

West Riding Yeomanry



6MM

Heavy Infantry Squad

Type	Veteran: 4+ C/As'l't: 3
Move	Infantry: 5cm
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+1/1**. **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: 4+
Move	Fast, Lt Hover: 10cm
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 **5cm**, **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

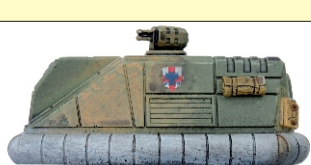
Sergeant
LV2
LPs is 2d6 + 2

BMD BR4 Tassigny APC

Type	Veteran: 4+
Move	Fast, Lt Hover: 10cm
Defence	F 8 , S 7 , R 7 , T 6
Weapons	APC variant: Carry 2 TU Infantry Coil-gun Sh 1 , FP 1/4 .

VARIANTS

None



BMD BR4 Tassigny APC

BMD BR4A Tassigny A.Def

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

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**.