

Thunderbolt Division - post 348TW



15MM

Panzer Grenadier Squad

Type	Veteran: 4+ C/As'lt: 3
Move	Infantry: 8cm
Defence	6 , Light cov' +1 , Heavy +2
Weapons	1cm SMG powerguns, Sh 3, FP 1+1/1 . Buzzbombs: Sh 1, FP 1/7 (All Maximum range: Medium)
Suppress	remove suppression marker (UP TO 4) on 4+
VARIANTS	Support Squad: With SMG: Sh 2, FP 1+1/1 (short/medium range only) & Rapid fire coil-gun: Sh 4, FP 1/4 . Mortar Squad: as Support squad but swap the coil-gun for a light mortar Sh 3, FP 3/1 No short range



Br59 Dragoon 2 T/ICV

Type	Veteran: 4+
Move	Fast, Tracked: 15cm
Defence	F 10, S 10, 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+1/1 - firing Left/Right/Rear arcs (short/medium range only).
Defence Systems	Drozd 6, Sh 1 all up to Close 8cm, FP 3/1(4+) NOT IN REAR ARC
VARIANTS	Br66 Tank Destroyer: Turret mounted 9cm Railgun: Sh 1, FP 2/7 , Manta light ATGW: Sh 1, FP 0/5. (no short range). No infantry.



Scania MV Br59 Dragoon 2 T/ICV

Br58SM Dragoon 2 Schlepper

Type	Veteran: 4+
Move	Fast, Tracked: 15cm
Defence	F 11, S 9, R 9, T 7
Weapons	Turret mounted Heavy ATGW: Sh 1, FP 3/8. (No short range) . Can carry engineers only - may add 1cm SMG powerguns: Sh 3, FP 1+1/1 - firing Left/Right/Rear arcs (short/medium range only). If present may allow any Thunderbolt forces to use Field Mechanic elite skill
Defence Systems	Drozd 6, Sh 1 all up to Close 8cm, FP 3/1(4+) NOT IN REAR ARC
VARIANTS	Maniple 8x8 Support. 18cm launcher: Sh 1, FP 5/6 - 1 QR, (no short range or infantry). DV: F 8, S 7, R 7, T 6 Fast, Wheeled: 15cm



Scania MV Br66 Tank Destroyer

RANKS

Colonel Chiro LV10

LPs is 2d6 + 10
Elite Skills: *Morale Officer, Command Material, Shaper of Men*

Major LV8

LPs is 2d6 + 8

Captain LV6

LPs is 2d6 + 6

Lieutenant LV4

LPs is 2d6 + 4

Sergeant LV2

LPs is 2d6+2

Br54 Dragoon 2 M/ICV

Type	Veteran: 4+
Move	Fast, Tracked: 15cm
Defence	F 9, S 9, R 7, T 7
Weapons	Rapid fire coil-gun: Sh 4, FP 1/4 . 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+1/1 - firing left/right/rear. (short/medium range only).
Defence Systems	Drozd 6, Sh 1 all up to Close 8cm, FP 3/1(4+) NOT IN REAR ARC
VARIANTS	Br56 Command Car: No infantry but same armament. SNIPER POD: Sh 2, FP 2/2. - See Supplement 3 Br57 Calliope: 3cm 8 x Powergun: Sh 8, FP 3/4. No infantry



Scania MV Br54 Dragoon 2 M/ICV

Viking Reconnaissance

Type	Veteran: 4+
Move	Very Fast, Tracked: 25cm
Defence	F 8, S 7, R 7, T 6
Weapons	Manta Light ATGW Launcher: Sh 1, FP 0/5 (no short-range) . Rapid fire coil-gun: Sh 4, FP 1/4. Can carry 1 infantry TU
VARIANTS	Viking Towed MLRS Variant: Weapons and other stats, above. Reduced to Fast Wheeled when towing. Cannot carry infantry (just mortar crew) . 18cm MLRS: Sh 5, FP 5/6 Weapon counts as Hvy Inf DV7 in Light cover +1 . Any additional cover is Heavy cover +2 NO DIRECT FIRE Turning deployed weapon costs 1LP. Hitching or unhitching costs 2LPs.



Lyon AC Viking ATV 'KlieneKrad'

DETACHMENTS

Each Detachment is 10 TUs. All infantry and Snipers start the game in T/ICVs or M/ICVs or may be emplaced.

Reconnaissance detachment: 1 Br56 command with Sniper Pod, 4 Viking Recce; 3 Infantry TUs (2 Standard, 1 Support) and 1 Enhanced Sniper: **Total: 980pts** or...

Panzer Grenadier detachment: 2 Br54 M/ICV; 1 Br56 command with sniper pod; 1 Br57 air defence calliope; 1 Viking with MLRS, **OR** 1 Br59 T/ICV, 4 Infantry TUs (2 standard, 1 support, 1 mortar): **Total: 1330pts* or... 1355pts with T/ICV instead of Viking/Mortar or...**

Panzer detachment: 3 Br59 T/ICV, 3 Br66 Tank Destroyers; 1 Br56 command with sniper pod; 3 infantry TUs (2 standard, 1 support): **Total: 2380pts or...**

Support Detachment: 2 Br54 M/ICV; 2 Br57 air defence calliope; 2 Viking with MLRS vehicles; 4 infantry TUs (2 standard, 1 support, 1 mortar). If the scenario warrants it, a Br58SM Schlepper or a Maniple can be **substituted** for one of the Viking MLRS vehicles. **Total: 1440pts* or 1375pts* with Maniple or 1465pts** with Schlepper or...**

Infantry Detachment: 3 Br54 M/ICV; 1 Viking Recce, 6 Infantry TUs (3 standard, 2 support, 1 mortar): **Total: 1025pts***

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 either Colonel Chiro at 260pts. Chiro may be present for any force of 2 detachments or more.

* Include cost of **Seeker Warheads** Technical Skill (+100pts)

** Include cost of **Field Mechanic & Seeker Warheads** Skills (+200pts)

POINTS COSTS

Br54: **200pts**; Br59 Tank: **310pts**; Br66 Tank Dest.: **350pts**; Maniple: **120pts**
Br57 calliope: **205pts**; Br56 command with *Sniper Pod*: **280pts**;
Recovery Schlepper: **210pts** (including *Field Mechanic* skill); Viking: **85pts**;
Viking with MLRS: **185pts**. All Infantry: **40pts**; Enhanced sniper: **240pts**
Up to 2 additional sergeants could be purchased at **10pts each**.

Ernst or Erwin Chiro's ELITE SKILLS

Command Material: When rolling for LP, roll 3d6 and pick the best two dice.

Morale Officer: 50% Morale check becomes 25%. +1 to Morale QR to remain in play

A Shaper of Men: Once per turn, select ONE TU and give it +1 QV for EVERYTHING until the end of the turn.

Field mechanic: If **Schlepper TU** is included and **not** destroyed, any Thunderbolt Vehicle TU may make a QR to repair any 1-4 minor damage result.

Area Effect: Mortars and MLRS hit ALL targets within a blast radius: **Point Blank/Close Range** - see over page for more info

Seeker Warheads: Mortars and MLRS may pick targets after firing - see over page for more info

Sniper Pods: Enable ATGW's to be Fire and Forget for vehicle firing and other friendly TUs or spotting for Mortars/MLRS or optional extra weapon - see over page for more info

Enhanced Sniper: Superior firing; superior spotting for 2 targets he can see; better quality designation (+2) and harder to detect - see over page for more info



ELITE SKILLS AND SPECIAL NOTES

MLRS and Mortars

Area Effect (*supplement 5*)

All MLRS and Infantry mortars may use this **Optional Rule** for Area Effect. This costs no points but must be agreed for both sides at the start of a game.

For those who think that Artillery and Mortars are not unpleasant enough (and don't give enough of a disincentive for clumping units too close together) use the following rules:

When area effect weapons are used, each attack may attack not only its selected TU (the initial one selected as being within the rounds targeting radius) but all other TUs within a small 'Burst' range of that primary target.

These ranges are:

Light mortars: **Point Blank**

Heavier mortars, MLRS and Artillery strikes: **Close range**



Seeker Warheads: (*supplement 5*)

This is a technical improvement rather than a skill but may be applied in the same way. Via advanced systems to overcome enemy countermeasures, all forms of artillery warhead - mortars and MLRS (both on and off table) and tubed artillery - all employ seeking, self-guiding war-heads on their munitions.

The advantage is that a target location need not be picked **beforehand** (in *phase 5* for Mortars and other on table systems, in *phase 7d* for all other off table systems - regular tubed artillery and off table Mortars/MLRS if using optional rule "Steel Rain" in Supplement 1). When the rounds arrive (either *phase 7b* or *phase 7c*) the firer picks a target **at that moment**. All shells in the salvo must still land within the a prescribed distance from that initial target, but that 'spread radius' is doubled (i.e. 10cm becomes **20cm**). Rolls to hit (QR rolls) may still be affected by observation and/or a Sniper who is Forward Observing. if used this does not require opponents agreement but cost is **100pts and are factored into the detachments overleaf**.

Enhanced Snipers (*supplement 5*)

Enhanced Snipers: Weaponry and Sighting systems

When firing his weapon, an Enhanced Sniper bowls THREE dice and picks the best two, then adding them together for the same result as a regular sniper. When damaging vehicles, a regular a Regular Sniper bowls one die and then subtracts 2 from the result (achieving a 0-4 spread). An Enhanced Sniper bowls TWO dice and then subtracts 2 from both of the results and then decides which one (the best one, perhaps) to use, discarding the rejected one.

Enhanced Sniper: Spotting with advanced skills and comtec

For 2LPs an Enhanced Sniper may spot for two separate artillery or mortar strike in a turn if the target areas are within line of site. This is not mandatory: an Enhanced Sniper may still pay only 1LP and spot for just one artillery or mortar strike (or none!) just as a Regular Sniper.

Enhanced Sniper: Designation

A Standard 1LP may be paid to designate only one target within line of site. However the bonus for the firer is increased from a +1 QR to a +2 QR. There is just a better chance of hitting the target.

Revealing an Enhanced Sniper

Normally a Regular Sniper can be revealed by a simple die roll from his target every time he either Fires or Designates (a roll of a 6 for trained and untrained targets, a 5 or 6 for veterans or elites). With an Enhanced Sniper his own training is also a factor. If detected using his opponent's standard roll the sniper may make a quality roll of his own: if successful then, though his own superb field craft and evasion technology, he remains unrevealed. All other rules for a Regular Sniper apply to an Enhanced Sniper.

Enhanced Snipers cost 240pts

Sniper Pods (*supplement 3*)

The vehicle may **designate** its own ATGWs giving, effectively, 'fire and forget' capability to the missiles it carries - it is always assumed to have line of site on the target as long as it is in sight in *phase 5a*. In addition, it may also **designate for other assets** - other TUs with ATGWs. Alternatively, it may act as **superior spotting for Mortars and Artillery**: +1 QR. A sniper pod may only spot for one single artillery or mortar strike per turn and the target area must be in line of site to the sniper. Alternatively - if not designating or spotting - it may fire as an infantryman **Sh 2, FP2/2**. The 'sniper-pod' may not be targeted as a separate entity, nor is there a need for a detection roll from opposing forces: the player using it declares that the vehicle TU so equipped is fitted with a 'sniper pod'. The 'Sniper' doesn't cost any LPs to 'move' (it moves with the vehicle TU for free) and only the single LP to activate in the usual way a sniper would (see page 120 of The Crucible).