

ben Mehdi's Legion (Post TW343)



Infantry Squad

Type	Elite: 3+ C/As'lt: 4
Move	Infantry: 8cm
Defence	6 , Light cov' +1 , Heavy +2
Weapons	Power Gun Rifles, Sh 2 , FP 2/2 .
Suppress	remove suppression marker (UP TO 5) on 3+

VARIANTS

Support Squad with Power Gun Rifles, Sh **1**, FP **2/2**. & tribarrel support weapon: Sh **3**, FP **3/3**.

Tank Hunters with Power Gun Rifles, Sh **1**, FP **2/2**. & Micro Buzz Bombs: Sh **1**, FP **1/7 120cm (short/medium range only)**.

Air Defence Squad: with Power Gun Rifles, Sh **1**, FP **2/2** & Hypersonic Missile: Sh **3**, FP **0/4**



M12A4 Tank Destroyer

Type	Elite: 3+
Move	Medium, Hv Hover: 10cm
Defence	F 12 , S 11 , R 9 , T 9
Weapons	20cm powergun F Arc ONLY: Sh 1 , FP 2/8 ; 1 x 2cm tribarrel powergun: Sh 3 , FP 3/3 .

Defence Systems Strip mines, Sh **1** all up to **Close 8cm**, FP **3/1(3+)**

Mine Clearance Sh **1** at **Point Blank 3cm** destroys 1 mine counter

VARIANTS

Command Tank: same stats as M12A4 but including the **Communications Technician** and **Enhanced Data Link** system.



Icarus M12A4 Tank Destroyer

GS1186PG Support/Mortar

Type	Elite: 3+
Move	Fast, Lt Hover: 15cm
Defence	F 9 , S 8 , R 7 , T 6
Weapons	15cm powergun 360: Sh 1 , FP 2/6

VARIANTS All carry NO INFANTRY

Calliope variant: As Support but weapon is 8 barrel 3cm Powergun

Calliope: Sh **8**, FP **3/4**.

Heavy Mortar variant: As Support but weapon is quick-fire Mortar/launcher: Fires as **Mortar** Sh **2**, FP **5/4 No Short or Med.**

OR On Table Artillery Sh **2**, FP **5/4**, minus 1QR in direct fire mode



GS-1186PG Heavy Support Vehicle

LEADERS & RANKS

Colonel Hussein ben Mehdi
LV12+2
LPs is 2d6 + 12+2
Elite skills:
Command Material,
Morale Officer

Major
LV10+2
LPs is 2d6 + 10+2

Captain
LV8+2
LPs is 2d6 + 8+2

Lieutenant
LV6+2
LPs is 2d6 + 6+2

Sergeant
LV4+2
LPs is 2d6 + 4+2

'Sergeant' Stack Mboko
LV10+2
LPs is 2d6 + 10+2
Elite skills:
Dig In, Dauntless,
Shaper of Men

GS1107 APC & Support

Type	Elite: 3+
Move	Fast, Lt Hover: 15cm
Defence	F 9 , S 8 , R 7 , T 6
Weapons	2 x 2cm Twin powergun: 1= 360 , 1= no rear arc . Each Sh 3 , FP 3/3 Carries 4TUs Infantry

VARIANTS All carry NO INFANTRY

Command Vehicle: As APC but troop carrying capacity reduced to **2 TUs**. Has built in **Sniper Pod**, **Communications Technician** and **Enhanced Data Link** system.



Gull Systems GS1107 APC

A21 Jeep

Type	Elite: 3+
Move	Fast, Lt Hover: 15cm
Defence	F 6 , S 6 , R 6 , T 5
Weapons	2cm Tribarrel powergun., F Arc Sh 3 , FP 3/3

VARIANTS

Mortar Jeep: Sh **3**, FP **3/0**. (no short range). Observed by any TU with a line of sight, die versus quality to hit. Not observed: quality -1. Radius from target point **10cm**.

Missile Jeep: Carries Kestrel Medium ATGW Sh: **1**, FP **1/6** (no short range).



Fabrique Nationale A21 1100K Jeep

GS700 Gun Jeep

Type	Elite: 3+
Move	Fast, Lt Hover: 15cm
Defence	F 6 , S 6 , R 6 , T 5
Weapons	2cm Tribarrel powergun., F Arc Sh 3 , FP 3/3

VARIANTS

Mortar Jeep: Sh **3**, FP **3/0**. (no short range). Observed by any TU with a line of sight, die versus quality to hit. Not observed: quality -1. Radius from target point **10cm**.

Missile Jeep: Carries Kestrel Medium ATGW Sh: **1**, FP **1/6** (no short range)



Gull Systems GS700

GS934 Heavy Recce

Type	Elite: 3+
Move	Fast, Lt Hover: 15cm
Defence	F 9 , S 8 , R 7 , T 6
Weapons	2cm Twin powergun., Sh 3 , FP 3/3

VARIANTS

None



Gull Systems GS710M Mortar Jeep



Gull Systems GS713B Missile Jeep



Gull Systems GS934 Heavy Recce

POINTS COSTS

M12A4 TD: **520pts**; or Command TD: **760pts** APC: **210pts**; Command APC: **550pts**; calliope, Support or Gun Mortar (on table): **250pts**; Jeep (A21 or GS70): **75pts**; mortar jeep or missile jeep: **100pts**; GS934 Heavy Recce: **120pts**; Standard infantry: **35pts**; Tankhunter Infantry (buzzbombs), Air Defence or support weapon: **45pts**.

Up to 2 additional sergeants could be purchased at **20pts each**.

ELITE SKILLS for the **Detachment**: (EXTRA POINTS are added)

LIMITED REPAIR - (+100pts) **NOT** the Tank destroyer detachment

SNIPER POD - (+90pts) **NOT** the Tank destroyer detachment

COMMUNICATIONS TECHNICIAN

ELITE SKILLS AND SPECIAL NOTES

Sniper Pods (supplement 3)

The Command APCs may **designate** ATGWs for the missile jeeps giving, effectively, 'fire and forget' capability to the missiles: using drones, as long as a Command APC remains in play, it is always assumed to have line of sight on the target as long as it is in sight in phase 5a. Alternatively, it may act as **superior spotting for Mortars and Artillery**: +1 QR. A sniper pod may only spot for one single artillery or mortar strike per turn and the target area must be in line of sight to the sniper. Alternatively - if not designating or spotting - it may fire as an infantryman **Sh 2, FP2/2**. The 'sniper-pod' may not be targeted as a separate entity, nor is there a need for a detection roll from opposing forces: the player using it declares that the vehicle TU so equipped is fitted with a 'sniper pod'. The 'Sniper' doesn't cost any LPs to 'move' (it moves with the vehicle TU for free) and only the single LP to activate in the usual way a sniper would (see page 120 of The Crucible).

Limited Repair - damage rolls of a 1 or 2 ALL GS vehicles (like the Calliope variant, right) can have their movement result **only** negated by making a quality roll. This is based on the High-tech, self-sealing skirting system used by these vehicles. This costs an extra 100pts. For any detachment that uses any of these vehicles and this has already been built into the costs of those detachments.



Gull Systems GS1018 Calliope

Enhanced Data Link (supplement 4): Any TU can passively act as a forward observer for both ATGWs and Artillery. This costs an extra 200pts and this has already been built into the costs of the vehicles that carry the equipment. If the vehicle is lost, this enhancement is removed.



Gull Systems GS1141R Gun Mortar

Communication Technician (supplement 4): All officers in detachment gain +2 LPs. This is already built into the LPs for the officers on the main sheet. This costs an extra 200pts and this has already been built into the costs of the vehicles that carry the equipment. If the vehicle is lost, this enhancement is removed.

For ben Medhi if present:

Although ben Medhi is a Colonel he is often to be found in the front line. He may be substituted for the commander of any force of two detachments or more. He has the following Elite Skills:

Command Material: When rolling for LP, roll 3d6 and pick the best two dice.

Morale Officer: 50% check becomes 25% strength; if using When Bullets Fly optional morale rules (page 126) each TU gains +1 to the morale QR die roll to remain on the field.

For 'Stack' Mboko if present:

Although Mboko retains the rank of sergeant he has the effective rank of a **Major** and is the 2IC for Colonel ben Medhi and often found in the front line. He can be substituted for any commander, even if only one detachment is present with the following Elite Skills:

Dauntless: During the removal of suppression markers phase this TU may automatically **remove 1d6 suppression markers**.

Dig in (supplement 2): Light cover +1 turns into **heavy cover +2** and heavy cover turns into heavy **PLUS** light: **+2 and +1= +3 DV**. In a building, (see page 115) the damage to the building, if any, stays the same, but the infantry component of the result is shifted down one level of severity (1, becomes 0, 2 becomes 1 up to 7 becomes 6). If this infantry unit is hit in a vehicle, **no advantage**. Also applies to a Towed Crew-Served Weapon: **any cover is +3 DV** and add to their survivability in buildings as per infantry.

A Shaper of Men: Once per turn, select ONE TU **+1 QV** for EVERYTHING until the end of the turn.

DETACHMENTS

Each Detachment is 8 TUs. All infantry TUs start the game in APCs or Command APCs.

Tank destroyer detachment: 7 tank destroyers and 1 command tank destroyer): **Total: 4400pts**. Or...

Mechanised Infantry detachment: 1 command APC (sniper-pod), 1 APC; 1 mortar jeep; 4 Infantry TUs (1 standard, 1 with Tank Hunter, 1 Air defence and 1 with Support weapon): **Total: 1130pts**. Or...

Recce detachment: 1 command APC (sniper-pod); 1 heavy recce (**or** additional gun jeep); 1 gun jeep; 2 missile jeeps; 2 Infantry TUs (1 standard, 1 with buzzbombs): **Total: 1080pts**. **OR 1100pts** Or...

Support detachment: 2 twin Calliopes, 1 command APC (sniper-pod); 1 Gun Mortar; 2 Heavy Support Vehicles, 1 heavy recce (**or** additional gun jeep); **Total: 1975pts** **OR 1995pts**.

Add a Lt. to any of these detachments at 40pts.

Treat this force - whatever option is selected - as a SINGLE detachment. Build a bigger force with two detachments and a captain (100pts).

Colonel ben Mehdi (**480pts**) (Elite Skills: **Command Material** and **Morale Officer**) may be substituted for the commander of any force of two detachments or more.

Sgt Stack Mboko (**280pts**) (Elite Skills: **Dig In, Dauntless, a Shaper of Men**) can be substituted for any commander, even if only one detachment is present.