Thunderbolt Division

Infantry Squad

**Type**  | Veteran: 4+  / CA/s/t: 3
---|---
**Move**  | Infantry: 8cm
**Defence**  | 6, Light cov’ +1, Heavy +2
**Weapons**  | 1cm SMG powerguns,
Sh 3, FP 1+1/1 (short/medium range only)
**Suppress**  | remove suppression marker (UP TO 4) on 4+

**VARIANTS**
Tank Hunters:  With SMG: Sh 2, FP 1+1/1 (short/medium range only) & Buzzbombs: Sh 1, FP 1/6 (short range only)

Br49 Dragoon T/ICV

**Type**  | Veteran: 4+
---|---
**Move**  | Medium, Tracked: 10cm
**Defence**  | F 10, S 9, R 8, T 7
**Weapons**  | Turret mounted 5cm HI Powergun: Sh 1, FP 2/6. Manta light ATGW: Sh 1, FP 0/5. (no short range). Can carry 1TU infantry - if any on board add 1cm SMG powerguns:
Sh 3, FP 1/1 – firing Left/Right/Rear arcs (short/medium range only).

**VARIANTS**
Br51 Fire Support Vehicle: Turret mounted 9cm Auto-cannon: Sh 2, FP 3/5, 2cm auto-cannon: Sh 2, FP 2/2 mounted in turret. No infantry, Br48PS Recovery: No weapons or infantry. DV: F 10, S 9, R 10, T 8

Infantry Detachment:

Br44 Dragoon T/ICV

**Type**  | Veteran: 4+
---|---
**Move**  | Medium, Tracked: 10cm
**Defence**  | F 10, S 9, R 8, T 7
**Weapons**  | Turret mounted 5cm HI Powergun: Sh 1, FP 2/6. Manta light ATGW: Sh 1, FP 0/5. (no short range). Can carry 2 infantry TUs - if any on board add 1cm submachinengun powerguns:
Sh 3, FP 1+1/1 – firing Left/Right/Rear arcs. (short/medium range only).

**VARIANTS**
Br46 Command Car: No infantry or cannon, Br47 Calliope: 3cm 8x Powergun:
Sh 8, FP 3/4. 1TU infantry△

Gecko 4x4 Reconnaissance

**Type**  | Veteran: 4+
---|---
**Move**  | Fast, Wheeled: 15cm
**Defence**  | F 7, S 6, R 6, T 6
**Weapons**  | Manta light ATGW Launcher: Sh 1, FP 0/5 (no short-range). Cannot carry infantry

**VARIANTS**
Goanna 6x6 Heavy Recce: Weapons and move, as Gecko 4x4, above. DV: F 8, S 7, R 7, T 6
Wheeled Maniple 8x8 Supply: 2cm auto-cannon: Sh 2, FP 2/2
DV: F 8, S 7, R 7, T 6 up to 4TU inf
Maniple 8x8 Artillery Variant 18cm launcher: Sh 1, FP 5/6 QR -1 FOR DIRECT FIRE (ie Trained: 5+); plus 2cm auto-cannon: Sh 2, FP 2/2 Cannot carry infantry

Scania MV Br49 Dragon T/ICV

Colonel Chiro
LV10
LPs is 2d6 + 10

**ELITE SKILLS:**
Morale Officer, Command Material

Captain Peterson
LV10
LPs is 2d6 + 10

Lieutenant
LV2
LPs is 2d6 + 4

Sergeant
LV2
LPs is 2d6 + 2

**POINTS COSTS**

Br44: 150pts; Br49 tank: 275pts; Br51 fire support: 250pts; Br47 calliope: 175pts; Br46 command: 100pts; unarmored recovery: 75pts; unarmored support: 15pts; Gecko: 65pts; Goanna: 80pts; Infantry: 25pts; infantry with buzzbomb launcher: 35pts. Maniple Artillery or support variant 120pts.

Up to 2 additional sergeants could be purchased at 10pts each.

**LEADERS**

**RANKS**

**Colonel Chiro**
LV10
LPs is 2d6 + 10

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

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

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

**Sergeant**
LV2
LPs is 2d6 + 2

**DETACHMENTS**

Each Detachment is 10 TUs. All infantry start the game in T/ICVs or in Maniple supply vehicles.

Reconnaissance detachment: 1 Br46 command, 4 Geckos; 5 Goanna light vehicles: **Total: 760pts** or...

Panzer Grenadier detachment: 2 Br44 T/ICV; 1 Br46 command; 1 Br47 air defence calliope; 1 Gecko, 5 Infantry TUs (2 standard, 3 with buzzbombs): **Total: 775pts** or...

Panzer detachment: 4 Br49 tanks, 1 Br51 fire support; 1 Br46 command; 4 infantry TUs (2 standard, 2 with buzzbombs): Total: 1570pts or...

Support Detachment: 2 Br51 fire support; 2 Br47 air defence calliope; 2 Maniple artilleries, 2 Maniple supply vehicles; 2 infantry TUs (1 standard, 1 with buzzbombs). If the scenario warrants it, a recovery vehicle can be substituted for one of the Maniple supply vehicles. **Total: 1390pts**

**Infantry Detachment**: 2 Maniple supply vehicles; 8 infantry TUs (4 standard, 4 with buzzbombs) **Total: 480pts**

**Add a Lt. to any of these detachments at 20pts.**

Treat this force - whatever option is selected - as a SINGLE detachment during play. Build a bigger force with an additional detachment and add a captain (40pts). Add a third detachment with a major (100pts). Add a fourth detachment with a Colonel (Peterson at 200pts or Chiro at 230pts)