Prosperity Rebel Nationalists/Consies

**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>F 6, S 6, R 6, T 6</td>
</tr>
<tr>
<td>Weapons</td>
<td>8cm Trained: 5+</td>
</tr>
<tr>
<td>Suppress</td>
<td>Cannot carry infantry</td>
</tr>
</tbody>
</table>

**Thyssen Colonial Light Tank**

<table>
<thead>
<tr>
<th>Type</th>
<th>Trained: 5+</th>
</tr>
</thead>
<tbody>
<tr>
<td>Move</td>
<td>Slow, Tracked: 8cm</td>
</tr>
<tr>
<td>Defence</td>
<td>F 9, S 7, R 7, T 7</td>
</tr>
<tr>
<td>Weapons</td>
<td>6cm Auto-cannon:</td>
</tr>
<tr>
<td>Suppress</td>
<td>6cm Auto-cannon:</td>
</tr>
</tbody>
</table>

**VARIANTS**

- **Support Squad:** with Assault rifle and Support weapon: D8, FP
- **Tank Hunters:** with Assault rifle and Buzzbomb: EITHER Assault rifle, D8, FP

**Infantry**

- **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.

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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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**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).

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**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.

Revision 2 17/06/12