

# WaldheimDragoons



15MM

## Infantry Squad

<b>Type</b>	Veteran: <b>4+</b> C/As't: <b>3</b>
<b>Move</b>	Infantry: <b>8cm</b>
<b>Defence</b>	<b>6</b> , Light cov' <b>+1</b> , Heavy <b>+2</b>
<b>Weapons</b>	2cm Assault Rifle powerguns: <b>Sh 2, FP 2/2</b> .
<b>Suppress</b>	remove suppression marker (UP TO 4) on <b>4+</b>
<b>VARIANTS</b>	
<b>Close Assault Unit:</b> 1cm SMG powerguns: <b>Sh 3, FP 1+1/1</b> (short/medium range only).	
<b>5cm HI Powergun Crew-served Weapon:</b> <b>FArc Sh 1, FP 2/6 No Movement.</b> Counts as <b>Hvy Inf DV7 in Light Cov' +1</b> . Any additional cover is <b>Heavy +2</b>	



## M2A2 ATGW Tank

<b>Type</b>	Veteran: <b>4+</b>
<b>Move</b>	Medium, Hv Hover: <b>10cm</b>
<b>Defence</b>	<b>F 12, S 10, R 9, T 9</b>
<b>Weapons</b>	5cm HI powergun: <b>Sh 1, FP 2/6</b> ; 2 x <i>Kestral</i> medium ATGW launchers <b>Sh 2, FP 1/6 No Short Range</b> 1 x 2cm tribarrel powergun: <b>Sh 3, FP 3/3</b> . ▲
<b>Defence Systems</b>	Strip mines, <b>Sh 1</b> all up to <b>Close 8cm, FP 3/1(3+)</b>
<b>Mine Clearance</b>	<b>Sh 1</b> at <b>Point Blank 3cm</b> destroys 1 mine counter
<b>VARIANTS</b>	
<b>M2-A5 Command Tank:</b> same stats but with no ATGW system. ▲	



Icarus M2A2 ATGW Blower Tank

## Extra Towed Weapon Details

**GD800 APC:** may tow a powergun anti-tank weapon. This may **1TU infantry** (plus the gun crew)

**Extra Towed weapon:** 5cm HI Powergun: **FArc Sh 1, FP 2/6. FArc. Static Deployment with 1TU guncrew.**

Vehicle move when towing is **Med, Wheeled 10cm**. Weapon counts as **Hvy Inf DV7 in Light Cov' +1**. Any additional cover is **Heavy +2**

**Turning deployed weapon costs 1LP. Hitching or unhitching costs 2LPs.**



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## 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

## Thyssen/Icarus Tank

<b>Type</b>	Veteran: <b>4+</b>
<b>Move</b>	Fast, Lt Hover: <b>15cm</b>
<b>Defence</b>	<b>F 10, S 8, R 7, T 7</b>
<b>Weapons</b>	10cm Powergun: <b>Sh 1, FP 2/5</b> ; 1 x 2cm tribarrel powergun: <b>Sh 3, FP 3/3</b> . ▲
<b>Defence Systems</b>	Drozd, <b>Sh 1</b> all up to <b>Close 8cm, FP 2/1(4+)</b>
<b>VARIANTS</b>	
<b>Command Tank:</b> Same Stats ▲	
<b>Air Defence variant:</b> 4 x 2cm Tribarrel powergun: <b>Sh 12, FP 3/3</b> . ▲	



Icarus-Thyssen Medium Hover Tank

## GD800 APC

<b>Type</b>	Veteran: <b>4+</b>
<b>Move</b>	Fast, Lt Hover: <b>15cm</b>
<b>Defence</b>	<b>F 8, S 7, R 7, T 6</b>
<b>Weapons</b>	1 x 2cm tribarrel ▲ powergun: <b>Sh 3, FP 3/3</b> 2 TU Inf.
<b>Defence Systems</b>	Drozd, <b>Sh 1</b> all up to <b>Close 8cm, FP 2/1(4+)</b>
<b>VARIANTS</b>	
<b>Additional towed weapon:</b> 1 TU Inf plus gun crew. In addition to tribarrel ▲ it tows a 5cm HI Powergun: <b>FArc Sh 1, FP 2/6 No Movement,</b> Counts as <b>Hvy Inf DV7 in Light Cov' +1</b> . Any additional cover is <b>Heavy +2</b> <b>When Towing: Medium. Wheeled 10cm</b>	



GD806 APC

## DETACHMENTS

**Each Detachment is 10 TUs.** At least 4 of the TUs should be infantry. At least half of the Infantry should be regularly armed troops. All infantry should start the game in APCs.

**Heavy Armoured detachment:** 3 M2A2 blowers, 1 M2A5 command tank. 2 APCs with 4 TUs of infantry (2 regular infantry and 2 close assault squads). **Total 2140pts.** Or...

**Light Armoured detachment:** 1 light tank; 1 light command tank; 1 air-defence tank. 1 APC with 2 TUs of infantry (1 regular infantry and 1 close assault squads). 2 APCs with 2 TUs of regular infantry and 2 crew served weapons. **Total 1435pts.**

**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). To add a third detachment, duplicate one of the detachments above and add a major (100pts).

## POINTS COSTS

M2A2 'blower': **450pts**; M2A5 command tank: **400pts**;  
Thyssen/Icarus tank (& command tank): **275pts**;  
air defence tank: **260pts**; APC: **135pts**. Additional towed Crew Served Weapon: **50pts**. All Infantry types: **30pts**.

Up to 2 additional sergeants could be purchased at **10pts each**.