

Wolverines



15MM

Infantry Squad

Type	Veteran: 4+ C/As'lt: 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

Support Squad: 2cm Assault Rifle Powerguns: **Sh 1, FP 2/2** & Powergun Support Weapon: **Sh 2, FP 3/3**.

Tank Hunters: on **Skimmers** move Fast, Hover: **15cm** but still fight as infantry. 2cm Assault Rifle Powerguns: **Sh 1, FP 2/2** & Buzzbomb **Sh 1, FP 1/6** (short range only).



Viking Recce Br64/Br68

Type	Veteran: 4+
Move	Very Fast, Tracked: 25cm
Defence	F 8, S 7, R 7, T 6
Weapons	Manta Light ATGW (Br68): Sh 1, FP 0/5 (no short-range) OR (Br64) RF coil-gun: Sh 4, FP 1/4 . ▲ Can carry 1 TU infantry or a Sniper - see below.

VARIANTS

Viking Towing vehicle: Weapons and other stats, above. Reduced to **Fast Wheeled** when towing. **Cannot carry infantry unless in open trailer.**

Turning deployed weapon costs **1LP**. Hitching or unhitching costs **2LPs**.



Lyon AC Viking ATV 'KlieneKrad'

Extra Towed Weapon Details

Viking: may tow a number of different weapons or an open trailer.

With a towed weapon it also carries the gun crew, some in an exposed open way in the trailer, some within the vehicle.

When deployed, all weapons count as Infantry: **Hvy Inf DV7 in Light Cov' +1**. Any additional cover is **Heavy +2**



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 half of any Infantry not mounted on skimmers should be regularly armed troops.

Infantry Platoon Detachment:

1 Viking with HSW and 1 additional towed weapon of **ANY SORT** (which counts as one TU in total), 4 ATGW equipped Vikings (with optional Transport trailers) carrying, 5 Infantry TU's (2 regular, 1 support, 1 Buzzbomb, 1 Sniper), **Total: 1080pts (1140pts with trailers)**. Or...

Tank Hunter Detachment:

2 Viking with HSW with 2 additional Powergun towed weapons (which counts as two TUs in total), 2 anti-tank missile Vikings, 6 Infantry TUs on skimmers with buzzbombs. **Total: 900pts.**

Add a Lt. to a detachment at 20pts.

Use either force as a **SINGLE** detachment during play. Build a bigger force by using both detachments and adding a captain (**40pts**). A third detachment could be added by duplicating one of the detachments with a major (**100pts**).



Lyon AC Viking ATV 'Nebelwerfer'



Lyon AC Viking ATV 'Transporter'

Powergun anti- tank weapon: 5cm HI Powergun: **FArc Sh 1, FP 2/6**. **FArc**. **Static Deployment with 1TU guncrew.**

MLRS: 18cm MLRS: **Sh 5, FP 5/6**. **360Arc**. **Static Deployment ON TRAILER with 1TU guncrew.**

Calliope: 3cm 8 x Powergun: **Sh 8, FP 3/4**. **360Arc**. **Static Deployment ON TRAILER with 1TU guncrew.** **▲**

Transport: A Viking may transport a **Sniper INTERNALLY** or up to **1TU** of infantry either **INSIDE** in cramped conditions (cost **2LPs** to deploy) or **ON A TRAILER** if this is fitted. If on the trailer, before deployment this TU may fire **from the trailer** in a **360Arc** using any and **all** weapons they are carrying **except buzzbombs**.

They may **not** be targeted separately while on the trailer but count as casualties if the vehicle is destroyed on a roll of a 5. Normally, a vehicle affords **+1 cover** for DV of less than 6. The infantry on the transport trailer get **no cover**.



Lyon AC Viking ATV 'Calliope'

POINTS COSTS

Viking: **80pts**; Viking with anti-tank missile: **175pts**.
Any Viking with any additional towed weapon: **+75pts**
Any Viking with an additional transport trailer: **+15pts**
Infantry with or without support weapon: **25pts**; infantry with buzzbomb launcher: **35pts**;
infantry with buzzbomb launcher and skimmers: **40pts**.

Up to 1 additional sergeant could be purchased at **10pts**.

One infantry TU could be swapped for a sniper which could be carried in a Viking.