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>Auto Shotgun: Sh 2, FP 3/0. (max range: Short)</td>
</tr>
<tr>
<td>Suppress</td>
<td>remove suppression marker (UP TO 3) on 5+</td>
</tr>
</tbody>
</table>

**VARIANTS**

**Support Squad:** with Auto Shotgun: Sh 1, FP 3+1/0, (max range: Short) & Heavy Support Wpn: Sh 2, FP 1/3.

**Guard:** with Auto Shotgun: Sh 1, FP 3+1/0, (max range: Short) & High-Tech Assault Rifle: Sh 2, FP 1/1 (max range: long); and body armour DV 6, Light cov’ +1, Heavy +2

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Alba R26 APC

<table>
<thead>
<tr>
<th>Type</th>
<th>Trained: 5+</th>
</tr>
</thead>
<tbody>
<tr>
<td>Move</td>
<td>Fast, Wheeled: 15cm</td>
</tr>
<tr>
<td>Defence</td>
<td>F 9, S 8, R 7, T 6 (9B)</td>
</tr>
<tr>
<td>Weapons</td>
<td>2 x Auto grenade launchers: Sh 3, FP 3/1 NA (no short) Carries 3TUs Infantry</td>
</tr>
</tbody>
</table>

**VARIANTS**

Anti-tank variant: replaces 1 grenade launcher with ATGW, so: 1 Auto grenade launchers: Sh 3, FP 3/1 NA (no short-range). 1 Medium ATGW: Sh 1, FP 1/6 NA (no short-range).

Basic Truck: Fast, Wheeled: 15cm F 6, S 5, R 5, T 5 with Heavy Support Weapon: Sh 2, FP 1/3 NA. Carries 27Us Infantry

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Bihor R371 Medium Tank

<table>
<thead>
<tr>
<th>Type</th>
<th>Trained: 5+</th>
</tr>
</thead>
<tbody>
<tr>
<td>Move</td>
<td>Fast, Wheeled: 15cm</td>
</tr>
<tr>
<td>Defence</td>
<td>F 10, S 9, R 8, T 7 (9B)</td>
</tr>
<tr>
<td>Weapons</td>
<td>Heavy Coil Gun, Sh 2, FP1/4, Light ATGW Launcher. Sh 1, FP 0/5 (no short-range).</td>
</tr>
</tbody>
</table>

**VARIANTS**

Support Variant: Dual-Feed cannon: Sh 1, FP4’1/5 (NA) *Against Infantry - no NA: FP 4 at short range, FP 2 at medium range or FP0 at (max) long range Tank Hunter: 5cm Railgun Sh 1, FP 2/7. 1cm Gatling railgun Support Weapon: Sh 3, FP 1/3.

Rocket Artillery: 18cm Artillery Sh 1, FP 5/6. 1cm Gatling railgun Support Weapon: Sh 3, FP 1/3.

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General Radescu’s A21 Jeep

<table>
<thead>
<tr>
<th>Type</th>
<th>Elite: 3+</th>
</tr>
</thead>
<tbody>
<tr>
<td>Move</td>
<td>Fast+, Lt Hover: 22cm</td>
</tr>
<tr>
<td>Defence</td>
<td>F 6, S 6, R 6, T 5</td>
</tr>
<tr>
<td>Weapons</td>
<td>2cm tribarrel powergun, Farc Sh 3, FP 3/3, A Additional Powergun Sub-machinnegun Sh 1, FP 1+1/1 (Medium) FArc</td>
</tr>
</tbody>
</table>

**NOTES**

General Radescu’s jeep is driven by Slammers Sgt Bourne. This gains two advantages:

- He has Elite Skill Leadfoot so the jeep’s speed is increased.
- He can fire while on the move which adds firepower to the jeep.

The General and his jeep is added to any detachment (making 16TUs).

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LEADER

**General Radescu**

**LV10**

LPs is 2d6 + 10

**Elite skills:** Inspirational Leader Morale Officer

The general may be played as an additional TU attached to any Detachment

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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

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DEPLOYMENTS

**All Detachments are 15TUs.** All TUs may be armoured vehicles but if infantry are present they must be in APCs or Trucks and at least half the infantry must be armed with only auto shotguns.

**Heavy Armour and Artillery Detachment:** 6 Bihor medium tanks; 3 Bihor IST support tanks, 3 Bihor tank hunters plus 2 Bihor rocket artillery vehicles (on OR off table) and 1 Alba APC acting as a command vehicle with no infantry. Split into 3 platoons of any mix of vehicles; a Major (50pts) in the command vehicle with one platoon and a Capt (20pts) and a Lt (10pts) with tanks in two other platoons. Total: 1245pts. Or...

**Mechanised Infantry Squadron Detachment:** 2 trucks, 1 Alba APC, 1 Alba anti-tank APC, 1 Bihor support tank with 10 TUs of infantry (5 regulars, 3 support and 2 Guard); a Captain (20pts) in the anti-tank APC, a Lt (10pts) and a Sgt (5pts) with the infantry split into two platoons. Total: 450pts. Or...

**Molt Sweep and Clear Squad Detachment:** 2 Trucks, 2 Alba APC, 1 Alba Anti Tank APC, 1 Bihor Support Tank with 9 TUs of Infantry (5 regulars, 2 support and 2 Guard); a Captain (20pts) in one of the detector trucks, a Lt (10pts) and a Sgt (5pts) with the infantry split into two platoons. The two trucks contain Molt detection equipment with crew rather than deployable TUs (see main rules, page 145). One is a Standard Unit (100pts operating at -1 QR) and one is an off-world Superior unit (200pts). Total: 810pts

Leaders are incorporated within the points costs, however General Radescu in a Slammers Jeep may be added as an overall commander at 280 additional points.

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**POINTS COSTS**

Bihor medium tank: 75pts;
Bihor IST (Infantry Support Tank): 80pts; Bihor tank-hunter: 90pts; Bihor rocket artillery vehicle: 65pts (on table); Alba APC or anti tank APC: 75pts; basic truck: 40pts.
Infantry: 8pts; infantry support squad: 15pts; guard: 10pts.
Truck with Standard Unit Molt detection equipment (operating at -1 QR): 100pts.
Truck with off-world Superior Molt detection equipment: 200pts.
NO additional sergeants beyond the detachment listing, right, could be purchased.