

The United Defence Batteries



6MM

GD806 APC Calliope

Type	Elite: 3+
Move	Fast, Lt Hover: 10cm
Defence	F 8, S 7, R 7, T 6
Weapons	Calliope: 8 x 3cm Powergun: Sh 8, FP 3/4.

VARIANTS

Artillery variant:

21cm launcher: Sh 1, FP 5/6 QR
REDUCE -1 FOR DIRECT FIRE (so fire as Veteran: 4+); plus 2cm powergun: Sh 2, FP 2/2.

Support/Command variant:

2cm tribarrel powergun:
Sh 3, FP 3/3.



General Duotronics GD806 Calliope

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: 1875pts.

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 (**100pts**). 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 **100pts** or Major Sergei Borodin at **240pts**

POINTS COSTS

Calliope or artillery piece (on table): **250pts**;
command/support vehicle: **125pts**

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