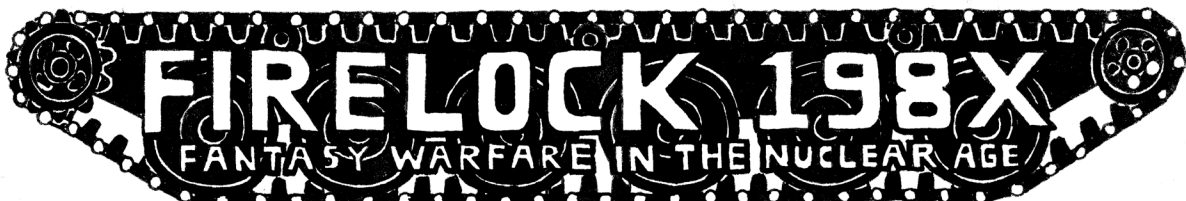


**COALITION
AGAINST
THE BAUZA
REBELLION**



BONUS - CONVENTION GROUP DEMO

BAUZA REBELLION - THE CHARGE OF BARON XINETE



FRONTERA GUIMOSA

Baron Valdisney Xinete, a vassal of warlord Don Sagramor Gascão at the tip of the Cuerna, had been recently deposed by a fashionable revolutionary going by the name of Francisco Bauza. Xinete's overthrow would have gone ignored by the wider world—even his liege—had Bauza not gotten himself killed during the storming of Xinete's manor. Bauza's dispossessed warriors, the Bauzaleros, now rage unchecked through the countryside with the remains of Xinete's baronial armory. The Baron himself appeared to enjoin a conference of Oid's great powers: Restore me to my throne or suffer the Bauzaleros, lest they unchain the secret of my nuclear reliquary; for they shall barter for their lives in the only way they know. The plea was not ignored, and the coalition has now surrounded Xinete's former desmesne. The battle begins here, at the Frontera Guimosa.

BLUFOR HANDOUT: 2 - GRAYFOR HANDOUT: 3 - ONLY READ YOUR OWN HANDOUT!

FORCES

BLUFOR: Combined arms force of a coalition of the great powers: the F.S.A., A.E.F., N.R.H., and A.B.S. Deploys on southern table edge.

GRAYFOR: A standing company of the "Fuerzas Regulares Bauzaleras". Vast, poorly armed groundling infantry with some old tanks and artillery. Holds northern half of the table.

MAP & OBJECTIVE

72" x 48" - Ragged, yellowing Santagrine wilderness. Bristling clumps of pinetrees and pampas grass springs around winding dirt roads and hills mottled with hasty trenchworks.

BLUFOR must capture or contest three out of GRAYFOR'S five entrenchments or eliminate all TACOMs.

BLUFOR - SPECIAL MISSION GROUP OF THE COALITION 6TH LOWLAND / 7E INFANTERIE / LAMASHTU-09 / SEÑOR XINETE

6TH MOTOR RIFLES, "SAVAGE SIX" SPECIAL G - 100 PTS

Type 68C "Appomattox" - **0 pts (TACOM)**
 Type 55M "Razorback-M" - **40 pts**
 Type 52LW "Firehose" - **30 pts**
 Type 68 "Bantam" - **20 pts**
 - [E] States-Grenadiers - **10 pts**

* [E] - Embarked | [D] - Desanting | [T] - Towed

7E INFANTERIE "CHASSEURS D'ARGENT" SOUS-GROUPEMENT D'ASSAUT - 100 PTS

VBD-1 "Tanner" - **10 pts**
 - [E] Company Chief - **0 pts (TACOM)**
 VBD-1 "Tanner" - **10 pts (x3)**
 - [E] Chasseurs - **10 pts**
 VBD-1B "Tanner-R" - **15 pts**
 - [E] Hima Team - **15 pts**

* [E] - Embarked | [D] - Desanting | [T] - Towed

INTERDICTION ELEMENT LAMASHTU-09 TASK UNIT 12 - 100 PTS

S3 "Stoma" - **30 pts (TACOM)**
 - [D] Carabiner Horse - **15 pts**
 S1 "Synod" - **40 pts**
 - [D] Tactical Team - **15 pts**

* [E] - Embarked | [D] - Desanting | [T] - Towed

GUARDAESPALDAS DE SEÑOR XINETE ESCUADRON PRIMO - 100 PTS

UNI.28-AC "Don" - **25pts**
 UNI.28-05 "Conquistador" - **40 pts**
 PEG.60-11 "Squire" - **20 pts**
 - [E] Yeoman Paras - **15 pts**

* [E] - Embarked | [D] - Desanting | [T] - Towed

INTELLIGENCE

GRAYFOR fields the typical groundlings' motley of slow, outdated cannons, hardy infantry, and a token heavy weapon. Scouts have confirmed the strength and composition of the defenders to almost an exact number, but the position of each unit is not currently known and must be ascertained on the battlefield.

The defenders possess four identical tercios of Santagrine Militia led by Grenadiers and possessing "Tricorne" volley launchers, a handful of infantry mortars and machine guns, an armored troop of four Hexamers escorting two Veldjens, and one plundered "Mogul" self-propelled siege gun, plus ten towed guns (Pom-Poms, Field Guns, and Retumbos) and some unhitched War Wagons for resupply.

COMPOSITION

The coalition force has been cobbled out of spare troops from available garrisons.

The Federal "Savage Six" has sent a simple armored cavalry detachment, a well-rounded fighting element with the toughest friendly vehicle on the field. This unit is great for starting fights and distracting enemy troops while flankers get in position.

The Luparic 7e Infanterie has sent a reinforced mechanized platoon which is best suited to fighting dismounted from woods in a frontal assault. It has expendable carriers and line infantry and two great support weapons.

The N.R.H. has sent a highly mobile (but somewhat frail) flanking force made up of striders with a duo of hunter-killer infantry units, capable of quickly revealing and eliminating individual targets with ease.

Baron Xinete himself is present with his retainers, bringing a flexible airmobile element capable of splitting the defenders' position at a moment's notice. They're designed to swiftly exploit weaknesses in the enemy line.

**CONSULT 4 FOR DEPLOYMENT
INSTRUCTIONS & OBJECTIVES!**

GRAYFOR - FUERZAS REGULARES BAUZALERAS

I. COMPAÑÍA

GROUND RULES

You are the gamerunner, and it is your responsibility to both fight and teach in this scenario.

While one might technically be able to play this fairly with seasoned players (perhaps with some alterations), this battle is not balanced for competitive combat between peer players. It is a sandbox for newbies, giving them a big, convincing target to shoot at. GRAYFOR is assumed to be a seasoned veteran, while BLUFOR is assumed to be completely new to wargames as a genre. Under no circumstances should GRAYFOR be playing to win.

ARMY SETUP

Begin the game by arranging your forces in a reasonable defensive line with some depth. Put one unit in each of your five entrenchments, but only defend them directly with infantry, towed guns, and maybe one tank; the Mogul is too hard to kill when put into heavy cover.

Place the majority of the tanks on the roads at the beginning to push dramatically towards the approaching players.

Do not concentrate any of your units. Infantry should make a board-wide frontage. Your fire support and Baronial Tenants should be spread across the field evenly, in sensible defensive positions.

FUERZAS REGULARES BAUZALERAS I. COMPAÑÍA - 400 PTS

I. Pelotón - Infantry (1)

Baronial Tenant - **0 pts (TACOM)** (x2)

Light Gun Team - **5 pts** (x3)

- [1] Grenadier Team - **10 pts** (x2)

- [2] Santagrine Militia - **5 pts** (x2)

- [3] Volley Team - **5 pts** (x2)

II. Pelotón - Mortar (2)

Baronial Tenant - **0 pts (TACOM)** (x2)

Machine Gun Team - **10 pts** (x2)

Bombard Team - **15 pts**

- [1] Grenadier Team - **10 pts** (x2)

- [2] Santagrine Militia - **5 pts** (x2)

- [3] Volley Team - **5 pts** (x2)

I. Artillería - Fire Support (3)

Field Gun - **10 pts** (x4)

Sb.15 1-lber "Pom-Pom" - **10 pts** (x3)

Sb.18 "Retumbo" - **20 pts** (x3)

War Wagon - **5 pts** (x4)

I. Tropa - Armor (4)

Hexamer - **10 pts** (x4)

VC.2 "Veldjen" - **20 pts** (x2)

OSM "Mogul" - **40 pts**

* [E] - Embarked | [D] - Desanting | [T] - Towed

[1/2/3] - Position in Tercio

TUTORIALIZATION

Firstly, when the players are ready, briefly explain each faction and their 100 point list's strengths and weaknesses, then have the players pick one and take that army's respective quick reference sheet (**6 - 13**).

Next, focus on explaining the terrain types and how they interact with broad battlefield concepts, such as flanking, mechanized movement, spotting, and line-of-sight. Explain what a "cold war" battlefield is and how it's fought in relation to their available unit types. Don't front-load the whole system or get into gritty, dollars-and-cents game concepts yet.

End the introduction by inviting one player to deploy his first unit, then walk that player through the basics of a standard deployment move. Do this with all players round robin until every unit is on the map. Remember to mention that embarked and desanting units still get their own moves. The game begins!

Make the first attack, if you can. Use this as an excuse to break down weapon statlines ahead of time, before *they* have to use them. Play fight. Don't overwhelm them. Take shots with bad odds. Withhold troops until you need them. Explain forthcoming game concepts on an as-need basis, organically, until the players get it and develop their own rhythm.

BAUZALERO REBELLION - FULL SCENARIO INSTRUCTIONS

DEPLOYMENT INSTRUCTIONS

GRAYFOR deploys its entire army first, within 20" of the northern board edge. BLUFOR then deploys its entire force from the southern board edge according to standard rules.

GRAYFOR's units cannot begin towing, embarking, or desanting one another. BLUFOR's units may not *Infiltrate* or *Paradrop*.

OBJECTIVES

GRAYFOR begins capturing five entrenchments objectives. BLUFOR must capture or contest at least three of those entrenchments or eliminate all of GRAYFOR's TACOMs to win. The game goes on until GRAYFOR loses or BLUFOR loses all TACOMs.

SPECIAL MECHANICS

BLUFOR's units enter the board identified and BLUFOR always has initiative.

Both BLUFOR and GRAYFOR do not take turns normally as individual players, nor do their TACOMs generate command. Instead, both BLUFOR and GRAYFOR have a number of **team turns** that they can take throughout the Fire and Maneuver Phases. In the Fire Phase, team turns are unlimited. In the Maneuver Phase, team turns are equal to the number of TACOMs that were alive during the Support Phase at the beginning of the round (initially, four); i.e. team turns are gained, retained, and lost like command tokens in a normal game.

On a team turn, each of BLUFOR's players may individually activate one unit (brigading, if desired) and resolve actions simultaneously. GRAYFOR then may do the same with four of its units, i.e. as if a team of four.

At any point in the game, at the beginning of the Maneuver Phase, the players of BLUFOR may opt to **call reinforcements**. When reinforcements have been called, all BLUFOR players may re-deploy any of their units which have been lost or killed thus far.

Reinforcing units deploy from the southern board edge and immediately make a "free move" before anything else happens. This means before both berserking units automatically move and the first "real" team turn of the phase. Units which re-deployed that round can't also be moved in a team turn, i.e. double-move, unless by *Rygonet*.

GAME ADJUSTMENTS

If there are fewer than four players present on BLUFOR, choose three of the four BLUFOR 100 point lists to keep, then add 35 points of extra units to two lists and 30 to the third. If only two players are available, add 100 points to two lists.

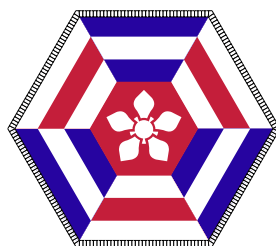
Action economy between GRAYFOR and BLUFOR must always be proportionate. If there are only three players on BLUFOR, and thus only three actions per turn for BLUFOR, then GRAYFOR can only activate three units simultaneously on its own turn, etc.

It is never required for either BLUFOR or GRAYFOR to reduce their army point totals below 400, though this may be done to speed up the game and retain proportionality according to the gamerunner's taste. In this case, it is recommended to "narrow" the 72" board edge by 12" per 100 points lost so that GRAYFOR's deployments are not spread overly thin.

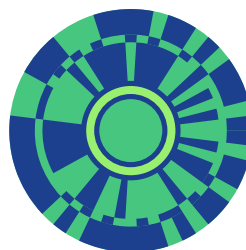
When in doubt, improvise.



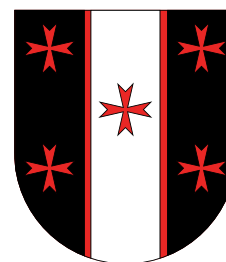
6TH LOWLAND RIFLES
"SAVAGE SIX"



7E INFANTERIE
"CHASSEURS D'ARGENT"



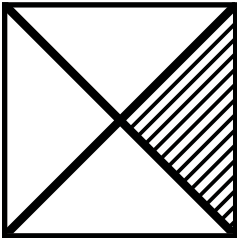
INTERDICTION ELEMENT
LAMASHTU-09



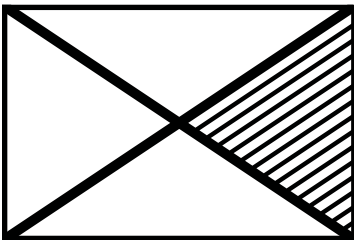
GUARDIAESPALDAS
DE SEÑOR XINETE 4

ALL PLAYERS

BASIC REMINDERS

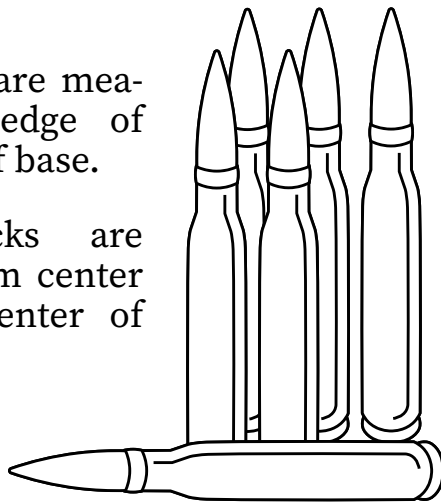


Square bases can be all unit classes: vehicles, aircraft, or infantry. However, they are usually infantry.

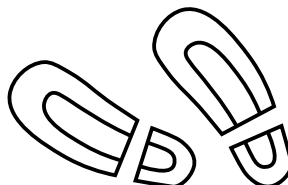


Rectangular bases are always aircraft or vehicles, never infantry.

- **Fire**, and *then* **move**! You can fire at moving or stationary accuracy. Know *before* you roll.
- Point attacks are measured from edge of base to edge of base.
- Radius attacks are measured from center of base to center of radius.
- Miss! = 1 pin.
Hit! = 3 pin.



Use a unit's center of base when moving or checking its terrain.



FIELD

Height 1, Cover 0

Doesn't offer hull down.



FOREST

Height 2, Cover 1

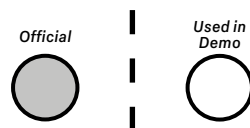
Vehicle movement halved.
Infantry unaffected.



STRUCTURES

Height Varies,
Cover 1 or 2

Vehicles cannot move through,
aircraft can't land inside.
Infantry can garrison.



ROAD

Height 0, Cover 0

Vehicle movement doubled.
Infantry unaffected.

FEDERAL STATES

QUICK UNIT REFERENCE

TYPE 55M "RAZORBACK-M" - 40 pts

MAIN BATTLE TANK

Vec, H2, S32", M8", Q2, T14/7/5

NBC, Steel Watchbands

6G2 7.76mm MG, hull

All, R12", A4+/5+, S1/1+, D2
Multi-Gun

6GZ1 14.5mm HMG

All, R24", A4+/6+, S3/4, D2
Turret

2K41 100mm Gun

R40", A3+/4+, D1, Ammo 4
No CC (Inf.), Thermal Sights, Turret

→ 100mm APDS

Vec, S12/18

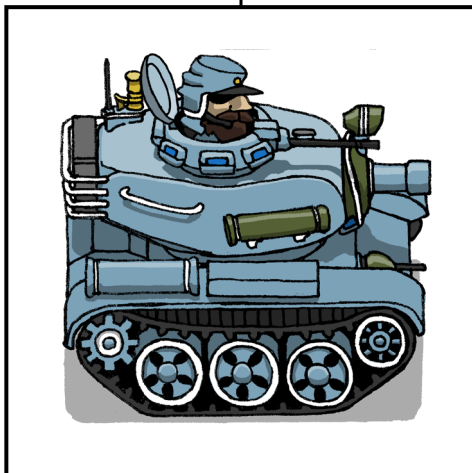
→ 100mm HE-Frag

*Inf/Vec, S4/4
Ignore Cover (1)*

902V 81mm Smoke Launchers

*Gnd, R6", A++/+++, D2, Ammo 1
Light Indirect (1), No CC, Smoke (3"),
Turret*

FEDERAL STATES-ARMY - DREKFORT M.D.C.



TYPE 68 "BANTAM" - 20 pts

INFANTRY FIGHTING VEHICLE

Vec, H2, S32", M8", Q3, T6/4/4

*Amphibious, NBC, PC (2, Rear),
Steel Watchbands*

6G2 7.76mm MG

All, R12", A4+/4+, S1/1+, D2, *Turret*

2K28 73mm Low-Pressure Gun

*Inf/Vec, R22", A4+/4+, D1, Ammo 4
No CC (Inf.), Turret*

→ 73mm HEAT

S8/1+, Shaped Charge

→ 73mm HE-Frag

S3/3, Ignore Cover (1)

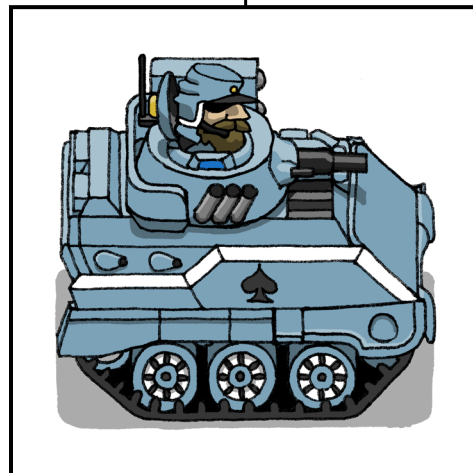
9GR1 125mm ATGM

*Vec, R12-60", A3+/xx, S14/2, D1,
Ammo 2, Guided Missile (2), MCLOS,
Shaped Charge, Turret*

902V 81mm Smoke Launchers

*Gnd, R6", A++/+++, D2, Ammo 1
Light Indirect (1), No CC, Smoke (3"),
Turret*

FEDERAL STATES-ARMY - DREKFORT M.D.C.



TYPE 68C "APPOMATTOX" - 0 pts

COMMAND POST CARRIER

Vec, H2, S32", M8", Q3, T6/4/4, C3

Amphibious, Brigade (3, 12"), NBC

Pequod SA 11.5mm, commander's issue

All, R2", A5+/5+, S1+/1+, D1, *Small Arm*

1M1V Target Bearing Transmitter

All, R32", A++/xx, D1

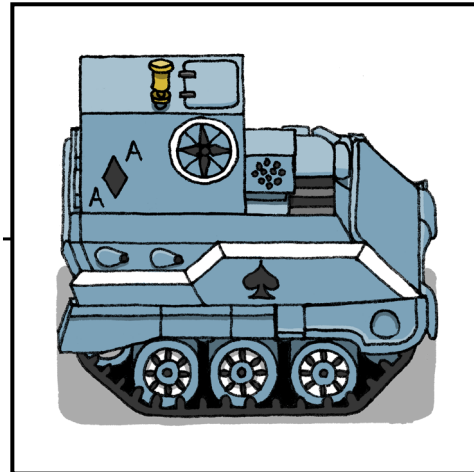
Designator, Discreet

902V 81mm Smoke Launchers

Gnd, R6", A++/++, D2, Ammo 1

Light Indirect (1), No CC, Smoke (3")

FEDERAL STATES-ARMY - DREKFORT M.D.C.



STATES-GRENADIERS - 10 pts

LINE SQUAD

Inf (S), H1, S16", M4", Q2, T1/1-/1-

Assault Dismount

6G1 7.76mm Battle Rifle

All, R8", A3+/4+, S1/1+, D1, *Small Arm*

6G2 7.76mm GPMG

All, R12", A4+/xx, S1/1+, D2, *Def. CC*

6L1 85mm RPG

Inf/Vec, R8", A4+/6+, S8/1+, D1,

Ammo 3, Shaped Charge, Small Arm

FEDERAL STATES-ARMY - DREKFORT M.D.C.



TYPE 52LW "FIREHOSE" - 30 pts

SELF-PROPELLED ANTI-AIR GUN

Vec, H2, S32", M10", Q3, T6/4/4

Amphibious, NBC

6P3 11.5mm SMG

All, R8", A5+/5+, S1-/1, D2

Small Arm

2A37 37mm Rotary Cannon

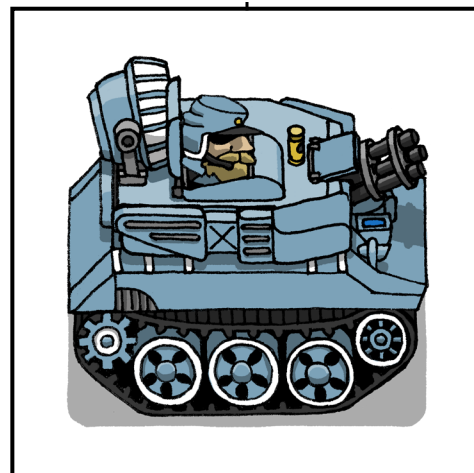
All, R36", A4+/4+, S5/7, D3,

Ammo 4

No CC (Inf.), Radar Anti-Air,

Tracking, Turret

FEDERAL STATES-ARMY - DREKFORT M.D.C.



EBON FOREST

QUICK UNIT REFERENCE

CHASSEURS - 10 pts

LINE SQUAD

Inf (S), H1, S24", M5", Q2, T1+/1/1
Bloodlust, Infiltrator, Sense (6")

Mle. 38 .30 LMG

All, R10", A4+/5+, S1/1+, D2
Small Arm

Mle. 44 3.5-inch RPG

Inf/Vec, R8", A4+/6+, S8/1+, D1
 Ammo 4
Shaped Charge, Small Arm

OtPv. 9 30-inch Machete

Inf, R0", A1+/1+, S1/1, D2
Melee

FEDERAL STATES-ARMY - DREKFORT M.D.C.

COMPANY CHIEF - 0 pts

COMMAND TEAM

Inf, H1, S24", M5", Q4, T1+/1/1, C3
Bloodlust, Brigade (4, 8"), Infiltrator, Sense (6")

Mle. 38 .30 LMG

All, R10", A4+/5+, S1/1+, D2
Small Arm

Mle. 44 3.5-inch RPG

Inf/Vec, R8", A4+/6+, S8/1+, D1
 Ammo 2, *Shaped Charge, Small Arm*

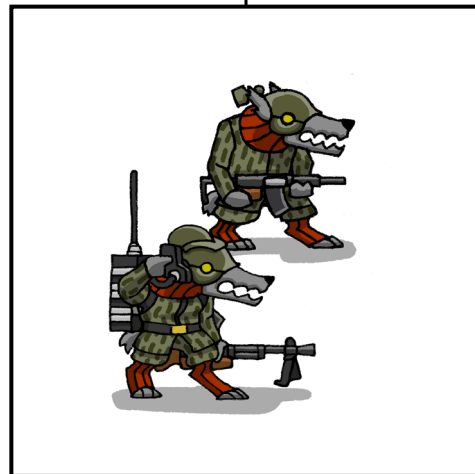
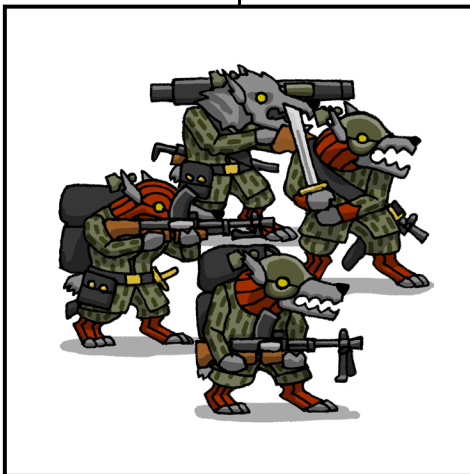
OtPv. 9 30-inch Machete

Inf, R0", A1+/1+, S1/1, D2, *Melee*

Stimulant-Laced Bomb, "Signal Salt"

Gnd, R6", A++/++, D1, Ammo 1
Light Indirect (0), Radius (3"), Rally (Salt), Small Arm

FEDERAL STATES-ARMY - DREKFORT M.D.C.



HIMA TEAM - 15 pts

ANTI-PERSONNEL/TANK TEAM

Inf, H1, S24", M5", Q2, T1/1-/1-
Bloodlust, Sense (6")

Mle. 32 .30 Self-loading Rifle

All, R8", A4+/4+, S1/1+, D1, *Small Arm*

Lacra-76 "Hima" 3-inch Launcher, Ammo 4

→ **3-inch Frag**

Gnd, R32", A4+/xx, S[D3], D1
*Air-Filling, Light Indirect (2),
No CC, Radius (2")*

→ **3-inch HEAT**

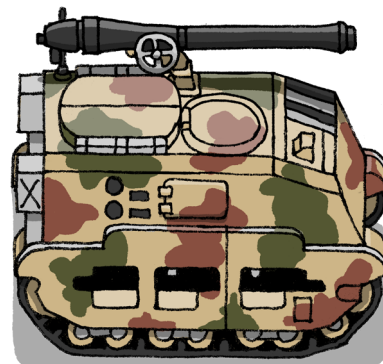
Inf/Vec, R8", A4+/xx, S8/1+, D1
Shaped Charge

→ **3-inch Smoke**

Gnd, R32", A++/xx, D2
Light Indirect (2), No CC, Smoke (3")

→ **3-inch Signal Salt**

Gnd, R32", A++/xx, D1
*Light Indirect (2), No CC, Radius (3"),
Rally (Salt)*



VBD-1 "TANNER" - 10 pts

ARMORED PERSONNEL CARRIER

Vec, H2, S32", M8", Q2, T4/4/3
Amphibious, NBC, PC (3, Rear)

Mtl. 19 .50 HMG

All, R20", A4+/6+, S2/3, D2, *Turret*



VBD-1B "TANNER-R" - 15 pts

RECOILLESS RIFLE CARRIER

Vec, H2, S32", M8", Q2, T4/4/3
Amphibious, NBC, PC (1, Rear)

TAP 30 4.2-inch Recoilless Rifle

Ammo 4

→ **4.2-inch HEAT**

Inf/Vec, R28", A4+/6+, S10/2, D1
No CC (Inf.), Shaped Charge

→ **4.2-inch Canister**

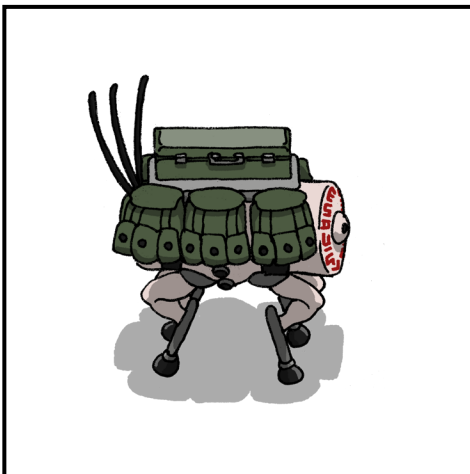
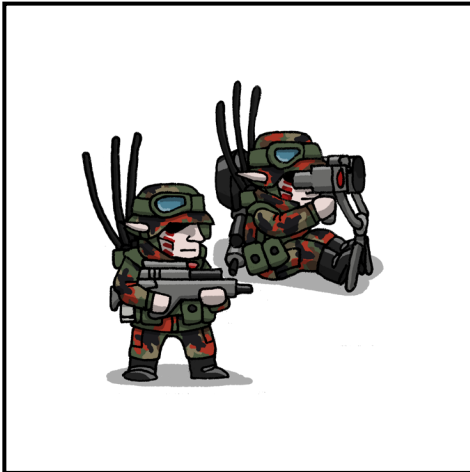
Inf/Vec, R14", A4+/6+, S1/1+, D4
Defensive CC (Inf.)

→ **4.2-inch White Phosphorus**

Gnd, R28", A4+/6+, S1+/1+, D1
*Ignore Cover (2), No CC, Rear Attack,
Smoke (3")*

NEW RYGOLIC HOST

QUICK UNIT REFERENCE



TACTICAL TEAM - 15 pts

LINE TEAM

Inf, H1, S32", M5", Q3, T1+/1/1

Fearless, NBC

"Snake Green" 5mm Assault Rifle

All, R8", A3+/4+, S1/1, D2

Small Arm, Thermal Sights

"Tread Curve" 20mm Grenade Launcher

R8", A*, D1, Ammo 3

Underbarrel (Snake Green)

→ 20mm KE

Vec, S3/4

→ 20mm HE

Inf/Vec, S1+/1+

Ignore Cover (1)

"Side Fast" 140mm ATGM

Vec, R6-30", A3+/xx, S14/2, D1,

Ammo 1

Guided Missile (1), Shaped Charge,

Thermal Sights

FEDERAL STATES-ARMY - DREKFORT M.D.C.

CARABINER HORSE - 15 pts

DRAFT ANIMAL

Inf, H1, S32", M6", Q3, T1/1/1

Fearless, NBC, Resupply (4), Tow (2)

"Bronze Lead" Laser Designator

All, R40", A++/++, D1

Designator, Discreet

FEDERAL STATES-ARMY - DREKFORT M.D.C.

S1 "SYNOD" - 40 pts

BIPEDAL LIGHT TANK

Vec (S), H2, S32", M8", Q3, T12/10/8

Strider, NBC

This unit uses a 40x40mm infantry base.

"Drift Fence" 10mm HMG

All, R20", A3+/3+, S2/3, D2

Thermal Sights, Turret

"Bridge Spike" 75mm Rifled Gun

Ammo 4

Round Extruder, Thermal Sights,

Turret

→ 75mm Sabot

Vec, R40", A3+/3+, S10/15, D1

No CC (Inf.)

→ 75mm HEAT

Inf/Vec, R40", A3+/3+, S8/1+, D1

No CC (Inf.), Shaped Charge

→ 75mm Beehive

All, R20", A2+/2+, S1/1+, D3

Defensive CC (Inf.)

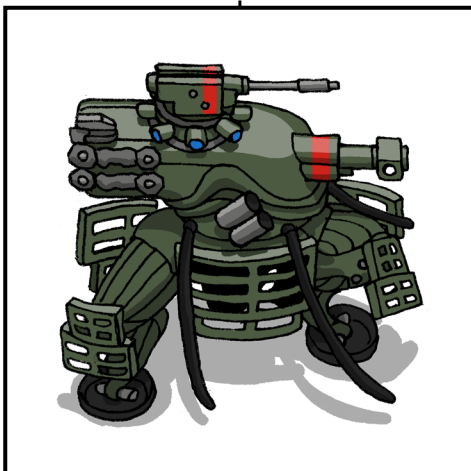
"Tread Bus" 65mm Smoke Launchers

Gnd, R6", A++/++, D1, Ammo 1

Light Indirect (0), No CC, Smoke (2"),

Turret

FEDERAL STATES-ARMY - DREKFORT M.D.C.



S3 "STOMA" - 30 pts

BIPEDAL COMMAND VEHICLE

Vec (S), H2, S32", M8", Q3, T6/6/5, C4

Brigade (4, 8"), NBC, Rygonet (8"), Strider

This unit uses a 40x40mm infantry base.

When this unit activates during the Fire

Phase, it may select one friendly Rygolic unit

within LOS up to 8" away which has not yet

acted that round to activate with the Stoma

and simultaneously fire on the same target.

The unit which activates with the Stoma is

considered to have used its turn for the round.

"Drift Bar" 5mm Coaxial MG

All, R12", A3+/3+, S1/1, D2

Thermal Sights, Turret

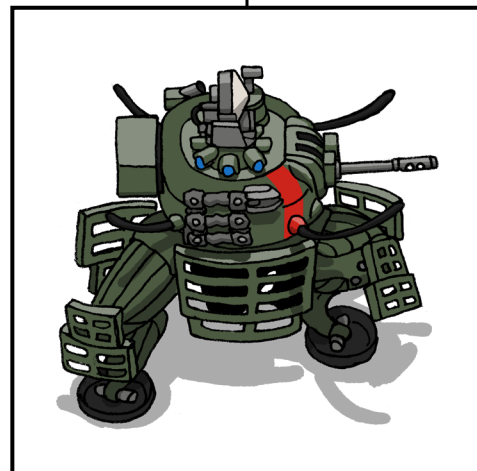
"Pitch Break" 25mm Autocannon

All, R32", A3+/3+, S4/6, D2, Ammo 4

No CC (Inf.), Thermal Sights,

Tracking, Turret

FEDERAL STATES-ARMY - DREKFORT M.D.C.



ATOM BARONS

QUICK UNIT REFERENCE

YEOMAN PARAS - 15 pts

PARATROOPER SQUAD

Inf (S), H1, S16", M5", Q3, T1/1-/1-
Assault Specialist, Fearless, NBC, Paradrop,
Tercio

MhL-48 .455 SMG

All, R8", A3+/3+, S1-/1+, D2
Small Arm

Hi-25 2.5-lber Spigot Mortar

Inf/Vec, R6", A3+/5+, S7/1+, D1,
 Ammo 3
Light Indirect (0), Shaped Charge,
Small Arm

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PEG.60-11 "SQUIRE" - 20 pts

UTILITY HELICOPTER

Air, H2, S32", M32", Q3, T1+/1+/1+
NBC, PC (2, Rear)

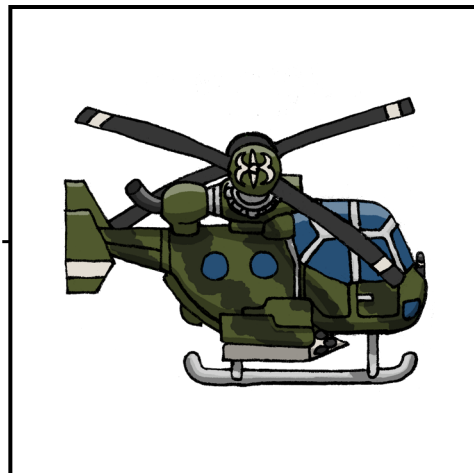
MhL-42 .305 MG

All, R12", A4+/5+, S1/1+, D2

Lerna 15-lber Rocket Pod

Inf/Vec, R22", A6+/5+, S4/4, D4,
 Ammo 1
Strafing

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UNI.28-AC "DON" - 25 pts
COMMAND GUNSHIP

Air, H2, S32", M24", Q4, T4/3/3, C3
Brigade (3, 12"), Leviathan (2), NBC

Allant 1.8-lber Rotary Cannon

All, R32", A4+/4+, S4/6, D3, Ammo 3

SUR-4 127mm Air-to-Air Missile

Air, R60", A3+/3+, S6/6, D1, Ammo 2
*Air-Filling, Guided Missile (1),
Homing*

120dB Megaphone Array

Inf/Vec, R16", A++/+++, D1
Rally, Turret

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UNI.28-05 "CONQUISTADOR" - 40 pts
JALOPY GUNSHIP

Air, H2, S32", M24", Q3, T3/3/3
Leviathan (2), NBC

Sb.38 20mm Autocannon

All, R32", A4+/4+, S4/6, D2, Ammo 4

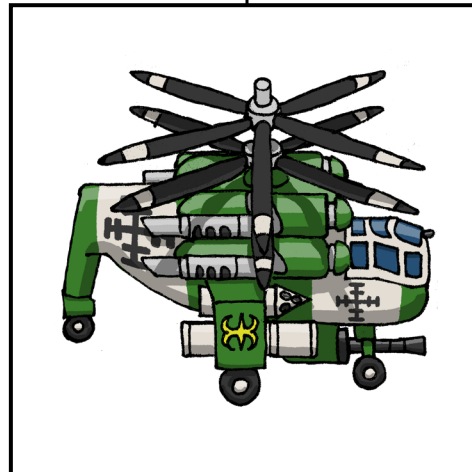
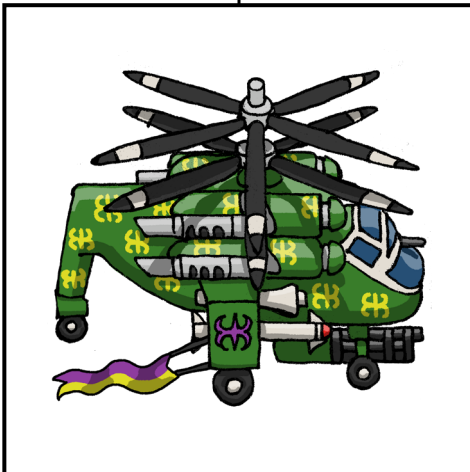
Sarvara 46-lber Dual Rocket Pod

Inf/Vec, R24", A6+/5+, S10/2, D2,
Ammo 2
Barrage (2), Shaped Charge, Strafing

Lerna 15-lber Dual Rocket Pod

Inf/Vec, R22", A6+/5+, S4/4, D4,
Ammo 2
Barrage (2), Strafing

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BAUZALEROS

QUICK UNIT REFERENCE



SANTAGRINE MILITIA - 5 pts

MILITIA SQUAD

Inf (S), H1, S16", M4", Q1, T1/1/1

NBC, Tercio

Bolt Action Rifle, various make & caliber

All, R10", A5+/5+, S1/1+, D1

Small Arm

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GRENADIER TEAM - 10 pts

SHOCK TEAM

Inf, H1, S16", M4", Q2, T2/1+/1+

NBC, Tercio

Engram .32 Machine Pistol

Inf, R2", A5+/5+, S1-/1-, D2

Small Arm

S-5 40mm Grenade Pistol, sawn off

R6", D1, Ammo 4

Small Arm

→ 40mm HE

Inf/Vec, A4+/4+, S1+/1+

Ignore Cover (1)

→ 40mm Smoke

Gnd, A++/++

No CC, Smoke (2")

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VOLLEY TEAM - 5 pts

ANTI-TANK TEAM

Inf, H1, S16", M4", Q1, T1-/1-/1-

NBC, Tercio

Bolt Action Rifle, various make & caliber

All, R10", A5+/5+, S1/1+, D1

Small Arm

"Tricorne" Triple RPG, improvised

Inf/Vec, R8", A5+/6+, S5/1, D3,

Ammo 2, *Shaped Charge, Small Arm*

FEDERAL STATES-ARMY - DREKFORT M.D.C.

MACHINE GUN TEAM - 10 pts

ANTI-PERSONNEL TEAM

Inf, H1, S16", M4", Q2, T1/1-/1-

NBC, Tercio

Rh-49 .305 Self-cycling Rifle

All, R8", A4+/4+, S1/1+, D1

Small Arm

Depredador Cortes .455 MG

All, R14", A4+/xx, S1+/2, D2

Defensive CC

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LIGHT GUN TEAM - 5 pts

ANTI-TANK TEAM

Inf, H1, S24", M4", Q1, T1/1-/1-

NBC

Rh-49 .305 Self-cycling Rifle

All, R8", A4+/4+, S1/1+, D1

Small Arm

Sb.1 1-lber Gun

Inf/Vec, R24", A5+/xx, S14/2, D1,

Ammo 3

Defensive CC, Shaped Charge

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BOMBARD TEAM - 15 pts

SUPPRESSION TEAM

Inf, H1, S24", M4", Q2, T1-/1-/1-
NBC

Rh-49 .305 Self-cycling Rifle

All, R8", A4+/4+, S1/1+, D1
Small Arm

Hi-14 Three-Quarters Bombard

Gnd, R24", D1, Ammo 4
Light Indirect (2), No CC

→ **26-lb HE**

A4+/xx, S[1D6]
Air-filling, Radius (2")

→ **14-lb Plutonium Core**

A++/xx
*Radius (4")**
**Roll a D6 for each unit in the radius.*
If the result is above the unit's
Quality, it takes max pin, otherwise
it takes one pin.

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TENANT OFFICER - 0 pts

COMMAND TEAM

Inf, H1, S16", M4", Q3, T1-/1-/1-, C3
Brigade (3, 8")

Bolt Action Rifle, various make & caliber

All, R10", A5+/5+, S1/1+, D1
Small Arm

Hi-10 1.8-lber Grenade Launcher

D1, Ammo 6

→ **1.8-lb. HEAT**

Inf/Vec, R2", A4+/6+, S5/1
Shaped Charge

→ **1.8-lb. Smoke**

Gnd, R14", A++/++
No CC, Smoke (2")

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“HEXAMER” - 10 pts

TRACTOR TANK

Vec, H2, S16”, M6”, Q2, T4/4/3
NBC, Tow (6)

MhL-42 .305 MG

All, R12”, A4+/5+, S1/1+, D2
Multi-Gun

Sb.1 1-lber Gun

R20”, D1, Ammo 4
Turret

→ **1-lb. APDS**

Vec, A4+/6+, S3/4

→ **1-lb. SAPHE**

Inf/Vec, A4+/6+, S1+/2
Ignore Cover (1), No CC (Inf.)

→ **1-lb. Smoke**

Gnd, A++/++
No CC, Smoke (2")



VC.2 “VELDJEN” - 20 pts

MEDIUM TANK

Vec, H2, S32”, M6”, Q2, T8/6/5
NBC, Tow (3)

MhL-42 .305 MG

All, R12”, A4+/6+, S1/1+, D2
Turret

MhL-60 .50 HMG

All, R20”, A4+/5+, S2/3, D2
Multi-Gun

14-lber Gun, various make

R32”, D1, Ammo 6
Turret

→ **14-lb. APHE**

Vec, A4+/6+, S8/12
No CC (Inf.)

→ **14-lb. HESH**

Inf/Vec, A4+/6+, S7/2
No CC (Inf.), Shaped Charge

→ **14-lb. Smoke**

Gnd, A++/++
No CC, Smoke (3")



FIELD GUN - 10 pts

TOWED ANTI-TANK GUN

Vec (C), H1, S32", M3", Q2, T2/1/1
NBC

This unit uses a 40x40mm base.

Bolt Action Rifle, various make & caliber

All, R10", A5+/5+, S1/1+, D1, *Small Arm*

Field Gun, various make & caliber

R40", D1, Ammo 4, No CC

→ **HESH, variable weight**

Inf/Vec, A4+/xx, S9/4

Shaped Charge

→ **Gas, variable composition & weight**

Gnd, A++/xx

Chemical Weapon (4")

FEDERAL STATES-ARMY - DREKFORT M.D.C.



SB.15 1-LBER "POM-POM" - 10 pts

TOWED ANTI-AIR GUN

Vec (C), H1, S32", M3", Q2, T2/1/1
NBC

This unit uses a 40x40mm base.

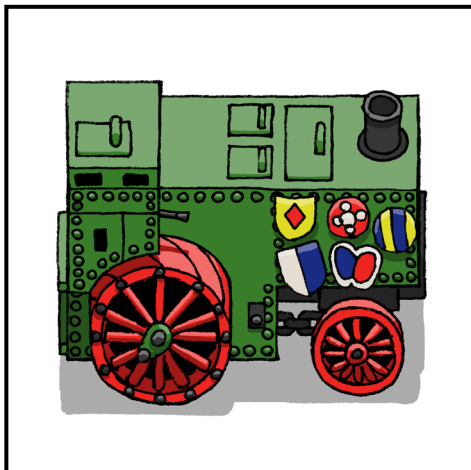
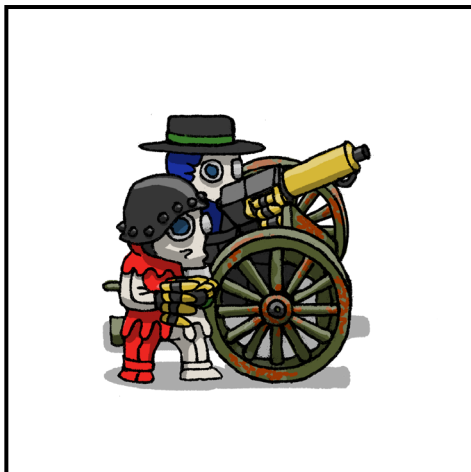
Bolt Action Rifle, various make & caliber

All, R10", A5+/5+, S1/1+, D1
Small Arm

Sb.15 1-lber Autocannon

All, R32", A4+/xx, S4/6, D2, Ammo 4
Tracking, Turret, No CC

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WAR WAGON - 5 pts

TOWED PERSONNEL CARRIER

Vec (C), H2, S8", M0", Q1, T3/3/3
NBC, Tow (∞), PC (4, Any), Resupply (2)

Engram .32 Snub Nose, driver's issue

Inf, R2", A5+/5+, S1-/1-, D1
Small Arm

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SB.18 22-LBER "RETUMBO" - 20 pts

TOWED ANTI-AIRCRAFT GUN

Vec (C), H2, S32", M2", Q2, T2/1/1
NBC

Bolt Action Rifle, various make & caliber

All, R10", A5+/5+, S1/1+, D1
Small Arm

Sb.18 22-lber Anti-Aircraft Gun

Ammo 4, *No CC, Radar Anti-Air, Tracking (Flak), Turret*

→ **22-lb. AP**

Vec, R40", A3+/xx, S8/12, D1

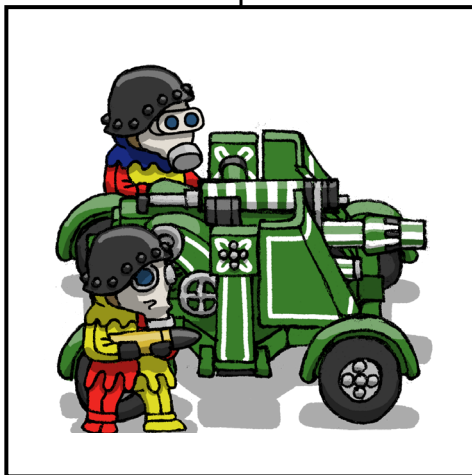
→ **22-lb. Timed Fuze HE**

All, R40", A4+/xx, S3/3, D1
Air-Filling

→ **22-lb. Frag**

Gnd, R∞", A4+/xx, S[1D3], D2
Air-Filling, Heavy Indirect (3), Radius (2")

FEDERAL STATES-ARMY - DREKFORT M.D.C.



OSM "MOGUL" - 40 pts

SELF-PROPELLED SIEGE GUN

Vec, H2, S32", M6", Q2, T18/12/8
NBC, Tow (5)

MhL-42 .305 MG

All, R12", A4+/5+, S1/1+, D2
Turret

S-10 250-lber Siege Gun

Ammo 3

→ **250-lb. HE**

Inf/Vec, R40", A3+/4+, S8/8, D1
Ignore Cover (1), No CC (Inf.)

→ **250-lb. Phosgene Gas**

Gnd, R∞", A++/++, D2
Chemical Weapon (4"), Heavy Indirect (3), No CC

→ **250-lb. WP Smoke**

Gnd, R∞", A4+/5+, S1+/1+, D2
Air-Filling, Heavy Indirect (3), Ignore Cover (2), No CC, Smoke (4"), Rear Attack

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