

# West Riding Yeomanry



15MM

## Heavy Infantry Squad

Type	Veteran: <b>4+</b> C/As'l't: <b>3</b>
Move	Infantry: <b>8cm</b>
Defence	<b>7</b> , Light cov' <b>+1</b> , Heavy <b>+2</b>
Weapons	1cm Assault Rifle coil-guns, <b>Sh 2</b> , <b>FP 1/3</b>
Suppress	remove suppression marker ( <b>UP TO 4</b> ) on <b>4+</b>

### VARIANTS

**Support Squad:** with 1cm Assault Rifle coil-guns: **Sh 1**, **FP 1/3**, & Infantry Laser: **Sh 2**, **FP 2+1/1**. **No LONG RANGE**

**Tank Hunters:** with 1cm Assault Rifle: **Sh 1**, **FP 1/3** & Buzzbombs: **Sh 1**, **FP 1/6** (short range only)



## BR11 Montsabert Hover Tank

Type	Veteran: <b>4+</b>
Move	Fast, Lt Hover: <b>15cm</b>
Defence	<b>F 10</b> , <b>S 8</b> , <b>R 7</b> , <b>T 7</b>
Weapons	2cm Gatling railgun: <b>Sh 3</b> , <b>FP 2/4</b> . Light Laser: <b>Sh 2</b> , <b>FP 3/3</b> . (max range: long) <b>▲▲</b>

### VARIANTS

#### Laser Tank variant:

Medium laser, 360, **Sh 2**, **FP 3/5**. **▲** with Drozd ADS, **Sh 1** all within **8cm**, **FP 2/1(4+)**



BMD BR11G Montsabert Gatling Tank



BMD BR12L Montsabert Laser Tank

## LEADERS

Colonel  
Nightingale  
**LV10**

LPs is 2d6 + 10

**Elite skills:**  
*Blitzkrieg*  
*A Shaper of Men*

Lieutenant Cain  
**LV6 (4+2)**

LPs is 2d6 + 6 (4+2)

**Elite skills:**  
*Inspirational Leader*  
*Tank Hunter*  
*Dauntless*  
*Double tap*

## 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

## BMD BR4 Tassigny APC

Type	Veteran: <b>4+</b>
Move	Fast, Lt Hover: <b>15cm</b>
Defence	<b>F 8</b> , <b>S 7</b> , <b>R 7</b> , <b>T 6</b>
Weapons	<b>APC variant:</b> Carry <b>2 TU Infantry</b> Coil-gun <b>Sh 1</b> , <b>FP 1/4</b> .

### VARIANTS

*None*



BMD BR4 Tassigny APC

## BMD BR4A Tassigny A.Def

Type	Veteran: <b>4+</b>
Move	Fast, Lt Hover: <b>15cm</b>
Defence	<b>F 10</b> , <b>S 8</b> , <b>R 7</b> , <b>T 7</b>
Weapons	<b>Air Defence variant:</b> 2 Light lasers, 360, <b>Sh 4</b> , <b>FP 3/3</b> (max range: long) <b>▲</b>

### VARIANTS

*None*



BMD BR4A Tassigny Air Defence

## DETACHMENTS

**Each Detachment is 10 TUs.** At least four of the TUs must be vehicles and all infantry start the game in APCs (4 infantry TUs will need 2 APC TUs). Infantry should be an even mix of types with no more than half as support or anti-tank TUs.

**Strike detachment:** 2 laser tanks; 2 gatling tanks; 1 air defence vehicle; 2 APCs. 3 Infantry TUs (1 regular infantry TU, 1 infantry TU with buzzbomb launcher and 1 TU with laser support weapon). **Total 1575pts** including a Lieutenant or **Total 1675pts** including a Lt Cain

Treat this force as a SINGLE detachment during play. Duplicate this detachment for a bigger force and add swap a lieutenant for captain (+20pts). Repeat this process to add a third detachment and add swap a lieutenant for a major (+80pts). Alternatively, Lt Cain can be used with one detachment or Colonel Nightingale can be used with two or more detachments. Cain *always* fights as an infantry Tank Hunter TU.

All officers lead very much 'from the front' and replace the most expensive officer.

So a two detachment force led by Colonel Nightingale with Lt Cain would have one detachment led by a Cain (**1675pts**) and one led by the Colonel (**1735pts**).

A three detachment force led by Colonel Nightingale would have one detachment led by a standard lieutenant (**1575pts**), one detachment led by a captain (**1595pts**) OR one detachment led by Cain (**1695pts**), and one led by the Colonel (**1735pts**).

## POINTS COSTS

Laser tank: **275pts**; gatling tank: **260pts**;  
air defence vehicle: **125pts**; APC: **125pts**.  
Infantry: **30pts**; infantry with buzzbomb launcher or laser support weapon: **40pts**.

Captain Nightingale costs **180pts**.  
Lt Cain costs **120pts**

Up to 2 additional sergeants could be purchased at **10pts each**, **irrespective of the number of detachments**.