

Oltenian Regular Army



15MM

Infantry Squad

Type	Trained: 5+ C/As'lt: 1
Move	Infantry: 8cm
Defence	5 , Light cov' +1 , Heavy +2
Weapons	Auto Shotgun: Sh 2, FP 3/0. (max range: Short)
Suppress	remove suppression marker (UP TO 3) on 5+

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



Infantry

Oltenian Regular Army

Alba R26 APC

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

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 2TUs Infantry



Covasna Industries R26 Alba APC

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

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

Bihor R371 Medium Tank

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

VARIANTS

Support Variant: Dual-Feed cannon: Sh 1, FP 4*5 (NA) *Against Infantry - no NA: FP 4 at short range, FP 2 at mid range or FP 0 at (max) long range

Tank Hunter: 9cm 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.



Covasna Industries R371 Bihor Tank

General Radescu's A21 Jeep

Type	Elite: 3+
Move	Fast+, Lt Hover: 22cm
Defence	F 6, S 6, R 6, T 5
Weapons	2cm tribarrel powergun, F Arc: Sh 3, FP 3/3. Additional Powergun Sub-machinegun Sh 1, FP 1+1/1 (Medium) F Arc

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).



Fabrique Nationale A21 1100K Jeep

DETACHMENTS

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.

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.