

# WaldheimDragoons



28MM

## Infantry Squad

Type	Veteran: <b>4+</b> C/As't: <b>3</b>
Move	Infantry: <b>15cm</b>
Defence	<b>6</b> , Light cov' <b>+1</b> , Heavy <b>+2</b>
Weapons	2cm Assault Rifle powerguns: <b>Sh 2, FP 2/2</b> .
Suppress	remove suppression marker (UP TO <b>4</b> ) on <b>4+</b>

### VARIANTS

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

**5cm HI Powergun Crew-served Weapon:** **FArc Sh 1, FP 2/6 No Movement.**

Counts as **Hvy Inf DV7** in **Light Cov' +1**. Any additional cover is **Heavy +2**



## M2A2 ATGW Tank

Type	Veteran: <b>4+</b>
Move	Medium, Hv Hover: <b>20cm</b>
Defence	<b>F 12, S 10, R 9, T 9</b>
Weapons	5cm HI powergun: <b>Sh 1, FP 2/6</b> ; 2 x Kestral 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> ▲

**Defence Systems** Strip mines, **Sh 1** all up to **Close 15cm, FP 3/1(3+)**

**Mine Clearance** **Sh 1** at **Point Blank 5cm** 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. 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 20cm.** 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: <b>4+</b>
Move	Fast, Lt Hover: <b>30cm</b>
Defence	<b>F 10, S 8, R 7, T 7</b>
Weapons	10cm Powergun: <b>Sh 1, FP 2/5</b> ; 1 x 2cm tribarrel powergun: <b>Sh 3, FP 3/3.</b> ▲
Defence Systems	Drozd, <b>Sh 1</b> all up to <b>Close 15cm, FP 2/1(4+)</b>

### 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: <b>4+</b>
Move	Fast, Lt Hover: <b>30cm</b>
Defence	<b>F 8, S 7, R 7, T 6</b>
Weapons	1 x 2cm tribarrel ▲ powergun: <b>Sh 3, FP 3/3</b> 2 TU Inf.

**Defence Systems** Drozd, **Sh 1** all up to **Close 15cm, 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 **20cm**



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**.