of infantry (3 each of the 3 types). A captain (20pts) in the command vehicle, a Lt (10pts) with the infantry platoon. Total: **485pts**.

The National Guard were top heavy with officers. Each detachment operates, effectively, with one command level higher than it would otherwise be allocated (a single detachment get’s a Captain not a Lieutenant) but it has that Lieutenant as an additional ‘insurance’ officer against loss, like a paid for sergeant (see sidebars Leaders who needs ‘em and Where’s the Sarge, pages 80 and 108). This means that - if the Captain in a detachment is killed - the Lieutenant then takes over at the same leadership value - LV4 - as the Captain had been. Treat this force – whatever option is selected - as a SINGLE detachment during play.

Build a bigger force with both detachments but add yet another officer - a major - at 50pts.

In a defensive battle with two detachments or more, Representative Lindeyar may be present at a cost of 100 pts.

### LEADERS

**Representative Sigmund Lindeyar**
- **LV10**
- LPs is 2d6 + 10
- Elite skills: Defensive Stalwart

**RANKS**

- **Major**
  - LV6
  - LPs is 2d6 + 6

- **Captain**
  - LV4
  - LPs is 2d6 + 4

- **Lieutenant**
  - LV2
  - LPs is 2d6 + 2

- **Sergeant**
  - LV1
  - LPs is 2d6 + 1

### POINTS COSTS

- Jagdlancer tank destroyer: **350pts**; Gladius light tank: **75pts**;
- Gladius APC: **50pts**; Gladius mortar (on table): **75pts**;
- Glaive command: **35pts**; Gladius point defence/calliope: **75pts**.
- Infantry: **10pts**; infantry with support weapon: **15pts**; armoured infantry squad: **15pts**.

Up to 1 additional sergeant could be purchased at **5pts**.