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.

VARIANTS

Command Tank: Same Stats

Air Defence variant: 4 x 2cm Gatling powergun: Sh 12, FP 3/3.

Laser/Missile Air Defence variant: 2 Rapid (double) fire Light Lasers, 360°, Sh 8, FP 3/3 (max range: long).

Counts as 2 shots for AA.

2 x Manta ATGW launchers Sh 2, FP 0/5 No Short Range

Defense Systems

Drozd, Sh 1 all up to Close 8cm, FP 2/1(4+)

Defensive

Extra Towed weapon: 1 TU Inf plus gun crew. In addition to tribarrel it tows a 5cm Hi Powergun: F Arc Sh 1, FP 2/6 No Movement, Counts as Hvy Inf INT in Light Cov’ +1. Any additional cover is Hvy +2 When Towing: Medium. Wheeled 10cm

GD900 APC

Type: Veteran: 4+

Move: Fast, Lt Hover: 15cm

Defence: F 9, S 8, R 8, T 7

Weapons: 1 x 2cm tribarrel powergun: Sh 3, FP 3/3

VARIANTS

Command Tank: Same Stats

Air Defence variant: 4 x 2cm Gatling powergun: Sh 12, FP 3/3.

Laser/Missile Air Defence variant: 2 Rapid (double) fire Light Lasers, 360°, Sh 8, FP 3/3 (max range: long).

Counts as 2 shots for AA.

2 x Manta ATGW launchers Sh 2, FP 0/5 No Short Range

Defense Systems

Drozd, Sh 1 all up to Close 8cm, FP 2/1(4+)

Defensive

Extra Towed weapon: 1 TU Inf plus gun crew. In addition to tribarrel it tows a 5cm Hi Powergun: F Arc Sh 1, FP 2/6 No Movement, Counts as Hvy Inf INT in Light Cov’ +1. Any additional cover is Hvy +2 When Towing: Medium. Wheeled 10cm

Daedalus Medium Tank

Type: Veteran: 4+

Move: Infantry: 8cm

Defence: F 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).

8cm 2/1(4+)

2cm Assault Rifle

Infantry: 8cm

1cm SMG powerguns:

5cm Shoulder Launched CAP guns

Veteran: C/As’tl:

Fast, Lt Hover:

15cm

10cm

8cm

6cm

4cm

450pts

400pts

325pts

280pts

135pts

110pts

30pts

35pts

Extra Towed Weapon Details

GD900 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.


In defence, weapon counts as Hvy Inf INT in Light Cov’ +1. Any additional cover is Hvy +2 Turning deployed weapon costs 1LP. Hitching or unhitching costs 2LPs.

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

DETACHMENTS

Each Detachment is 10 TUs. At least 4 of the TUs should be infantry. At least half of the Infantry should be regular 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 (1 regular infantry, 1 close assault, 2 Anti Tank). Total 2290pts. Or...

Light Armoured detachment: 1 medium tank; 1 medium command tank; 1 air-defence tank (either type); 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 (standard or upgraded). Total 1680pts OR 1800pts.

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).

ELITE SKILLS

Anti-ATGW Enhanced Data Link (S4): Any vehicle that is targeted by a ATGW can call on others with LOS of site to bring their own unused systems in to help knock down the missile at -1QR. These weapons would not then be available for other firing within that turn.

+100 pts per detachment