### Panzer Grenadier Squad

**Type**: Veteran: 4+
**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)

**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.

- MLRS: 220pts
- A Shaper of Men: 210pts
  - Scout: Sh, FP
  - Support: 1+1/1 (short/medium range only)

### 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 2TU 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**
- Drodz 6, Sh 1 all up to Close 8cm, FP 3/1(4+) NOT IN REAR ARC

- MLRS: 210pts
- A Shaper of Men: 220pts
  - Scout: Sh, FP
  - Support: 1+1/1 (short/medium range only)

### 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 1 TU infantry (combat engineers) - may add 1cm SMG powerguns: Sh 3, FP 1+1/1 - firing Left/Right/Rear arcs (short/medium range only). Adds Field Mechanic elite skill

**Defence Systems**
- Drodz 6, Sh 1 all up to Close 8cm, FP 3/1(4+) NOT IN REAR ARC

### 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 3 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**
- Drodz 6, Sh 1 all up to Close 8cm, FP 3/1(4+) NOT IN REAR ARC

### Viking Recce Br64/Br68

**Type**: Veteran: 4+
**Move**: Very Fast, Tracked: 25cm
**Defence**: F 8, S 7, R 7, T 6
**Weapons**: Manta Light ATGW (Br68): Sh 1, FP 0/5 (no short range) OR (Br64) RF coil-gun: Sh 4, FP 1/4. Can carry ONLY Sniper

**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 DVT in Light cover +1. Any additional cover is Heavy cover +2 NO DIRECT FIRE Turning deployed weapon costs 1LP, Hitching or unhooking costs 2LPs.

### Points Costs

**Br54: 210pts**
- Br59 Tank: 320pts
- Br66 Tank Dest.: 360pts
- Centurion: 140pts
- Br57 commando: 215pts
- Br56 command with Sniper Pod: 280pts
- Schlepper: 220pts (including Field Mechanic skill)
- Viking (Br64/68): 80pts
- Viking with MLRS: 180pts
- All Infantry: 40pts
- Enhanced sniper: 240pts
- Up to 2 additional sergeants could be purchased at 10pts each.

### 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, 1 Br54; 3 Viking Recce; 3 Infantry TUs (2 Standard, 1 Support) and 1 Enhanced Sniper:** Total: **1090pts** or...

**Panzer Grenadier detachment: 1 Br54 M/ICV; 1 Br56 command with sniper pod; 1 Br57 air defence calliope; 1 Viking with MLRS, 1 Br59 T/ICV, 4 Infantry TUs (2 standard, 1 support, 1 mortar): Total: **1465pts** or...

**Panzer detachment: 3 Br59 T/ICV, 3 Br66 Tank Destroiers; 1 Br56 command with sniper pod; 2 infantry TUs (1 standard, 1 support): Total: **2400pts** or...**

**Support Detachment: 1 Br54 M/ICV; 2 Br57 air defence calliope; 3 Viking with MLRS vehicles; 4 Infantry TUs (2 standard, 1 support, 1 mortar). If the scenario warrants it, a Br58SM Schlepper or a Centurion can be substituted for one of the Viking MLRS vehicles. Total: **1440pts** or 1400pts with Centurion or 1480pts with Schlepper or...

**Infantry Detachment: 2 Br54 M/ICV; 1 Br57 air defence calliope; 1 Viking Recce, 6 Infantry TUs (3 standard, 2 support, 1 mortar): Total: **10255pts**

**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 a Major or 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)
**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 ssame 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 sight 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 sight 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).