Snipers:

**Crew Served with Fighting Crew Weapon:**
- Katy Mortar
- Apollo MBT (or Command Tank): 150pts
- Kunitsa APC: 150pts

- Up to 1 additional Insurance Sergeant could be purchased at 1pt.
- 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.

- Apollo MBT (or Command Tank): 400pts
- Artemis MICV: 300pts
- Katy Mortar: 250pts
- Kunitsa APC: 250pts
- Captain: 250pts
- Lieutenant: 250pts
- Sergeant: 250pts

### Kunitsa APC
- Type: Fanatic: 3+
- Move: Fast, Tracked: 15cm
- Defence: F 7, R 7, T 7
- Weapons: 1cm Gatling Railgun, 4cm DS Railgun: Sh 1, FP 2/7, Additional Shaper of Men: 8cm
- Can carry 1 infantry TU OR 2 infantry TUs and Towed AT

### Katy Mortar
- Type: Fanatic: 3+
- Move: Medium, Tracked: 10cm
- Defence: F 7, R 7, T 7
- Weapons: 14cm Heavy Mortar, All can carry 3 infantry TUs OR 2 infantry TUs and Towed AT

### Artemis MICV
- Type: Fanatic: 3+
- Move: Fast, Hvy Hover: 15cm
- Defensive: F 9, S 8, R 7, T 7
- Weapons: 4cm DS Railgun: Sh 2, FP 2/4, Tactical Genius: Command Material: Inspirational Leader: A Shaper of Men: 8cm
- Can carry 1 infantry TU.

### Points Costs

- **Apollo MBT (or Command Tank): 400pts**
- **Artemis MICV: 300pts**
- **Katy Mortar: 250pts**
- **Kunitsa APC: 250pts**
- **Captain: 250pts**
- **Lieutenant: 250pts**
- **Sergeant: 250pts**

<table>
<thead>
<tr>
<th>Type</th>
<th>Move</th>
<th>Defence</th>
<th>Weapons</th>
</tr>
</thead>
<tbody>
<tr>
<td>Katy Mortar</td>
<td>Medium, Tracked: 10cm</td>
<td>F 7, R 7, T 7</td>
<td>14cm Heavy Mortar, Sh 1, FP 5/4, Range: No Short or Medium</td>
</tr>
<tr>
<td>Apollo MBT</td>
<td>Fast, Hvy Hover: 15cm</td>
<td>F 9, S 8, R 7, T 7</td>
<td>4cm DS Railgun: Sh 2, FP 2/4</td>
</tr>
<tr>
<td>Artemis MICV</td>
<td>None</td>
<td>None</td>
<td>None</td>
</tr>
</tbody>
</table>

**Ranks**

- **Major FitzAlan**
  - LV4: LPs is 2d6 +4+ 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

**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.
**Difficult Terrain for Infantry or AFVs requiring a to cross. Any infantry that attempt to cross and fail a QV will**

**Note:** suppression accompanied by a strip of Laska Liaison Tankette Type

- MOVE: Fast, Tracked: 15cm
- DEFENCE: F, S, T, R
- WEAPONS: 1cm Railgun, 360, Sh 3, FP 1/3

**VARIANTS**
- None

**Emplaced Bunkers**

- Type: 11 (as per Vehicle TU)
- MOVE: None
- DEFENCE: 11

**Command Bunker:**
- If bunker is not destroyed, +4LPs on leadership roll. Can house 2 Infantry TUs

**Artillery Bunker:**
- Twin 11cm Direct fire howitzers Sh 2, FP 5/6 -1QR to hit in direct fire mode.

**Checkpoint Bunker:**
- Defence 9, 1cm
- Tribarrel Sh SFP 1/3
- Can house 1 infantry TU.

**Tyche AT Gun and Crew**

- Type: 2
- MOVE: None
- DEFENCE: 5+ C/As’It: 2

**Heavy Emplaced Anti-Tank weapon with Fighting Guncrew:**
- Either: 9.5cm Railgun: Sh 1, FP 2/7
- Or: Arc. Static Deployment
- Hvy Inf DV in Light Cov +1. Any additional cover is Heavy +2
  - Turning deployed weapon costs 1LP.
  - OR
  - 1TU Fighting Guncrew. ANY infantry weapon (see infantry, left). Fighting Guncrew counts as Hvy Inf DV in Light Cov +1. Any additional cover is Heavy +2 and will stick with their gun.

**Laska Liaison Tankette**

- Type: 5+
- MOVE: Fast, Tracked: 15cm
- DEFENCE: 8cm
- WEAPONS: Flechette Shotguns: Sh 1, FP 3+1/1. Range: Short
- Flechette rifles: Sh 2, FP 3/1. Range: Long

**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
- HMG Support: replace Grenadier with HSW Sh 2, FP 1/3

**Emplaced Bunkers**

- Type: 5+
- DEFENCE: 5+ C/As’It: 2
- MOVE: None

**Remote Weapon Teams**

- Type: 5+ C/As’It: 2
- MOVE: 8cm
- DEFENCE: 0, Light cov’ +1, Heavy +2
- WEAPONS: Flechette Shotguns: Sh 1, FP 3+1/1. Range: Short
- Flechette rifles: Sh 2, FP 3/1. Range: Long

**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
- HMG Support: replace Grenadier with HSW Sh 2, FP 1/3

**Remote Weapon Teams**

- Type: 5+ C/As’It: 2
- MOVE: None
- DEFENCE: 5+ C/As’It: 2
- WEAPONS: Flechette Shotguns: Sh 1, FP 3+1/1. Range: Short
- Flechette rifles: Sh 2, FP 3/1. Range: Long

**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
- HMG Support: replace Grenadier with HSW Sh 2, FP 1/3

**Command Bunker:**
- If bunker is not destroyed, +4LPs on leadership roll. Can house 2 Infantry TUs

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: 600pts; Command or Mortar Bunker: 200pts; Checkpoint Bunker: 750pts; 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 my 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.

**RANKS**

- **Captain** LV4
  - LPS are 2d6 +4
- **Lieutenant** LV2
  - LPS are 2d6 +2
- **Sergeant** LV1
  - LPS are 2d6 +1

ALL LPS at +4 If a Command Bunker is present

**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.