

Prosperity Regular Army



15MM

Infantry Squad

Type	Trained: 5+ C/As't: 1
Move	Infantry: 8cm
Defence	6 , Light cov' +1 , Heavy +2
Weapons	High-tech Assault rifle: Sh 2, FP 1/1 Range: Long
Suppress	remove suppression marker (UP TO 3) on 5+

VARIANTS

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

COMBINED FIRE ONLY

Tank Hunters: with Assault rifle **Sh 2, FP 1/1 Range: Long and Buzz-bomb Sh 1, FP 1/6 (short range only)**.

Marine Units: as above (Support, Tank Hunter or Standard) but Veteran:

Marine Units **Veteran: 4+** C/As't: **3**



Colonial Medium Tank

Type	Trained: 5+
Move	Medium, Tracked: 10cm
Defence	F 10, S 8, R 7, T 7
Weapons	6cm Rapid fire Auto-can'n Sh 4, FP 2/4 . HSW: Sh 2, FP 1/3 .

VARIANTS

Tank Destroyer 9cm Railgun:

Sh 1, FP 2/7. HSW: **Sh 2, FP 1/3**.

Light Support Tank.

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

Command Tank - as per Standard tank.

Anti-Artillery/Air Twin Rapid fire 2cm Autocannon: **Sh 6, FP 2/3**.

Marine Units **Veteran: 4+**



Masallah Industries Colonial Light Tank

Pioneer APC

Type	Trained: 5+
Move	Medium, Tracked: 10cm A*
Defence	F 9, S 7, R 7, T 7
Weapons	HSW: Sh 2, FP 1/3 . May Carry 2 TUs of Infantry who may fire if onboard: High-tech Assault rifle: Sh 2, FP 1/1 Range: Long

VARIANTS

Missile APC. Manta light ATGW:

Sh 1, FP 0/5. (no short range).

May Carry **2 TUs** of Infantry who may fire if onboard: High-tech Assault rifle:

Sh 2, FP 1/1 Range: Long

Command APC

As Pioneer but no Infantry

Marine Units **Veteran: 4+**



Masallah Industries Pioneer APC

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

Hi-Mobility Wheeled Truck

Type	Trained: 5+
Move	Fast, Wheeled: 15cm
Defence	F 8, S 8, R 7, T 7
Weapons	Usually none, however any infantry TU in the vehicle gives it a firepower rating of High-tech Assault rifle: Sh 2, FP 1/1 Range: Long. Can carry up to 4 infantry TUs

VARIANTS

Mortar Truck:

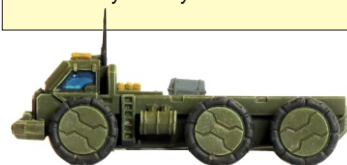
Heavy Mortar:

Sh 1, FP 5/4 (no short/medium range).

Support Weapon:

Sh 2, FP 1/3.

Cannot carry infantry.



Oto Melara Hippo Transporter

Emplaced AA Calliope

Type	Trained: 5+
Move	None
Defence	10 (8 if fired) any cover +2
Weapons	3cm 8 x Powergun: Sh 8, FP 3/4 .

VARIANTS

25cm Powergun: **Sh EOT, FP 4/9**

All versions of this weapon are treated as a vehicle TU in a Static Deployment. It has a DV10 From all angles. Any additional cover (gun pit/sandbags etc) is Heavy +2.

Through forward mapping of the local area it has a +1 to hit built in. So Trained units fire as Veteran 4+



20cm Powergun on fixed mount

DETACHMENTS

Each Regular Detachment is 15 TUs. Each Marine Detachment is 10TUs. If infantry are present they must be in trucks or APCs.

Armoured Squadron Detachment (Trained): 7 Medium tanks, 1 Command tank, 2 Tank destroyers, 2 AA Tanks plus 3 Support tanks. **Total:1445pts.** Or....

Mechanised Infantry Detachment (Trained): 2 trucks, 1 mortar truck, 9 Infantry TUs (3 regulars, 2 Support 4 Tank Hunters), 1 APC, 1 Missile APC, 1 Command APC. **Total:550pts** Or....

Defence Detachment (Trained): 2 Medium tanks, 2 Tank destroyers, 2 AA Tanks, 1 Support tank, 2 Emplaced weapons (either variant), 2 Missile APCs 1 Command APC, 3 Infantry TUs (1 with Support weapons, 2 Tank Hunters). **Total:1350pts.** Or....

Marine Detachment (Veteran): 2 Medium tanks, 1 Command tank, 3 Tank destroyers, 1 AA Tank, 2 Infantry TUs (1 Support, 1 Tank Hunter), 1 Missile APC. **Total:1525pts.**

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

Treat this force - whatever option is selected - as a SINGLE detachment. Add a Lt at 10pts. Build a bigger force with up to four detachments and suitable officers (Captain: 20pts or Major 50). If Marines are selected (as one or more units) then always use a Marine Captain at 40pts (for one Unit) or Marine Major for 100pts (for two or more units). Even if both units are not Marines, the Marines officer will **always** be the CinC.

**Marine Captain
LV6**
LPs is 2d6 + 6

**Marine Major
LV8**
LPs is 2d6 + 8

POINTS COSTS

Colonial Medium tank (including Support, Anti-Air and Command): **95pts (Marine Variant: 180pts)**; Colonial Medium Tank Destroyer: **105pts (Marine Variant: 200pts)**; Mortar truck: **80pts**; truck: **65pts**; Emplaced Calliope or Powergun: **200pts**; APC & Missile APC: **80pts (Marine Variant: 165pts)**; Command APC: **60pts**; Infantry: **10pts**; Infantry with support weapon: **15pts**; Infantry with buzzbomb launcher: **15pts**. Marine Infantry: **15pts**; Marines with support weapon: **20pts**; Marines with buzzbomb launcher: **20pts**.

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

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

MOVEMENT: A* indicates **amphibious** - may move over still water at one movement rate slower than normal.

Prosperity Rebels



15MM

Infantry Squad

Type	Trained: 6+ C/As't: 0
Move	Infantry: 8cm
Defence	5, Light cov' +1, Heavy +2
Weapons	High-tech Assault rifle: Sh 2, FP 1/1 Range: Long
Suppress	remove suppression marker (UP TO 2) on 6

VARIANTS

Support Squad: with Assault rifle and support weapon: Sh 2, FP 2/2.

COMBINED FIRE ONLY

Tank Hunters: with Assault rifle Sh 2, FP 1/1 Range: Long and Buzz-bomb Sh 1, FP 1/6 (short range only).

Military Units: as above (Support, Tank Hunter or Standard) but Trained:

Mil-Units Trained: 5+ C/As't: 1 DV6



Hi-Mobility Wheeled Truck

Type	Untrained: 6+
Move	Fast, Wheeled: 15cm
Defence	F 8, S 8, R 7, T 7
Weapons	Usually none, however any infantry TU in the vehicle gives it a firepower rating of High-tech Assault rifle: Sh 2, FP 1/1 Range: Long. Can carry up to 4 infantry TUs

VARIANTS

None



Oto Melara Hippo Transporter

TucTuc Cyclo

Type	Untrained: 6+
Move	Fast, Wheeled: 15cm A*
Defence	F 6, S 6, R 6, T 6
Weapons	HSW: Sh 2, FP 1/3.

VARIANTS

Missile Launcher: Replace main weapon with Manta ATGW Launcher: Sh 2, FP 0/5 (no short-range).

Buzzbomb Launcher: Replace main weapon with Buzz-bomb Sh 2, FP 1/6 (short range only).

Mortar: Replace main weapon with Light Mortar Sh 3, FP 3/1 (no short)

APC: No weaponry May carry 1TU of Infantry.

MICV: Tribarrel Powergun: Sh 3, FP 3/3 May carry 1TU of Infantry.

Military Units Trained: 5+



Masallah Industries Armed Cyclo

Pioneer APC

Type	Untrained: 6+
Move	Medium, Tracked: 10cm A*
Defence	F 9, S 7, R 7, T 7
Weapons	HSW: Sh 2, FP 1/3. May Carry 2 TUs of Infantry who may fire if onboard: High-tech Assault rifle: Sh 2, FP 1/1 Range: Long

VARIANTS

Missile APC. Manta light ATGW:

Sh 1, FP 0/5. (no short range).

May Carry 2 TUs of Infantry who may fire if onboard: High-tech Assault rifle:

Sh 2, FP 1/1 Range: Long

Command APC

As Pioneer but no Infantry

Military Units Trained: 5+



Masallah Industries Pioneer APC

RANKS

Major
LV4

LPs is 2d6 + 4

Captain
LV2

LPs is 2d6 + 2

Lieutenant
LV1

LPs is 2d6 + 1

Sergeant
LV0

LPs is 2d6 + 0

Emplaced AA Calliope

Type	Untrained: 6+
Move	None
Defence	10 (8 if fired) any cover +2
Weapons	3cm 8 x Powergun: Sh 8, FP 3/4. ⚠

VARIANTS

25cm Powergun: Sh EOT, FP 4/9

All versions of this weapon are treated as a vehicle TU in a Static Deployment. It has a DV10 From all angles. Any additional cover (gun pit/sandbags etc) is Heavy +2.

Through forward mapping of the local area it has a +1 to hit built in. Untrained units fire as Trained 5+



Powergun Calliope on fixed mount

DETACHMENTS

Each Rebel Detachment is 30 TUs. Each Trained Military Detachment is 15TUs.

Mechanised Infantry Detachment (Untrained): 2 trucks, 1 mortar truck, 3 TucTuc APCs; 3 Pioneer APCs; 3 Armed TucTucs (any type), 16 infantry TUs (6 regulars, 4 Support 6 Tank Hunters), 1 Missile APC, 1 Command APC. **Total:537pts** Or....

Defence Detachment (Untrained): 2 TucTuc mortars, 4 Tuc Tuc APCs; 4 Pioneer APCs; 4 Armed TucTucs (any type), 10 infantry TUs (3 regulars, 3 Support 4 Tank Hunters), 1 Missile APC, 1 Command APC, 2 Emplaced 20cm Powerguns; 2 Emplaced calliopes, **Total:936pts**. Or....

Trained Military Detachment (Trained): 1 Command APC, 3 APCs 3 Missile APCs, 2 MICV TucTucs, 6 infantry TUs (2 Regular, 2 Support, 2 Tank Hunter).. **Total:750pts**.

Add a Lt. to any of these detachments at 5pts.

Prosperity Rebels often contained units of ex-military trained forces to supplement and lead the untrained local forces. Treat this force - whatever option is selected - as a SINGLE detachment with a Lt at 5pts. Build a bigger force with up to four detachments and suitable officers (Captain: 10pts or Major 25pts). If trained, ex-military unit are selected (as one or more units) then always use a Military Captain at 20pts (for one Unit) or Marine Major for 50pts (for two or more units). Even if both units are not ex Military, the Military officer will **always** be the CinC. Trained units will **always** have an extra insurance sergeant.

POINTS COSTS

TucTuc Transport/APC: 15pts (Military Variant: 30pts); Armed TucTuc (any type): 25pts (Military Variant: 50pts); Truck:25pts; Emplaced Calliope or Powergun: 100pts; APC & Missile APC: 40pts (Military Variant: 85pts); Command APC: 35pts (Military Variant: 60pts); Infantry: 7pts; Infantry with support weapon: 10pts; Infantry with buzzbomb launcher: 10pts. Military Infantry: 10pts; Military with support weapon: 15pts; Marines with buzzbomb launcher: 15pts.

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

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

MOVEMENT: A* indicates amphibious - may move over still water at one movement rate slower than normal.

Military Captain
LV4

LPs is 2d6 + 4

Military Major
LV6

LPs is 2d6 + 6