

Waldheim Dragoons (Post TW 326)



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.



Infantry

Waldheim Dragoons

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. ⚠



Illarus M2A2 ATGW Blower Tank

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:

FArc Sh 1, FP 2/6. **FArc. Static Deployment** with 1TU guncrew.

Variant: Upgrade Towed weapon to Heavy AT: 20cm HI Powergun:

FArc Sh 1, FP 2/8. **FArc. Static** 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

Waldheim Dragoons

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

Daedalus Medium Tank

Type	Veteran: 4+
Move	Fast, Lt Hover: 15cm
Defence	F 10, S 9, R 8, T 7
Weapons	5cm HI powergun: Sh 1, FP 2/6; 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 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 ⚠



Daedalus Medium Hover Tank

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 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



GD900 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 (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



Daedalus Powergun Air defence Hover Tank

POINTS COSTS

M2A2 'blower': **450pts**; M2A5 command tank: **400pts**; Daedalus Medium tank (& command tank): **325pts**; Daedalus air defence tank (Laser or Powergun): **280pts**; APC: **135pts**. Additional towed Crew Served Weapon: **50pts**. Additional Upgraded towed Crew Served Weapon: **110pts**. Infantry regular or Close support: **30pts**. Infantry Anti-Tank: **35pts**.

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