

# Stewart Regiment



15MM

## Infantry Squad

Type	Fanatic: 3+ C/As'lt: 4
Move	Infantry: 8cm
Defence	6, Light cov' +1, Heavy +2
Weapons	Flechette Shotgun: Sh 1, FP 3+1/1. Range: Short Flechette rifles: Sh 2, FP 3/1. Range: Long

Suppress	remove suppression marker (UP TO 5) on 3+
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### VARIANTS

**Grenadiers**  
Flechette rifles: Sh 1, FP 3/1.  
Grenade Launcher Sh 1, FP 3/1 OR  
AT round Sh 1, FP 0/5.  
Range No Short



## Apollo MBT Tank

Type	Fanatic: 3+
Move	Med, Hvy Hover: 10cm
Defence	F 11, S 9, R 8 T 8

**Weapons**  
9.5cm DS Railgun: Sh 1, FP 2/7;  
Additionally ANY infantry weapon  
(see infantry, left) fired from top hatch

### VARIANTS

Command tank (same stats)



Hardgate Ind. Apollo FV801 MBT

## Artemis MICV

Type	Fanatic: 3+
Move	Fast, Hv Hover: 15cm
Defence	F 9, S 8, R 7, T 7

**Weapons**  
4cm DS Railgun: Sh 2, FP 2/4;  
Coaxial 2cm Cannon (must fire at same target as main gun) Sh 2, FP 2/3.  
Additionally ANY infantry weapon  
(see infantry, left) fired from top hatch  
Can carry 1 infantry TU.

### VARIANTS

None



Hardgate Ind. Artemis FV822 MICV

## RANKS

### Major FitzAlan LV4

LPs is 2d6 + 4+2  
**Elite skills:**  
Command Material  
Inspirational Leader  
A Shaper of Men  
Tactical Genius

### Captain LV2

LPs is 2d6 +2

### Lieutenant LV1

LPs is 2d6 +1

### Sergeant LV0

LPs is 2d6

## Kunitsa APC

Type	Fanatic: 3+
Move	Fast, Tracked: 15cm
Defence	F 8, S 7, R 7, T 7

**Weapons**  
1cm gatling Railgun,  
Sh 3, FP1/3  
Additionally ANY infantry weapon  
(see infantry, above) fired from top hatch  
Can carry 3 infantry TUs OR 2 infantry TUs and Towed AT

**Extra Tyche Heavy Towed Anti-Tank weapon with Fighting Guncrew:**  
Either: 9.5cm Railgun: Sh 1, FP 2/7; FArc. Static Deployment  
OR  
1TU Fighting Guncrew. ANY infantry weapon (see infantry, above)  
Vehicle move when towing is Med, Wheeled 10cm. Weapon or Fighting Guncrew counts as Hvy Inf DV7 in Light Cov' +1. Any additional cover is Heavy +2  
Turning deployed weapon costs 1LP. Hitching or unhitching costs 2LPs.



Uralvagonzavod FV816 Kunitsa APC



Uralvagonzavod FV827 Katy Mortar

## Katy Mortar

Type	Fanatic: 3+
Move	Medium, Tracked: 10cm
Defence	F 8, S 7, R 7, T 7

**Weapons**  
14cm Heavy Mortar,  
Sh 1, FP5/4 Range: No Short or Medium  
Additionally ANY infantry weapon  
(see infantry, above) fired from top hatch  
Can carry 1 infantry TU.

## DETACHMENTS

**Each Detachment is 12 TUs.** Any infantry or snipers may start the game in vehicles or emplaced at player's discretion.

**Highland detachment:** 2 Apollo MBTs (one of which is a command tank), 2 Artemis MICVs, 2 Kunitsa APCs each with a Tyche Heavy Anti-tank gun, 1 Katy Mortar APC; 5 infantry (any mix) TUs: **Total: 2650pts**

**Add a Lt. to this detachment at 5pts.**

Treat this force as a SINGLE detachment during play. Build a bigger force with a duplicate detachment and add an additional captain **10pts**. A third duplicated detachment may be added but **requires** Major FitzAlan (**45pts**).

Major FitzAlan may be present at any detachment size and may replace any lower officer. He may be supported by an Insurance Sergeant. A single infantry TU may be swapped for a single sniper for an additional **40pts**.

As **Fanatics** (Supplement 4), although they fight as **Elite**, all leadership uses Untrained skills. However, they may use the "Follow Me" Optional Rule (Supplement 3) as Elites.

**Note** that they have only three infantry types: standard, Grenadiers and snipers. The Grenadiers can use light anti-armour round for their Grenade Launchers may be used INSTEAD of the standard Grenade Round. This enters side armour on an AFV and is affected by ADS.

**Note** all vehicles fight as a matter of course with crew members firing 'un-buttoned' from the hatches with one infantry weapon type. However, the **first time a weapon is hit** (Damage result 3 or 4) this weapon system, in **addition** to other damage - is **automatically lost** - the crew member is killed or disabled.

**Note** that the Tyche Anti-Tank weapon's gun crew, may elect to chose to fight as an infantry team as **opposed** to firing the main weapon. Defensively they benefit from the weapon's shield (so target the weapon) and will not abandon the weapon. As usual they are killed if the weapon is destroyed.

## POINTS COSTS

Apollo MBT (or Command Tank): **400pts**; Artemis MICV: **300pts**;  
Katy Mortar: **250pts**; Kunitsa APC: **250pts**; Additional Tyche towed Crew Served with Fighting Crew Weapon: **150pts**; Infantry: **40pts**;  
Snipers: **80pts**.

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

### Major FitzAlan's ELITE SKILLS

**Command Material:** When rolling for LP, roll 3d6 and pick the best two dice.  
**Inspirational Leader:** This leader inspires loyalty in his men. Add +2 to Leadership Value (already included).  
**A Shaper of Men:** Once per turn, select ONE TU +1 QV for EVERYTHING until the end of the turn.  
**Tactical Genius:** When making the leadership roll to determine turn order, the player may roll 2d6 and pick the one he wishes to use.

# Stewart Borderers

15MM

## Infantry Squad

Type	Trained: 5+ C/As'It: 3
Move	Infantry: 8cm
Defence	6, Light cov' +1, Heavy +2
Weapons	Flechette Shotgun: Sh 1, FP 3+1/1. Range: <b>Short</b> Flechette rifles: Sh 2, FP 3/1. Range: <b>Long</b>
Suppress	remove suppression marker (UP TO 5) on 3+
<b>VARIANTS</b> <b>Grenadiers</b> Flechette rifles: Sh 1, FP 3/1. Grenade Launcher Sh 1, FP 3/1 OR AT round Sh 1, FP 0/5. Range No Short HMG Support: replace Grenadier with HSW Sh 2, FP 1/3	



## Remote Weapon Teams

Type	Trained: 5+ C/As'It: 2
Move	Infantry: 8cm
Defence	6, Light cov' +1, Heavy +2
Weapons	Flechette Shotgun: Sh 1, FP 3+1/1. Range: <b>Short</b> Flechette rifles: Sh 2, FP 3/1. Range: <b>Long</b>
Suppress	remove suppression marker (UP TO 5) on 3+
Each team controls up to 3 Remote 1cm Tribarrel Weapons (DV 6 Sh3 FP1/3) which must be emplaced at the start of the game and may not move. Costs 1LP to fire each remote weapon (subject to the usual 1-2-4 rule).	



## Tyche AT Gun and Crew

Type	Trained: 5+ C/As'It: 2
Move	None
<i>Heavy Emplaced Anti-Tank weapon with Fighting Guncrew: Either: 9.5cm Railgun: Sh 1, FP 2/7; FArc. Static Deployment Hvy Inf DV7 in Light Cov' +1. Any additional cover is Heavy +2. Turning deployed weapon costs 1LP.</i>	
<b>OR</b>	
<i>1TU Fighting Guncrew. ANY infantry weapon (see infantry, left). Fighting Guncrew counts as Hvy Inf DV7 in Light Cov' +1. Any additional cover is Heavy +2 and will stick with their gun.</i>	



Hardgate Ind. Tyche 9.5cm AT4

## RANKS

**Captain LV4**  
LPs is 2d6 +4

**Lieutenant LV2**  
LPs is 2d6 +2

**Sergeant LV1**  
LPs is 2d6 +1

ALL LPs at +4  
If a Command Bunker is present

## Laska Liaison Tankette

Type	Trained: 5+
Move	Fast, Tracked: 15cm
Defence	F 8, S 7, R 7, T 7
Weapons	1cm railgun, 360, Sh 3, FP 1/3. <b>Cannot carry infantry</b>
<b>VARIANTS</b> None	
▲ 1 Shot at -1QR against missiles and Artillery	



Laska Tankette

## Emplaced Bunkers

Type	Trained: 5+
Move	None
Defence	11 (as per Vehicle TU)
Variants	
<b>Command Bunker:</b> If bunker is not destroyed, +4LPs on leadership roll. Can house 2 infantry TUs	
<b>Artillery Bunker:</b> Twin 11cm Direct fire howitzers Sh 2, FP 5/6 -1QR to hit in direct fire mode.	
<b>Checkpoint Bunker:</b> Defence 9. 1cm Tribarrel Sh3 FP1/3 Can house 1 infantry TU.	



Artillery Bunker with twin Mortars

## DETACHMENTS

Each Detachment is 15 TUs. Any infantry or snipers may start the game in vehicles or emplaced at player's discretion.

**Border Guard detachment:** 1 Command Bunker; 1 Mortar Turret Bunker; 2 Checkpoint Bunkers; 2 emplaced Tyche AT Guns; 1 Liaison Laska; 2 Remote Weapon Teams; 2 additional TUs of Remotes (4 units); 4 Infantry TUs (any type) plus 6 strips of defensive barriers. **Total: 1000pts. Or...**

**Border Patrol detachment:** 1 Command Bunker; 2 Checkpoint Bunkers; 3 Liaison Laska; 2 Remote Weapon Teams; 2 additional TUs of Remotes (4 units); 6 Infantry TUs (any type) plus 8 strips of defensive barriers **Total: 770pts**

**Add a Lt. to any detachment at 10pts.**

**Note** that they have only three infantry types: standard, Grenadiers and Support. The Grenadiers can use light anti-armour round for their Grenade Launchers may be used INSTEAD of the standard Grenade Round. This enters side armour on an AFV and is affected by ADS.

**Note** all vehicles fight as a matter of course with crew members firing 'un-buttoned' from the hatches with one infantry weapon type. However, the **first time a weapon is hit** (Damage result 3 or 4) this weapon system, in **addition** to other damage - is **automatically lost** - the crew member is killed or disabled.

**Note** that the Tyche Anti-Tank weapon's gun crew, may elect to chose to fight as an infantry team as **opposed** to firing the main weapon. Defensively they benefit from the weapon's shield (so target the weapon) and will not abandon the weapon. As usual they are killed if the weapon is destroyed.

**Note** that it costs 1LP to fire **each remote weapon** (subject to the usual 1-2-4 rule). The '**Remote Swarm**' rule (Supplement 5) applies.

## POINTS COSTS

Laska: **60pts**; Command or Mortar Bunker: **200pts**; Checkpoint Bunker: **75pts**; Tyche Crew Served with Fighting Crew Weapon: **100pts**; All Infantry or pair of additional remote units: **20pts**; Each strip of Defenses: **5pts**

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

**Note:** that each Infantry TU or Remote weapons TU fielded may be accompanied by a strip of **defensive fieldworks** (barbed wire, tank traps etc) one **short range in length** (30cm). This acts as a piece of Difficult Terrain for Infantry or AFVs requiring a **QV role** to cross. Any infantry that attempt to cross and fail a QV will **receive one suppression**.