**Thyssen/Icarus Tank**

**Type**: Veteran: +

**Move**: Fast, Lt Hover: 30cm

**Defence**: F 10, S 8, R 7, T 7

**Weapons**: 10cm Powergun: Sh 1, FP 2/5, 1 x 2cm tri-barrel powergun: Sh 3, FP 3/3.

**Defence Systems**: Drozd, Sh 1 all up to Close 15cm, FP 2/1(4+)

**VARIANTS**

**Command Tank**: Same Stats

**Air Defense variant**: 4 x 2cm Tribarrel powergun: Sh 12, FP 3/3.

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**GD800 APC**

**Type**: Veteran: +

**Move**: Fast, Lt Hover: 30cm

**Defence**: F 8, S 7, R 7, T 6

**Weapons**: 1 x 2cm tri-barrel powergun: Sh 3, FP 3/3, 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 tri-barrel it tows a 5cm HI Powergun: F/Arc Sh 1, FP 2/6 No Movement, Counts as Hv Inf DVT in Light Cov' +1. Any additional cover is Heavy +2.

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**M2A2 ATGW Tank**

**Type**: Veteran: +

**Move**: Medium, Hv Hover: 20cm

**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 tri-barrel powergun: Sh 3, FP 3/3.

**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.

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**GD800 APC**: may tow a powergun anti-tank weapon. This may 1 TU 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 Medium, Wheeled 20cm. Weapon counts as Hv Inf DVT in Light Cov' +1. Any additional cover is Heavy +2.

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

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**Extra Towed Weapon Details**

**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

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**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 squad). 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).

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**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**.