

Nonesuch National Guard

NS 28MM

Infantry Squad

Type	Trained: 5+ C/As't: 1
Move	Infantry: 15cm
Defence	5, Light cov' +1, Heavy +2
Weapons	1cm Carbine powerguns: Sh 2, FP 1/1
Suppress	remove suppression marker (UP TO 3) on 5+

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



Jagdlander Tank Destroyer

Type	Trained: 5+
Move	Slow, Tracked: 15cm
Defence	F 13, S 10, R 9, T 9
Weapons	25cm Powergun: Sh EVERY OTHER TURN, FP 4/9. FArc only. Support Wpn: 1 x 2cm tri-barrel powergun: Sh 3, FP 3/3. ▲
Defence Systems	Drozd, Sh 1 all up to Close 15cm, FP 2/1(4+)
Mine Clearance	Sh 1 at Point Blank 5cm destroys 1 mine counter

NOTE

Main weapon fires EOT: every other turn ONLY



Jagdlander Tank Destroyer

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

Gladius/Glaive Tracked FV

Type	Trained: 5+
Move	Medium, Tracked: 20cm
Defence	F 9, S 8, R 7, T 7
Weapons	Gladius: 6cm, HI powergun: Sh 1 shots, FP 2/6; 2cm tri-barrel powergun: Sh 3, FP 3/3. ▲

VARIANTS

Glaive APC:

2cm Tribarrel powergun: Sh 3, FP 3/3. ▲ Carries 3TUs Infantry

Glaive Command Vehicle:

As APC but no Infantry carried ▲

Glaive Heavy Mortar: ▲

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. ▲



Gladius/Glaive Tracked FV

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 Jagdlander tank destroyers; 6 Gladius light tanks plus 2 Glaive mortars, 2 Gladius calliope 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.

POINTS COSTS

Jagdlander tank destroyer: **350pts**; Gladius light tank: **75pts**; Glaive APC: **50pts**; Glaive 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**.