

Wolverines



6MM

Infantry Squad

Type	Veteran: 4+ C/As'lt: 3
Move	Infantry: 5cm
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: **10cm** but still fight as
infantry. 2cm Assault Rifle Powerguns:
Sh 1, FP 2/2 & Buzzbomb **Sh 1, FP**
1/6 (short range only).



KleineKrad Half Track

Type	Veteran: 4+
Move	Fast, Tracked: 10cm
Defence	F 8, S 7, R 7, T 6
Weapons	Heavy support weapon: Sh 2, FP 1/3 & carries 1 TU infantry.

VARIANTS

Anti-Tank ATGW variant

DV: F 9, S 7, R 7, T 6. May be fitted
with Medium ATGW: **Sh 1, FP 1/6**.
(no short). May **not** carry infantry.

Additional Towed weapon: See
right



Krupps-Chinto KleineKrad Half Track

Extra Towed Weapon Details

Kleinkrad: may tow a powergun anti-
tank weapon.
This may not carry infantry (just the
gun crew)

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

Vehicle move when towing is
Med, Wheeled 7cm. 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.



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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. A detachment should include at least 1 additional
crew-served, towed weapon.

Infantry Platoon Detachment:

1 KleineKrad with 1 additional towed weapon (which counts
as one TUs in total), 4 HSW equipped KleineKrad's carrying,
4 Infantry TU's (2 regular, 1 support, 1 Buzzbomb), 1
Infantry TU on skimmers with buzzbombs.

Total: **825pts.** Or...

Tank Hunter Detachment:

2 KleineKrad with 2 additional towed weapons (which
counts as two TUs in total), 2 anti-tank missile KleineKrad's,
6 Infantry TUs on skimmers with buzzbombs.

Total: **940pts.**

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**).

POINTS COSTS

KleineKrad: **125pts**; anti-tank missile KleineKrad: **175pts**.

KleineKrad: with additional towed weapon: **175pts**

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**.