

### Infantry Squad

Type	Trained: <b>5+</b> C/As't: <b>1</b>
Move	Infantry: <b>8cm</b>
Defence	<b>5</b> , Light cov' <b>+1</b> , Heavy <b>+2</b>
Weapons	1cm Carbine powerguns: <b>Sh 2, FP 1/1</b>
Suppress	remove suppression marker (UP TO 3) on <b>5+</b>

#### VARIANTS

##### Support Squad:

1cm Carbine powerguns: **Sh 1, FP 1/1** and **HSW: Sh 2, FP 1/3.**

**Tank Hunters** with Carbine powerguns: & Advanced Buzzbomb: **Sh 1, FP 1/7 (medium range only)**

**Armoured Assault squad:** 2cm Assault Rifle powerguns: **Sh 2, FP 2/2** and **body armour DV 6**, Light cov' **+1**, Heavy **+2**



Nonesuch National Guard

### Silverback Tank Destroyer

Type	Trained: <b>5+</b>
Move	Slow, Tracked: <b>8cm</b>
Defence	<b>F 13, S 11, R 10, T 9</b>
Weapons	25cm Powergun: <b>Sh EVERY OTHER TURN, FP 4/9.</b> <b>FArc only.</b> Support Wpns: 2 x 2cm tri-barrel powerguns: <b>Sh 3, FP 3/3.</b>
Defence Systems	Drozd, <b>Sh 1</b> all up to Close <b>8cm, FP 2/1(4+)</b>
Mine Clearance	<b>Sh 1 at Point Blank 3cm</b> destroys 1 mine counter

#### VARIANTS

**Silverback Assault Gun:** Replace main gun with twin 15cm Powergun: **Sh 2, FP 2/6. FArc only.** 2 x 2cm tri-barrel powerguns: **Sh 3, FP 3/3.**



Silverback Tank Destroyer

## LEADERS

### Representative Fitela Lindeyar LV10

LPs is 2d6 + 10

#### Elite skills:

##### Defensive Stalwart

Increase in QV of ONE level to TWO TUs per turn, but only if the selected units don't move.

##### A Shaper of Men

Once per turn, select ONE TU +1 QV for EVERYTHING until the end of the turn.

##### Command Material

When rolling for LP, roll 3d6 and pick the best two dice.

## 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

### Falchion Light Tank

Type	Trained: <b>5+</b>
Move	Fast, Tacked: <b>15cm</b>
Defence	<b>F 9, S 8, R 7, T 7</b>
Weapons	6cm, HI powergun: <b>Sh 1</b> shots, <b>FP 2/6</b> ; 2cm tri-barrel powergun: <b>Sh 3, FP 3/3.</b>

#### VARIANTS

##### Support Tank:

6cm Automatic Cannon  
**Sh 2, FP 2/4**

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



Falchion Light Tank

### Fauchard Light APC

Type	Trained: <b>5+</b>
Move	Medium Tracked: <b>10cm</b>
Defence	<b>F 8, S 7, R 7, T 6</b>
Weapons	2cm Tribarrel powergun: <b>Sh 3, FP 3/3.</b> <b>Can carry 3 infantry TUs</b> Manta Light ATGW: <b>Sh 1, FP 0/5. (no short range).</b>

#### VARIANTS

**Command Track:** Cannot carry infantry.

**Mine & Recovery vehicle:** as Command Track but **+1** defensive value, all angles.

**Double-Barreled Heavy Mortar:**  
**Sh 2, FP 5/4 (no short/medium range).**



Fauchard Light APC

## DETACHMENTS

Each Detachment is 15 TUs.

**Heavy Armour Detachment:** 4 Silverback tank destroyers; 6 Falchion light tanks; 2 Fauchard mortars; 2 Hurrikan calliopes; 1 Fauchard command. A captain (20pts) and an insurance Lt (10pts) in the two tank platoons. **Total: 2415pts.** Or...

**Mechanised Infantry Detachment:** 1 Falchion Support tank; 1 Hurrikan calliope; Fauchard mortar; 1 Fauchard command; 3 Fauchard APCs with 8 TUs of infantry (2 each of the 4 types). A captain (20pts) and an insurance Lt (10pts). **Total: 630pts.**

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.*

*With two detachments or more, Representative Lindeyar may also be present at a cost of 230 pts.*

**Note:** If a Mine & Recovery TU is included and **not** destroyed, any Nonesuch Vehicle TU may make a QR to repair any 1-4 minor damage result.

Mine Clearance with CEVs When clearing mines, CEVs operate like the systems fitted to the front of (for example) Slammers Blower tanks and some Combat Cars. They can check out any mine counter laid on the table within Point Blank range to see if it is a dummy counter or a real mine using a quality roll for 1LP to get a definite result (and employing the 1-2-4 rule if necessary).

## POINTS COSTS

Silverback tank destroyer or Assault Gun: **395pts**; Falchion light tank or Support Tank: **75pts**; Fauchard APC: **60pts**; Fauchard mortar (on table): **85pts**; Fauchard command: **45pts**; Hurrikan point defence/calliope: **95pts**. Infantry: **10pts**; infantry with support weapon: **15pts**; armoured infantry squad: **15pts**, infantry Tank Hunters: **20pts**.

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

**A single Mine & Recovery vehicle may be swapped out for one APC. Add 50pts to the detachment cost.**