

# Oltenian Regular Army



28MM

## Infantry Squad

Type	Trained: <b>5+</b> C/As'lt: <b>1</b>
Move	Infantry: <b>15cm</b>
Defence	<b>5</b> , Light cov' +1, Heavy +2
Weapons	Auto Shotgun: Sh 2, FP 3/0. (max range: Short)
Suppress	remove suppression marker (UP TO 3) on <b>5+</b>

### VARIANTS

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

**Guard:** with Auto Shotgun: **Sh 1, FP 3/0. (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**



## Alba R26 APC

Type	Trained: <b>5+</b>
Move	Fast, Wheeled: <b>30cm</b>
Defence	<b>F 9, S 8, R 7, T 6 (9B)</b>
Weapons	2 x Auto grenade launchers: <b>Sh 3, FP 3/1 NA (no short)</b> Carries <b>3TUs Infantry</b>

### 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: **30cm 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: <b>5+</b>
Move	Fast, Wheeled: <b>30cm</b>
Defence	<b>F 10, S 9, R 8, T 7 (9B)</b>
Weapons	Heavy Coil Gun, <b>Sh 2, FP 1/4</b> , Light ATGW Launcher. <b>Sh 1, FP 0/5 (no short-range).</b>

### 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: <b>3+</b>
Move	Fast+, Lt Hover: <b>40cm</b>
Defence	<b>F 6, S 6, R 6, T 5</b>
Weapons	2cm tribarrel powergun, <b>FArc: Sh 3, FP 3/3.</b> <b>▲</b> Additional Powergun Sub-machinegun <b>Sh 1, FP 1/1 (Medium) FArc</b>

### 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.