

West Riding Yeomanry



28MM

Heavy Infantry Squad

Type	Veteran: 4+ C/As'l't: 3
Move	Infantry: 15cm
Defence	7 , Light cov' +1 , Heavy +2
Weapons	1cm Assault Rifle coil-guns, Sh 2, FP 1/3
Suppress	remove suppression marker (UP TO 4) on 4+

VARIANTS

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

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



Heavy Infantry

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Thyssen/Icarus Hover Tank

Type	Veteran: 4+
Move	Fast, Lt Hover: 30cm
Defence	F 10, S 8, R 7, T 7
Weapons	2cm Gatling railgun: Sh 3, FP 2/4 . Light Laser: Sh 2, FP 3/3 . (max range: long)

VARIANTS

Laser Tank variant: Medium laser, 360, **Sh 2, FP 3/5**. with Drozd ADS, **Sh 1** all within **15cm**, **FP 2/1(4+)**

Air Defence variant: 2 Light lasers, 360, **Sh 4, FP 3/3 (max range: long)**

Defensive Value: **F 8, S 7, R 7, T 6**

APC variant: Carry **2 TU Infantry** Defensive Value: **F 8, S 7, R 7, T 6** Coil-gun **Sh 1, FP 1/4**.



Icarus-Thyssen Medium Hover Tank

LEADERS

Colonel
Nightingale
LV10

LPs is 2d6 + 10

Elite skills:
Blitzkrieg
A Shaper of Men

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 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.

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, Colonel Nightingale can be used with two or more detachments.

He leads from the front and replaces the most expensive officer.

So a two detachment force led by Colonel Nightingale would have one detachment led by a lieutenant (**1575pts**) and one led by the Colonel (**1735pts**).

A three detachment force led by Colonel Nightingale would have one detachment led by a lieutenant (**1575pts**), one detachment led by a captain (**1595pts**), 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**.

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