

Thunderbolt Division



28MM

Infantry Squad

Type	Veteran: 4+ C/As't: 3
Move	Infantry: 15cm
Defence	6, Light cov' +1, Heavy +2
Weapons	1cm SMG powerguns, Sh 3, FP 1/1 (short/medium range).
Suppress	remove suppression marker (UP TO 4) on 4+

VARIANTS

Tank Hunters:

With SMG: Sh 2, FP 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: 20cm
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 canon: 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



Scania MV Br49 Dragoon T/ICV

LEADERS

Colonel Chiro LV10

LPs is 2d6 + 10

Elite skills:
Morale Officer,
Command Material

Colonel Peterson LV10

LPs is 2d6 + 10

RANKS

Major LV8

LPs is 2d6 + 8

Captain LV6

LPs is 2d6 + 6

Lieutenant LV4

LPs is 2d6 + 4

Sergeant LV2

LPs is 2d6 + 2

Br44 Dragoon T/ICV

Type	Veteran: 4+
Move	Medium, Tracked: 20cm
Defence	F 9, S 8, R 7, T 7

Weapons 2cm auto canon: Sh 2, FP 2/2. Manta light ATGW: Sh 1, FP 0/5. (no short range). Can carry 2 infantry TUs - if any on board add 1cm submachinegun powerguns: Sh 3, FP 1/1 - firing left/right/rear. (short/medium range only).

VARIANTS

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



Scania MV Br44 Dragoon T/ICV

Gecko 4x4 Reconnaissance

Type	Veteran: 4+
Move	Fast, Wheeled: 30cm
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-canon: Sh 2, FP 2/2. DV: F 8, S 7, R 7, T 6 up to 4TUs inf
Maniple 8x8 Artillery Variant 18cm launcher: Sh 1, FP 5/6 QR -1 FOR DIRECT FIRE (ie Trained: 5+); plus 2cm auto-canon: Sh 2, FP 2/2 Cannot carry infantry



Kanagawa Goanna 6x6

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 artillery vehicles, 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)

POINTS COSTS

Br44: 150pts; Br49 tank: 275pts; Br51 fire support: 250pts; Br47 calliope: 175pts; Br46 command: 100pts; unarmed recovery: 75pts; unarmed 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.