










SLAMMERS

 <p>Major Steuben LV10 LPs is 2d6 + 10 Re-roll failures on suppression</p>	 <p>Major Pritchard LV12 LPs is 2d6 + 12</p>	 <p>Captain Broglie LV8 LPs is 2d6 + 8 Elite skills: Dead Eye, Tactical Genius, Command Material</p>	 <p>Warrant Leader Ortnahme LV0 Elite skills: Field mechanic</p>
 <p>Colonel Hammer LV12 LPs is 2d6 + 12 Elite skills: Morale Officer, Tactical Genius, Command Material</p>	 <p>Captain Coopman LV8 LPs is 2d6 + 8 Elite skills: Blitzkrieg, Shaper of men</p>	 <p>Sgt Major Scratchard LV4 LPs is 2d6 + 4 Elite skills: Dead Eye, Snap shot. May be an Insurance Sgt</p>	 <p>Captain Ranson LV8 (4 on a d6 1-2) LPs is 2d6 + 8 (or 4) Elite skills: Tactical Genius, Command Material</p>
 <p>Tech Simkins LV0 Elite skills: Hull Down add Powergun Tribarrel to Tank: S3 FP 3/3 FArc</p>	 <p>Sergeant Sparrow LV4 LPs is 2d6 + 4 Elite skills: Snapshot, Dead-Eye</p>	 <p>Lieutenant Hawker LV6 LPs is 2d6 + 6 +1 QR using detection equipment against Molts</p>	 <p>Sergeant Bourne LV4 LPs is 2d6 + 4 Elite skills in Jeep: Leadfoot, Hull Down add Powergun submachine gun: S1 FP 1/1 (Medium) FArc</p>
 <p>Major LV10 LPs is 2d6 + 10</p>	 <p>Captain LV8 LPs is 2d6 + 8</p>	 <p>Lieutenant LV6 LPs is 2d6 + 6</p>	 <p>Sergeant LV4 LPs is 2d6 + 4</p>

 <p>Lieutenant LV4 LPs is 2d6 + 4</p>	 <p>Sergeant LV2 LPs is 2d6 + 2</p>	 <p>Lieutenant LV4 LPs is 2d6 + 4</p>	 <p>Captain LV6 LPs is 2d6 + 6</p>
 <p>Major LV8 LPs is 2d6 + 8</p>	 <p>Captain LV6 LPs is 2d6 + 6</p>	 <p>Sergeant LV2 LPs is 2d6 + 2</p>	 <p>Major LV8 LPs is 2d6 + 8</p>
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Major
LV6

LPs is 2d6 + 6



Captain
LV4

LPs is 2d6 + 4



Lieutenant
LV2

LPs is 2d6 + 2



Chief Diabate
LV10

LPs is 2d6 + 10



Major
LV6

LPs is 2d6 + 6



Captain
LV4

LPs is 2d6 + 4



Lieutenant
LV2

LPs is 2d6 + 2



Sergeant
LV1

LPs is 2d6 + 1



Lieutenant
LV4

LPs is 2d6 + 4



Captain
LV6

LPs is 2d6 + 6



Sergeant
LV1

LPs is 2d6 + 1



General
Radescu
LV10

LPs is 2d6 + 10

Elite skills:
Inspirational Leader
Morale Officer



Major
LV8

LPs is 2d6 + 8



Sergeant
LV2

LPs is 2d6 + 2



Ferad
of the Molts
LV12

LPs is 2d6 + 10

Elite skills:
Inspirational Leader
Luck

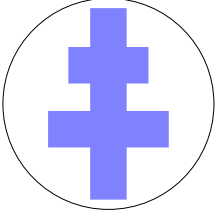
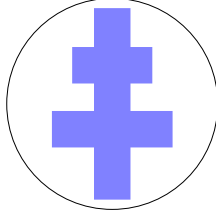


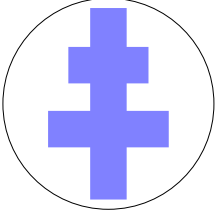
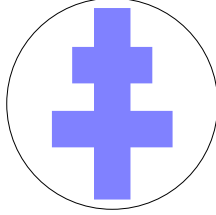











General
Radescu
LV6

LPs is 2d6 + 6

Serving with Slammers

Elite skills:
Inspirational Leader
Morale Officer

 <p>Lieutenant LV4 LPs is 2d6 + 4</p>	 <p>Sergeant LV2 LPs is 2d6 + 2</p>	 <p>Lieutenant LV4 LPs is 2d6 + 4</p>	 <p>Sergeant LV2 LPs is 2d6 + 2</p>
 <p>Major LV8 LPs is 2d6 + 8</p>	 <p>Captain LV6 LPs is 2d6 + 6</p>	 <p>Major LV8 LPs is 2d6 + 8</p>	 <p>Captain LV6 LPs is 2d6 + 6</p>
 <p>Captain LV6 LPs is 2d6 + 6</p>	 <p>Lieutenant LV4 LPs is 2d6 + 4</p>	 <p>Sergeant LV2 LPs is 2d6 + 2</p>	 <p>Colonel Broglie LV12 LPs is 2d6 + 12 Elite skills: Dead Eye, Tactical Genius, Command Material, Morale Officer</p>
 <p>Sergeant LV4 LPs is 2d6 + 4</p>	 <p>Lieutenant LV6 LPs is 2d6 + 6</p>	 <p>Captain LV8 LPs is 2d6 + 8</p>	 <p>Major LV10 LPs is 2d6 + 10</p>



Lieutenant
LV4
LPs is 2d6 + 4



Sergeant
LV2
LPs is 2d6 + 2



Lieutenant
LV4
LPs is 2d6 + 4



Sergeant
LV2
LPs is 2d6 + 2



Major
LV8
LPs is 2d6 + 8



Captain
LV6
LPs is 2d6 + 6



Major
LV8
LPs is 2d6 + 8



Captain
LV6
LPs is 2d6 + 6



Sergeant
LV6
LPs is 2d6 + 6
'Insurance' Sergeant



Sergeant
LV2
LPs is 2d6 + 2



Lieutenant
LV4
LPs is 2d6 + 4



Sergeant
LV2
LPs is 2d6 + 2



Colonel
Fasolini
LV10
LPs is 2d6 + 10



Captain
LV6
LPs is 2d6 + 6



Major
LV8
LPs is 2d6 + 8



Captain
LV6
LPs is 2d6 + 6



**Lieutenant
LV4**
LPs is 2d6 + 4



**Sergeant
LV2**
LPs is 2d6 + 2



**Lieutenant
LV4**
LPs is 2d6 + 4



**Sergeant
LV2**
LPs is 2d6 + 2



**Major
LV8**
LPs is 2d6 + 8



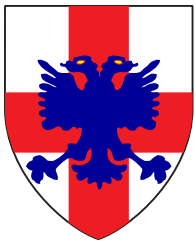
**Captain
LV6**
LPs is 2d6 + 6



**Major
LV8**
LPs is 2d6 + 8



**Captain
LV6**
LPs is 2d6 + 6



**Lieutenant
LV4**
LPs is 2d6 + 4



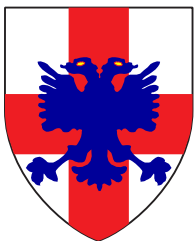
**Sergeant
LV2**
LPs is 2d6 + 2



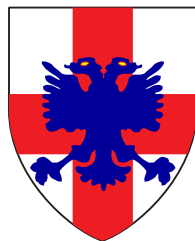
**Lieutenant
LV4**
LPs is 2d6 + 4



**Sergeant
LV2**
LPs is 2d6 + 2



**Major
LV8**
LPs is 2d6 + 8



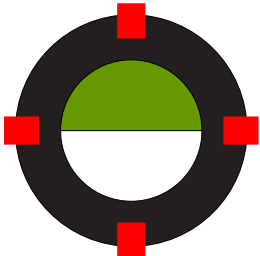
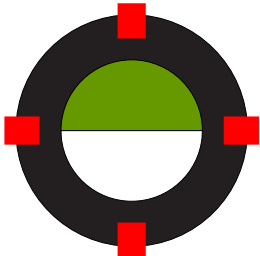

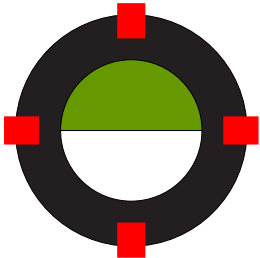
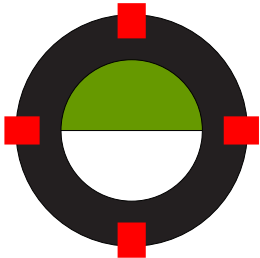



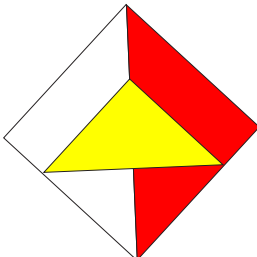
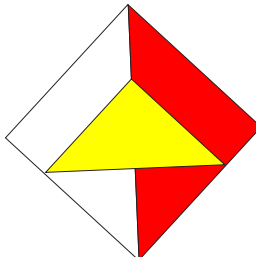

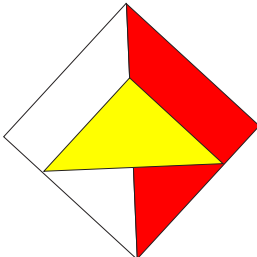
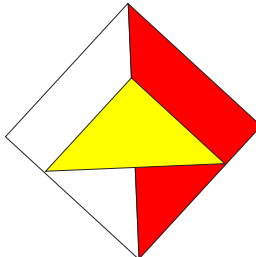
**Captain
LV6**
LPs is 2d6 + 6

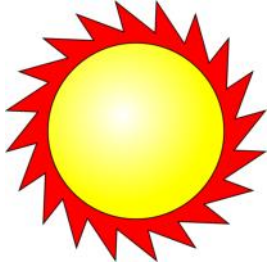


**Major
LV8**
LPs is 2d6 + 8



**Captain
LV6**
LPs is 2d6 + 6

 <p>Lieutenant LV4 LPs is 2d6 + 4</p>	 <p>Sergeant LV2 LPs is 2d6 + 2</p>	 <p>Lieutenant LV4 LPs is 2d6 + 4</p>	 <p>Sergeant LV2 LPs is 2d6 + 2</p>
 <p>Major LV8 LPs is 2d6 + 8</p>	 <p>Captain LV6 LPs is 2d6 + 6</p>	 <p>Major LV8 LPs is 2d6 + 8</p>	 <p>Captain LV6 LPs is 2d6 + 6</p>
 <p>Lieutenant LV4 LPs is 2d6 + 4</p>	 <p>Sergeant LV2 LPs is 2d6 + 2</p>	 <p>Lieutenant LV4 LPs is 2d6 + 4</p>	 <p>Sergeant LV2 LPs is 2d6 + 2</p>
 <p>Major LV8 LPs is 2d6 + 8</p>	 <p>Captain LV6 LPs is 2d6 + 6</p>	 <p>Major LV8 LPs is 2d6 + 8</p>	 <p>Captain LV6 LPs is 2d6 + 6</p>

 <p>Lieutenant LV2 LPs is 2d6 + 2</p>	 <p>Sergeant LV1 LPs is 2d6 + 1</p>	 <p>Lieutenant LV2 LPs is 2d6 + 2</p>	 <p>Sergeant LV1 LPs is 2d6 + 1</p>
 <p>Major LV6 LPs is 2d6 + 6</p>	 <p>Captain LV4 LPs is 2d6 + 4</p>	 <p>Major LV6 LPs is 2d6 + 6 + <i>Militia Calliopes</i></p>	 <p>Captain LV4 LPs is 2d6 + 4</p>
 <p>Lieutenant LV1 LPs is 2d6 + 1</p>	 <p>Sergeant LV0 LPs is 2d6</p>	 <p>Councillor Grayle LV8 LPs is 2d6 + 8</p>	 <p>Lieutenant LV4 LPs is 2d6 + 4 <i>1st Cavalry Unit</i></p>
 <p>Major LV4 LPs is 2d6 + 4</p>	 <p>Captain LV2 LPs is 2d6 + 2</p>	 <p>Colonel Halcleides LV8 LPs is 2d6 + 8</p>	 <p>Commander Fewsett LV8 LPs is 2d6 + 8</p>

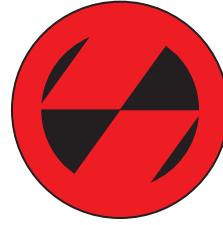
 <p>Lieutenant LV2 LPs is 2d6 + 2</p>	 <p>Sergeant LV1 LPs is 2d6 + 1</p>	 <p>Lieutenant LV4 LPs is 2d6 + 4</p>	 <p>Sergeant LV2 LPs is 2d6 + 2</p>
 <p>Major LV6 LPs is 2d6 + 6</p>	 <p>Captain LV4 LPs is 2d6 + 4</p>	 <p>Major LV8 LPs is 2d6 + 8</p>	 <p>Captain LV6 LPs is 2d6 + 6</p>
 <p>Lieutenant LV2 LPs is 2d6 + 2</p>	 <p>Sergeant LV1 LPs is 2d6 + 1</p>	 <p>Lieutenant LV4 LPs is 2d6 + 4 'Insurance' Lieutenant</p>	 <p>Sergeant LV1 LPs is 2d6 + 1</p>
 <p>Major LV6 LPs is 2d6 + 6</p>	 <p>Captain LV4 LPs is 2d6 + 4</p>	 <p>Major LV6 LPs is 2d6 + 6</p>	 <p>Captain LV4 LPs is 2d6 + 4</p>



**Lieutenant
LV2**
LPs is 2d6 + 2



**Sergeant
LV1**
LPs is 2d6 + 1



**Lieutenant
LV4**
LPs is 2d6 + 4



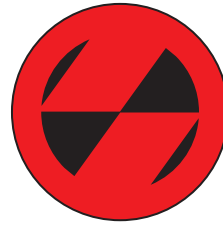
**Sergeant
LV2**
LPs is 2d6 + 2



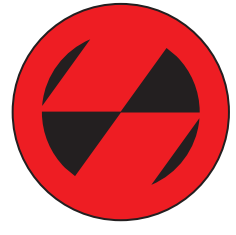
**Major
LV6**
LPs is 2d6 + 6



**Captain
LV4**
LPs is 2d6 + 4



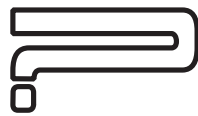
**Major
LV8**
LPs is 2d6 + 8



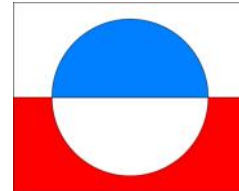
**Captain
LV6**
LPs is 2d6 + 6



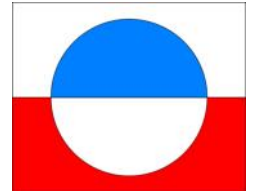
**Militia
Lieutenant
LV2**
LPs is 2d6 + 2



**Militia
Tough
LV0**
LPs is 2d6



**Lieutenant
LV2**
LPs is 2d6 + 2



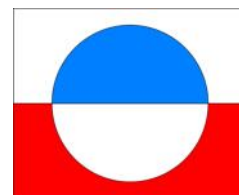
**Sergeant
LV1**
LPs is 2d6 + 1



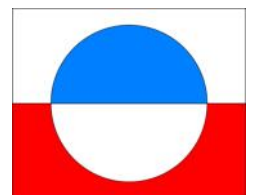
**Inspirational
Militia
Rabble
Rouser
LV6**
LPs is 2d6 + 6





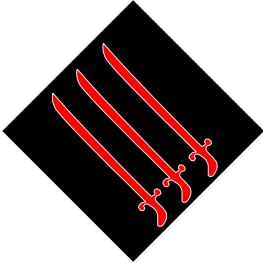
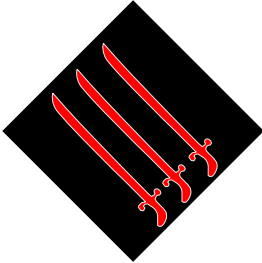


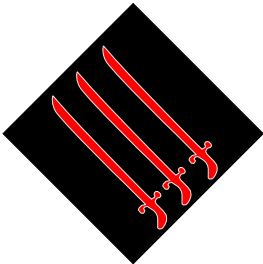
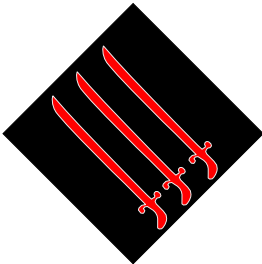
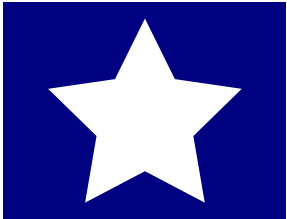
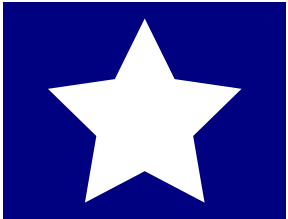
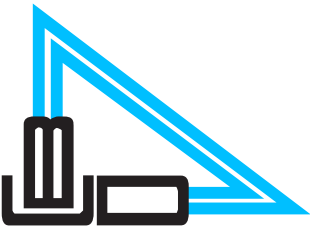
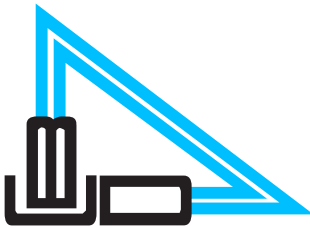


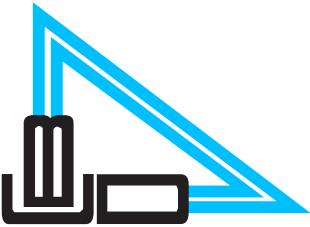
**Militia
Captain
LV4**
LPs is 2d6 + 4



**Major
LV6**
LPs is 2d6 + 6

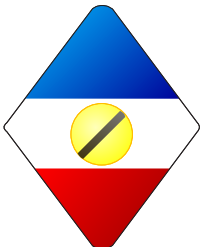
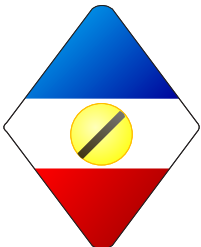
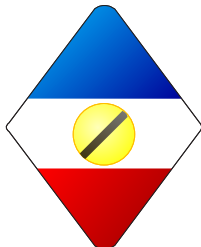
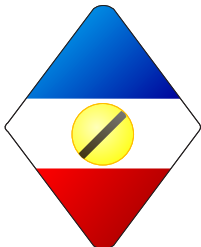









**Captain
LV4**
LPs is 2d6 + 4

 <p>Lieutenant LV4 LPs is 2d6 + 4</p>	 <p>Sergeant LV2 LPs is 2d6 + 2</p>	 <p>Lieutenant LV4 LPs is 2d6 + 4</p>	 <p>Sergeant LV2 LPs is 2d6 + 2</p>
 <p>Major LV8 LPs is 2d6 + 8</p>	 <p>Captain LV6 LPs is 2d6 + 6</p>	 <p>Major LV8 LPs is 2d6 + 8</p>	 <p>Captain LV6 LPs is 2d6 + 6</p>
 <p>Lieutenant LV4 LPs is 2d6 + 4</p>	 <p>Sergeant LV2 LPs is 2d6 + 2</p>	 <p>Lieutenant LV6 LPs is 2d6 + 6</p>	 <p>Sergeant LV4 LPs is 2d6 + 4</p>
 <p>Major LV8 LPs is 2d6 + 8</p>	 <p>Captain LV6 LPs is 2d6 + 6</p>	 <p>Major LV10 LPs is 2d6 + 10</p>	 <p>Captain LV8 LPs is 2d6 + 8</p>

 <p>Major LV6 LPs is 2d6 + 6</p>	 <p>Sergeant LV1 LPs is 2d6 + 1</p>	 <p>Lieutenant LV4 LPs is 2d6 + 4 <i>Fianóglach</i></p>	 <p>Sergeant LV2 LPs is 2d6 + 2 <i>Fianóglach</i></p>
 <p>Lieutenant LV2 LPs is 2d6 + 2</p>	 <p>Captain LV4 LPs is 2d6 + 4</p>	 <p>Major LV8 LPs is 2d6 + 8 <i>Fianóglach</i></p>	 <p>Captain LV8 LPs is 2d6 + 8 'Insurance' Captain <i>Fianóglach</i></p>
 <p>Lieutenant LV4 LPs is 2d6 + 4</p>	 <p>Sergeant LV2 LPs is 2d6 + 2</p>	 <p>Lieutenant LV6 LPs is 2d6 + 6</p>	 <p>Sergeant LV4 LPs is 2d6 + 4</p>
 <p>Major LV8 LPs is 2d6 + 8</p>	 <p>Captain LV6 LPs is 2d6 + 6</p>	 <p>Major LV10 LPs is 2d6 + 10</p>	 <p>Captain LV8 LPs is 2d6 + 8</p>

FRIESLAND DEFENCE FORCE

 <p>Major LV10 LPs is 2d6 + 10</p>	 <p>Captain LV8 LPs is 2d6 + 8</p>	 <p>Lieutenant LV6 LPs is 2d6 + 6</p>	 <p>Sergeant LV4 LPs is 2d6 + 4</p>
 <p>Lieutenant Marguiles LV8 LPs is 2d6 + 8 Elite skills: Inspirational leader</p>	 <p>Lieutenant Barbour LV6 LPs is 2d6 + 6 Elite skills: his detachment may re-roll any up to TWO QRs made for anti-artillery use per turn</p>	 <p>Major Coke LV12 LPs is 2d6 + 12 Elite skills: Inspirational leader, Shaper of Men</p>	 <p>Sergeant Vierziger LV8 LPs is 2d6 + 8 Re-roll failures on suppression Elite skills: Dead Eye, Snap shot. May be an Insurance Sgt</p>
 <p>General Tedeschi LV12 LPs is 2d6 + 12 Elite skills: Morale Officer, Shaper of Men Command Material</p>	 <p>Captain Moden LV8 LPs is 2d6 + 8 add extra Micro-buzzbomb to any TU he is with: S1 FP 1/7 (Medium)</p>	 <p>Tech Duan LV0 Although he has no leadership skills of his own, his presence adds +2 LPs to any leader above him via his technical abilities. Cannot be used if a force contains non FDF units</p>	

WRANGEL'S; ARIETE



Lieutenant
LV4
LPs is $2d6 + 4$



Sergeant
LV2
LPs is $2d6 + 2$



Lieutenant
LV4
LPs is $2d6 + 4$



Sergeant
LV2
LPs is $2d6 + 2$



Major
LV8
LPs is $2d6 + 8$



Captain
LV6
LPs is $2d6 + 6$



Major
LV8
LPs is $2d6 + 8$



Captain
LV6
LPs is $2d6 + 6$