

# Prosperity Rebel Nationalists/Consiies



15MM

## Infantry Squad

Type	Trained: <b>5+</b> C/As'lt: <b>1</b>
Move	Infantry: <b>8cm</b>
Defence	<b>5</b> , Light cov' <b>+1</b> , Heavy <b>+2</b>
Weapons	High-tech Assault rifle: <b>Sh 2, FP 1/1 Range: Long</b>
Suppress	remove suppression marker ( <b>UP TO 3</b> ) on <b>5+</b>

### VARIANTS

**Support Squad:** with Assault rifle and support weapon:  
**Sh 2, FP 2/2. COMBINED FIRE ONLY**

**Tank Hunters:** with Assault rifle and Buzzbomb **EITHER** Assault rifle,  
**Sh 2, FP 1/1 Range: Long OR** Buzzbomb **Sh 1, FP 1/6 (short range only). NO COMBINED or DUAL FIRE**



## Thyssen Colonial Light Tank

Type	Trained: <b>5+</b>
Move	Slow, Tracked: <b>8cm</b>
Defence	<b>F 9, S 7, R 7, T 7</b>
Weapons	6cm Auto-cannon: <b>Sh 2, FP 2/4. Support Weapon: Sh 2, FP 1/3.</b>

### VARIANTS

**Light Support Tank.**  
10cm artillery howitzer **Sh 1, FP 4/4** in direct fire mode **QR REDUCE -1 FOR DIRECT FIRE** (so fire as Untrained: **6+**)



Thyssen Colonial Light Tank

## 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

## Wheeled Truck

Type	Trained: <b>5+</b>
Move	Slow, Wheeled: <b>8cm</b>
Defence	<b>F 6, S 6, R 6, T 6</b>
Weapons	Usually none, however any infantry TU in the vehicle gives it a firepower rating of High-tech Assault rifle: <b>Sh 2, FP 1/1 Range: Long. Can carry up to 8 infantry TUs</b>

### VARIANTS

**Mortar Truck:**  
Heavy Mortar:  
**Sh 1, FP 5/4 (no short/medium range).**  
Support Weapon:  
**Sh 2, FP 1/3.**  
Cannot carry infantry.



Wheeled Truck

## DETACHMENTS

**Each Detachment is 15 TUs.** All TUs may be armoured vehicles but if infantry are present they must be in trucks. At least half the infantry must be armed with only assault rifles.

**Armoured Squadron Detachment:** 12 light tanks plus 3 support tanks split into 3 platoons of 4 light tanks and a support tank each. **Total: 1080pts. Or....**

**Mechanised Infantry Detachment:** 2 trucks, 1 mortar truck, 12 infantry TUs (6 regulars, 6 with any mix of weapons). **Total: 250pts**

**Add a Lt. to any of these detachments at 10pts.**

Treat this force - whatever option is selected - as a SINGLE detachment. Build a bigger force with both detachments and a captain (20pts).

## POINTS COSTS

Thyssen Colonial light tank: **75pts**; Thyssen Colonial light support tank (on table): **60pts**, mortar truck: **50pts** (on table); truck: **25pts**.  
Infantry: **10pts**; infantry with support weapon: **15pts**; infantry with buzzbomb launcher: **15pts**.

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