

Waldheim Dragoons



15MM

Infantry Squad

Type	Veteran: 4+ C/As't: 3
Move	Infantry: 8cm
Defence	6 , Light cov' +1 , Heavy +2
Weapons	2cm Assault Rifle powerguns: Sh 2, FP 2/2 .
Suppress	remove suppression marker (UP TO 4) on 4+
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). 5cm Shoulder Launched CAP guns Sh 1, FP 0/5 .	



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 Systems	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. ▲	



Icarus M2A2 ATGW Blower Tank

Extra Towed Weapon Details

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:
FArc Sh 1, FP 2/6. FArc. 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.



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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

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



Icarus-Thyssen Medium Hover Tank

GD800 APC

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



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 anti-tank infantry and 1 close assault squads). 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).

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**. Infantry regular or Close support: **30pts**. Infantry Anti-Tank: **35pts**.

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