

# The United Defence Batteries (Post 334TW)



15MM

## GS-1018 Calliope

Type	Elite: 3+
Move	Fast, Lt Hover: 15cm
Defence	F 9, S 8, R 7, T 6
Weapons	Calliope: 8 x 3cm Powergun: Sh 8, FP 3/4.

### VARIANTS

#### GS-1141R Heavy Gun Mortar variant:

As Calliope but weapon is quick-fire Mortar/launcher: Fires as Mortar Sh 2, FP 5/4 No Short or Med.

OR On Table Artillery Sh 2, FP 5/4, minus 1QR in direct fire mode



Gull Systems GS1018 Calliope

## GS-1008 Command Vehicle

Type	Elite: 3+
Move	Fast, Lt Hover: 15cm
Defence	F 9, S 8, R 7, T 6
Weapons	2 x 2cm Twin powergun: 1= 360, 1= no rear arc. Each Sh 3, FP 3/3 Carries No Infantry

### VARIANTS

None



Gull Systems GS1008 Command

## LEADERS

**Lieutenant  
Charles Desoix  
LV8**

LPs is 2d6 + 12

**Elite skills:**  
Command Material

**Major  
Sergei Borodin  
LV10**

LPs is 2d6 + 10

**Elite skills:**  
Command Material

## RANKS

**Major  
LV10**  
LPs is 2d6 + 10

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

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

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

## DETACHMENTS

**Each Detachment is 8 TUs.** all of which must be vehicles, of which at least five must be calliopes.

### Calliope and Artillery Detachment:

1 command/support vehicle, 5 calliopes; 2 artillery pieces (on table).

**Total: 3210pts.**

**Add a Lieutenant to this detachment at 40pts.**

Treat this force - whatever option is selected - as a SINGLE detachment. Build a bigger force by duplicating this detachment and adding a captain (**80pts**). For larger forces, the UDB must be supporting other mercenary or regular forces.

One or more detachments may use a special leader Lieutenant Charles Desoix at **80pts** or Major Sergei Borodin at **240pts**

## POINTS COSTS

Calliope or artillery piece (on table): **395pts**;

command/support vehicle: **145pts**

Up to 1 additional sergeant could be purchased at **20pts**.

**ELITE SKILLS for the Detachment: (each has 300pts added)**

**Limited Repair** - damage rolls of a 1 or 2 ALL GS vehicles can have their movement result (only) negated by making a quality roll

**ADS against missile attacks:** on a roll of a 6 ADS systems, where fitted, can destroy incoming missiles

**Anti-ATGW Enhanced Data Link:** for use protecting their own force and any other they have been contracted to protect