



Combat Engineers/Infantry

Type	Veteran: 4+ C/As'l't: 3
Move	Infantry: 5cm
Defence	6, 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**, & Support Weapon: **Sh 2, FP 1/3**.

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



Molniya Armoured Car

Type	Veteran: 4+
Move	Fast, Wheeled: 10cm
Defence	F 8, S 8, R 7, T 7
Weapons	1cm Railgun mini-turret, Sh 3, FP 1/3
Defence Systems	

VARIANTS

Spotter variant: Sniper/Designator added

Rocket Support Vehicle: replace 1cm Railgun with 2cm Gatling railgun: **Sh 3, FP 2/4**. Support Weapon: **Sh 2, FP 1/3**. Heavy ATGW **FArc Sh 1, FP 3/8 (no short-range)**. May only fire 2 weapons systems per turn. May not carry spotter.



Molniya Armoured Car

GD266 Rocket SV 6x6

Type	Veteran: 4+
Move	Medium, Wheeled: 7cm
Defence	F 6, S 6, R 6, T 6
Weapons	Brumbar Heavy ATGW Launcher. Heavy ATGW Launcher on 360 mount. Sh 1, FP 3/8 (no short-range). Support Weapon: FArc Sh 2, FP 1/3 .

VARIANTS

Truck variant: can carry stores or even infantry (4TUs). Support Weapon: **Sh 2, FP 1/3**



Gd266 Rocket SV 6x6

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

Thyssen APC

Type	Veteran: 4+
Move	Slow, Tracked: 5cm
Defence	F 8, S 7, R 7, T 6
Weapons	1cm railgun, 360, Sh 3, FP 1/3. Can carry 3 infantry TUs

Defence Systems	Drozd, Sh 1 all up to Close 5cm, FP 2/1(4+)
-----------------	---

VARIANTS

Command Track: Cannot carry infantry.

Mine & Recovery vehicle: as Command Track but +1 defensive value, all angles. Mine clearance - Sh 2 at detection range (Point Blank) destroys 1 mine counter each.



Thyssen Glaive TR21 APC

Gecko 4x4 Reconnaissance

Type	Veteran: 4+
Move	Fast, Wheeled: 10cm
Defence	F 7, S 6, R 6, T 6
Weapons	1cm railgun, 360, Sh 3, FP 1/3. Cannot carry infantry

VARIANTS

Goanna 6x6 Heavy Recce:

Weapons, as above Carries 1TU Infantry DV: F 8, S 7, R 7, T 6

Either Goanna or Gecko may be designated

as a **Rocket Support Vehicle:** May be fitted with additional Brumbar heavy ATGW Launcher. **FArc Sh 1 shot, FP 3/8 (no short-range)**. Cannot carry infantry



Kanagawa Gecko 4x4

DETACHMENTS

Each Detachment is 10 TUs.

Reconnaissance detachment: 2 armoured cars; 2 Molniya armoured cars with sniper designation options; 2 Eagle light tanks; 2 Geckos 2 Goannas:
Total: 1410pts or...

Strike detachment: 2 Skorpion assault tanks; 6 Eagle light tanks, 2 armoured cars, 2 missile options for either the armoured cars or light tanks:
Total: 2350pts or...

Heavy detachment: 4 Skorpion assault tanks; 4 Sabre tanks, 1 Eagle light tank with Rocket Support option, 1 Missile truck: **Total: 2750pts or...**

Late Heavy detachment: 4 Skorpion assault tanks; 4 Sabre tanks, 1 Uhlan, 1 Missile truck: **Total: 2915pts or...**

Engineers detachment: 2 APCs; 1 missile armed Goanna; 1 missile armed Molniya; 6 infantry TUs (3 standard, 2 with buzz-bombs and 1 with support weapon):
Total: 740pts

Add a Lt. to any of these detachments at 20pts.

Treat this force - whatever option is selected - as a SINGLE detachment during play. Build a bigger force with an additional detachment and add a captain (40pts). To add a third detachment, add a major (100pts). Further detachments are led by additional majors but any could be swapped for Colonel Orlyk (**see sheet 1 for details**).

The force may swap up to TWO snipers (at 70pts each) for infantry TUs. Replace either buzzbomb or support weapon infantry TUs with the snipers rather than regular infantry.

POINTS COSTS

Armoured car: **175pts**; Eagle light tank: **225pts**; missile option to add to armoured car or light tank: **+50pts**; Uhlan: **440pts**; Skorpion assault tank: **275pts**; Sabre tank: **325pts**; APC: **135pts**; command track: **100pts**; Gecko: **75pts**; Goanna: **90pts**; Molniya armoured car: **100pts**. Missile option to add to Gecko, Goanna or Molniya: **+50pts**. Sniper designation added to Molniya: **+40pts**; Missile truck **75pts**; support truck **10pts**. Infantry: **25pts**; infantry with buzzbomb launcher or support weapon: **35pts**.

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