Defence
Up to 2 additional sergeants could be purchased at Artillery or support variant

Br47 calliope:
75pts

Br44:

Supress
Weapons
1cm SMG powerguns,
Sh 3, FP 1/1
(Short/medium range).

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

Defence

Up to 4

VARIANTS

Br48PS Recovery

Can carry 8

3/4 1TU infantry
3 1/1

150pts

Scania MV Br44

Infantry Squad

Type
Veteran: 4+

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+

Br47 Dragoon T/ICV

Defence

Veteran: 4+

Move
Medium, Tracked: 20cm

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 1/1, S 9, R 10, T 8

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.

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

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)