Up to 2 additional sergeants could be purchased at Infantry Anti-Tank:

- Thyssen/Icarus tank (& command tank):
- Anti-Tank Unit: 1cm SMG powerguns: Sh 1, FP 1+1/1 (short/medium range only).
- Close Assault Unit: 4 x 2cm Tribarrel powerguns: Sh 12, FP 3/3.

VARIANTS

- **Close Assault Unit**: 1cm SMG powerguns: Sh 3, FP 1+1/1 (short/medium range only).
- **Anti-Tank Unit**: 1cm SMG powerguns: Sh 1, FP 1+1/1 (short/medium range only).

**GD800 APC**

- Type: Veteran: 4+
- Move: Fast, Lt Hover: 15cm
- Defence: F 8, S 7, R 7, T 6
- Weapons: 10cm Powergun: Sh 1, FP 2/5; 1 x 2cm Tribarrel powergun: Sh 3, FP 3/3.
- Defence: Drozd, Sh 1 all up to Close 8cm, FP 2/1-(4+)
- Movement: Counts as Hvy Inf DV in Light Cov’. +1. Any additional cover is Heavy +2

**M2A2 ATGW Tank**

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

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

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

Vehicle move when towing is Med, Wheeled 10cm.

In defence, 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.

**Extra Towed Weapon Details**

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

**RANKS**

- Major LV8
- Captain LV6
- Lieutenant LV4
- Sergeant LV2

**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 anti-tank infantry and 1 close assault squad). 2 APCs with 2 TUs of regular infantry and 2 crew served weapons. Total 1440pts.

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).

**POUNTS COSTS**


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