

Podele's Lions



15MM

Heavy Infantry Squad

Type	Veteran: 4+ C/As't: 3
Move	Infantry: 8cm
Defence	7 , Light cov' +1 , Heavy +2
Weapons	Flechette Rifle Sh 2 , FP 3/1 (max range: Long)
Suppress	remove suppression (UP TO 4) on 4+

VARIANTS

Close Assault Squad: Flechette Shotguns, **Sh 2**, FP **3+1/1 (short range only)**.
Support Squad: Flechette Rifle **Sh 1**, FP **3/1 (max range: Long)** & HSW: **Sh 2**, FP **1/3**
Anti Tank Squad: Flechette Rifle **Sh 1**, FP **3/1 (max range: Long)** & Advanced Micro Buzzbombs: **Sh 1**, FP **1/7 (short and medium range only)**



Heavy Infantry

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Thor Blower Tank

Type	Veteran: 4+
Move	Fast, Lt. Hover: 15cm
Defence	F 10 , S 9 , R 7 , T 7
Weapons	9cm Railgun: Sh 1 , FP 2/7 . Twin Heavy support weapon Sh 4 , FP 1/3 .

VARIANTS

Command Vehicle: as per standard vehicle but with **no weaponry**.
Zwilling Support tank: As per standard but main gun replaced by Twin 9cm Autocannon: **Sh 4**, FP **3/5**;
Taifun AAA tank: As per standard tank **ALL** guns replaced by Heavy Gatling Coil Gun **Sh 4**, FP **1/4**



Rheinmetall RRA5 Thor MBT

Woden Heavy Blower Tank

Type	Veteran: 4+
Move	Medium, Hv. Hover: 10cm
Defence	F 12 , S 9 , R 7 , T 7
Weapons	9cm Railgun: Sh 1 , FP 2/7 . Coaxial 6cm Cannon (must fire at same target as main gun) Sh 2 , FP 2/4 . Twin Heavy support weapon Sh 4 , FP 1/3 .

VARIANTS

Helheim Assault Tank: As per standard but all weapons replaced by Twin Heavy Gatling Coil Gun **Sh 8**, FP **1/4**; Heavy ATGW **Sh 1**, FP **3/8 (No short range)**
 Upgrade either with extra side armour package
DV F 12, **S 10-2BB**, **R 7**, **T 7**
 BuzzBombs at **-2FP** on side armour



Rheinmetall RA14 Woden

RANKS

Major
LV8

LPs is 2d6 + 8

Captain
LV6

LPs is 2d6 + 6

Lieutenant
LV4

LPs is 2d6 + 4

Sergeant
LV2

LPs is 2d6 + 2

Lynx APC

Type	Veteran: 4+
Move	Fast, Tracked: 15cm
Defence	F 9 , S 8 , R 7 , T 7
Weapons	Twin Heavy support weapon Sh 4 , FP 1/3 . Carries 2TUs of Infantry.

VARIANTS

Lynx ICV: Twin Heavy support replaced by 6cm Auto Cannon **Sh 2**, FP **2/4**
Lynx Missile: Twin Heavy support replaced by Kestral Medium Anti tank ATGW turret **Sh2**, FP **1/6 No Short Range**.

All carry **2TUs Infantry**.



Rheinmetall RA27 Lynx

Baldur Light Tank

Type	Veteran: 4+
Move	Fast, Tracked: 15cm
Defence	F 9 , S 8 , R 7 , T 7
Weapons	6cm Railgun Sh 1 , FP 2/5 . Kestral Medium Anti tank ATGW Sh1 , FP 1/6 No Short Range .

VARIANTS

Baldur Missile Tank: as per standard vehicle but cannon weapon replaced with second Kestral Medium Anti tank ATGW giving **Sh2**, FP **1/6 No Short Range**.



Rheinmetall RA127M Baldur



Rheinmetall RA116 Baldur

DETACHMENTS

Each Detachment is 10TUs. All infantry must be in vehicles at the start of the game.

Heavy Infantry Detachment: 1 Lynx APC; 1 Lynx ICV; 1 Lynx Missile; 6 TUs of infantry (2 standard; 2 anti Tank, 1 Close Assault, 1 Support); 1 Thor Command Vehicle. **Total: 880pts. Or...**

Panzer Grenadier Detachment: 1 Lynx ICV; 1 Lynx Missile; 4 TUs of infantry (1 of each); 1 Thor Command Vehicle; 1 Baldur Missile Vehicle; 1 Baldur Light Tank, 1 Zwilling support tank. **Total: 1205pts. Or...**

Panzer Detachment: 1 Thor Command Vehicle; 4 Thor MBT, 1 Baldur Missile Vehicle; 2 Baldur Light Tank, 1 Zwilling support tank; 1 Taifun AAA Tank. **Total: 2270pts. Or...**

Assault Panzer Detachment: 1 Thor Command Vehicle; 4 Woden Heavy Tanks, 1 Baldur Missile Vehicle; 2 Helheim Assault Tanks, 1 Zwilling support tank; 1 Taifun AAA Tank. **Total: 3250pts. Or...**

Heavy Assault Panzer Detachment: as standard Assault Panzer detachment but with sideskirts added to all Wodens and Helheims **Total: 3490pts.**

Treat this force - whatever option is selected - as a **SINGLE** detachment during play. Build a bigger force with two to four detachments duplicating where required or add to **Cecach Federal Army Regulars** or **Fasolini's Company** (see *additional play sheets*).

A single detachment would have a Lieutenant (**20pts**), a second a Captain (**40pts**) three detachments would undoubtedly have a Major (**100pts**). Four detachments may have a Colonel (**LV10 200pts**) or a commander from another

POINTS COSTS

Woden HBT: **400pts**; Woden HBT with Schürzen: **440pts**; Helheim HAT: **420pts**; Helheim HAT with Schürzen: **460pts**; Thor MBT: **290pts**; Thor Command: **100pts**; Zwilling Support: **290pts**; Taifun AAA: **270pts**; Lynx APC: **160pts**; Lynx ICV: **170pts**; Lynx Missile: **170pts**; Baldur LT: **150pts**; Baldur Missile: **150pts**.
 Infantry with buzzbombs: **50pt**. All other infantry: **45pts**;

Up to 1 additional sergeant could be purchased at **10pts**.