

# DYSTOPIAN LEGIONS

COMMUNITY EDITION



## Special Orders:

### Mad Minute

Command Point Cost = 4

Passes Required = 3

Issued in - Section's Shooting Segment

Order – All models in the Section armed with Metford Rifles may reroll failed RAD for this Shooting Segment.

## Changelog:

### V1 to V2:

- Updates Officer Platoon slots
- Increase Flamebelchers and Flamethrowers RAD by 1

### V2 to V3:

- Terrier Heavy Ironclad decreased MV and Side Armor. Increased the 122 Pdr damage
- Changed Field Guns to 1-2 and changed RAD.

- Captain Berti Smetherington updated removing Officer platoon slot and adding new MARs. Changed Betty's MAR
- Colonel MacDonald decreased Experience Level of Black Watch Command Section, Removed Ever so Slightly Drunk and only included it in his companions MAR.
- Added AT Grenades
- Increased the Knights Mv to 6".
- Decreased number of Officer Ranks from 5 to 3 combining Lieutenant levels and removing Colonel

V3 to V4:

- Removed crew from Field Gun. Reduced LR IAD to 6
- Removed Command Range from the Officers. Standard Comment Range will be included in Rulebook

**KINGDOM OF BRITANNIA**  
**OFFICERS AND CHARACTERS SECTION**

**KINGDOM OF BRITANNIA INFANTRY OFFICER**

This Section occupies the Officers Section in the Platoon Structure.

NAME	TYPE	MV	IR	LP	MAD	WEAPONS	MARS & ABILITIES
Infantry Officer	<i>Infantry Officer</i>	6"	4	3	3 [BLUE]	Service Revolver	-
Knight of the Order of the Garter	<i>Infantry</i>	6"	4	2	5 [BLUE]	Pistol	Shield (2 Blue), Combat Armour (1), Adjutant (2), Aegis

**SECTION SIZE**

- 1 Officer.
- 0-1 Knight of the Order of the Garter
- 0-4 Battle Linemen. *(See the relevant entry for Points Costs and Basic Equipment)*  
*(This Section joins the Officer to create a Command Squad)*

**COMMAND CAPABILITY AND MODEL COST**

- The Officer's capability to command varies depending on their Rank, use the tables below to determine the cost of the Officer you want to field.

RANK	COMMAND POINTS	POINTS
Lieutenant	4	75
Captain	5	100
Major	6	125

**ORDERS**

In addition to the Standard Orders all Infantry Officers in this ORBAT have access to the Order listed below:

<p><b>On My Mark...</b>  <i>Command Point Cost = 1</i>  <i>Passes Required = 2</i>                      Issued in - Section's Command Segment                      Order – The Section given the 'On My Mark...' order gains the <i>Spray and Pray</i> MAR for the remainder of the current turn.</p>
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<b><u>SECTION UPGRADES</u></b>	
NCOs	None
Specialists	
Gun Teams	
Section Attachments	In addition to the Section's complement of Linemen, a Musician may be added for <b>+20 Points</b> .
Section Weapons	This Section may be upgraded to have <b>1-2</b> satchels of <b>Anti-Tank Grenades</b> at <b>+5 Points</b> each.
Field Equipment	An Officer may replace their Service Revolver with a Windshear Projector for <b>+10 Points</b> This Section may be upgraded to have Flashbangs for an additional <b>+2 points</b> per model.
Transport	If this Section requires no more than 5 spaces in a Transport, then 1x Armstrong General Conveyor may be added to the Section

## **SKY HUSSAR OFFICER**

This Section occupies the Officers Section in the Platoon Structure.

NAME	TYPE	MV	IR	LP	MAD	WEAPONS	MARS & ABILITIES
Sky Hussar Officer	<i>Jetpack Officer</i>	9"	4	3	5 [BLUE]	Mk II Flamebelcher	Elusive Target, Flashbangs

### **SECTION SIZE**

- The Officer Section contains **1 Sky Hussar Officer**.
- **0-3 Sky Hussars.** (See the relevant entry for Points Costs and Basic Equipment)

### **COMMAND CAPABILITY AND MODEL COST**

- The Officer's capability to command varies depending on their Rank, use the tables below to determine the cost of the Officer you want to field.

RANK	COMMAND POINTS	POINTS
Lieutenant	4	130
Captain	5	155
Major	6	180

### **ORDERS**

In addition to the Standard Orders, all Sky Hussar Officers in this ORBAT have access to the Order listed below:

<p><b>Up, Up and Away</b>  <i>Command Point Cost = 2</i>  <i>Passes Required = 2</i>                      Issued In = The Shooting Phase                      Order – For this Shooting Action the Spray and Pray MAR is changed to Ignore Cover instead of just reducing it by one level.</p>
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<b><u>SECTION UPGRADES</u></b>	
NCOs	<i>See relevant Sky Hussar Section of the ORBAT</i>
Specialists	
Gun Teams	
Section Attachments	
Section Weapons	
Field Equipment	
Transport	

## KNIGHT COMMANDER OF THE ORDER OF ST MICHAEL AND ST GEORGE

This Section occupies the Officers Section in the Platoon Structure.

NAME	TYPE	MV	IR	LP	MAD	WEAPONS	MARS & ABILITIES
<b>Knight Commander</b>	<i>Infantry Officer</i>	<b>6"</b>	<b>4</b>	<b>4</b>	<b>6</b> [BLUE]	<b>Pistol</b>	<b>Shield (2 Blue), Combat Armour (1)</b>

### SECTION SIZE

- The Officer Section contains **1 Knight Commander**.
- **0-2 Knights.** (See the *Knightly Orders Combat Section for Points Costs and Basic Equipment*)

### COMMAND CAPABILITY AND MODEL COST

- The Officer's capability to command varies depending on their Rank, use the tables below to determine the cost of the Officer you want to field.

RANK	COMMAND POINTS	POINTS
<b>Knight Commander</b>	<b>6</b>	150

### ORDERS

In addition to the Standard Orders, all Knight Commander Officers in this ORBAT have access to the Order listed below:

<p><i>?Name?</i>  <i>Command Point Cost = 2</i>  <i>Passes Required = 1</i>                      Issued In = The Sections Command Segment                      Order – The Section gains the <b>Inspiring MAR</b> for the rest of the turn.</p>
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<u>SECTION UPGRADES</u>	
<b>NCOs</b>	<i>See relevant Knightly Orders Combat Section entry of the ORBAT</i>
<b>Specialists</b>	
<b>Gun Teams</b>	
<b>Section Attachments</b>	
<b>Section Weapons</b>	
<b>Field Equipment</b>	
<b>Transport</b>	

## **CAPTAIN GILBERT 'BERTIE' SMETHERINTON DFC & BETTY**

This Section occupies the Characters Section in the Platoon Structure.

NAME	TYPE	MV	IR	LP	MAD	WEAPONS	MARS & ABILITIES
Captain Smetherington	<i>Infantry Officer</i>	6"	4	4	4 [RED]	Bertie's Blazer, Anti-Tank Grenades	Lucky (D3+4), From the Skies!, Inspiring, Show Them, Hero of the RFC, Unique
Betty	<i>Infantry</i>	6"	-	-	-	-	Non Combatant ?Name?: Parachute Drop Unique

### SECTION SIZE

- 1 Captain Bertie Smetherington costs 150 Points
- 0-1 Betty costs +30 Points

### COMMAND CAPABILITY

Smetherington has the following Command Capabilities:

RANK	COMMAND POINTS
Captain	3

### ORDERS

In addition to the Standard Orders, **Captain Smethington** has access to the **Perfect Drill Order**, and the one listed below:

<p><b>"Give 'em a damn good thrashing!"</b>  <b>Command Point Cost = 1</b>  <b>Passes Required = 1</b>  <b>Issued In</b> – The Melee Phase  <b>Order</b> – The Section changes the additional <b>Melee Attack Dice</b> granted for <i>Charging</i> to a <b>RED Dice</b>. If a Red Dice would have been used, this order has no effect.</p>
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### SECTION UPGRADES

<u>SECTION UPGRADES</u>	
NCOs	None
Specialists	
Gun Teams	
Section Attachments	
Section Weapons	
Field Equipment	
Transport	Smetherington ( <i>and Betty!</i> ) may elect to enter the table via Parachute – see below

### MARS:

#### ?Name?:

Captain Smetheringtons exploits inspire Britannian soldiers throughout the Kingdom. Betty is by his side always ready to ensure word gets out. Whenever Captain Smetherington DFC kills an enemy model you score 1 Battle Log Point.

**Show Them:** Smetherington gains 1 Blue Shield dice for every Enemy Section within 12".

**Hero of the RFC:** Wherever Captain Smetherington DFC appears there is sure to be a strong RFC presence in the air.

Every Sky Hussar Section automatically has the **From the Skies MAR** for **FREE**. In addition when Smetherington deploys onto the table one Sky Hussar Combat Section may also be deployed within his Command Range.

#### From the Skies!

The Section has the ability to enter battle from above.

The section is placed in Reserves during Deployment following the Strategic Forces Stage.

During the Late Arrivals segment of the turn the Section is scheduled to arrive it may be deployed following these rules. When deploying the Section a player can elect to place a Random Determination Template anywhere on the table and then scatter it **2D6"**. This becomes the battlefield location from which the Section can land.

The section may activate normally this turn but may not make a Charge move.

## COLONEL SINJON HECTOR 'BIG' MACDONALD & JENKINS

This Section occupies the Officers or the Characters Section in the Platoon Structure.

NAME	TYPE	MV	IR	LP	MAD	WEAPONS	MARS & ABILITIES
Colonel Macdonald	<i>Infantry Officer</i>	5"	5	4	2 [BLUE]	Nock Gun	Unique
Jenkins	<i>Dogsbody</i>	-	-	-	-	-	Non Combatant Unique, Walking Drinks Cabinet

### SECTION SIZE

- 1 Colonel MacDonald
- 0-1 Jenkins
- 0-8 **Black Watch Riflemen** (*See the relevant entry for Points Costs and Basic Equipment*)

### MODEL COST

- Colonel MacDonald costs **200 points**.
- Jenkins costs + **30 points**.

### COMMAND CAPABILITY

Colonel MacDonald has the following Command Capabilities:

RANK	COMMAND POINTS
Colonel	8

### ORDERS

In addition to Standing Orders, **Colonel MacDonald** has access to the **Perfect Drill** Order, and the one listed below:

<p><b>“Ger-in-tae-them!”</b>  <b>Command Point Cost = 3</b>  <b>Passes Required = 3</b>  <b>Issued In</b> – Melee Phase  <b>Order</b> – All Britannian Sections within MacDonald’s Command Radius are considered to score an additional success when taking Morale Test this turn.</p>
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SECTION UPGRADES AND NOTES	
NCOs	<i>See the relevant Black Watch Infantry Battle Section for more details</i>
Specialists	
Gun Teams	
Section Attachments	
Section Weapons	
Field Equipment	
Transport	Hector (and any section Assigned to him) may not make use of Transports..... <i>they aren't bathchair friendly.</i>

### MARs:

#### Walking Drinks Cabinet:

This MAR must be activated at the start of a Game Turn. By opening the Drinks Cabinet and providing MacDonald with the ‘good stuff’, Jenkins may add +D6 Command Points to the Command Points Pool for that turn. However, such a bounty of good scotch will cause MacDonald to get ‘*Ever So Slightly Drunk*’. Roll a Dice before Hector calls an Order. On the roll of a 1 the Order requires an additional pass to succeed due to his garbled and ever so slightly slurred speech.

## KINGDOM OF BRITANNIA INFANTRY SECTIONS

### LINE INFANTRY BATTLE SECTION

These Sections may occupy the Line Section 1, 2 and 3 Slots in the Platoon Structure, and may form Fire Teams.

NAME	TYPE	MV	IR	LP	MAD	WEAPONS	MARS & ABILITIES
Lineman	<i>Infantry</i>	6"	3	1	2 [BLACK]	Metford Rifle	-
Lineman Specialist	<i>Infantry</i>	6"	4	1	3 [BLACK]	MkIII Flamethrower	-
Lineman Sergeant	<i>Infantry</i>	6"	3	2	4 [BLACK]	Metford Rifle	NCO (1)
Lineman Colour Sergeant	<i>Infantry</i>	6"	4	2	5 [BLACK]	Metford Rifle	NCO (2)
Lineman Gun Team	<i>Infantry</i>	6"	4	2	2 [BLACK]	MKV Nordenfelt HMG (F-180°)	Cumbersome, Move or Fire
Knight of the Order of the Bath	<i>Infantry</i>	6"	4	2	5 [BLUE]	Pistol	Shield (2 Blue), Combat Armour (1), Aegis
Musician	<i>Infantry</i>	6"	-	-	-	-	Musician Non Combatant

#### SECTION SIZE

- The Battle Section may contain between **6-10** Linemen.

#### MODEL COST

- Each Lineman costs **25 Points**.

<b>SECTION UPGRADES</b>	
<b>NCOs</b>	1 Linemen may be upgraded to be an <b>NCO</b> chosen from the following: A Sergeant for an additional <b>+5 Points</b> A Colour Sergeant for and additional <b>+20 points</b>
<b>Specialists</b>	1 Lineman may be upgraded to a Lineman Specialist armed with a Mk III Flamethrower. for <b>+10 Points</b>
<b>Gun Teams</b>	2 Linemen may be upgraded to form a Gun Team for <b>+15 Points</b> : These Linemen both exchange their Metford Rifles to crew a single MkV Nordenfelt Heavy Machine Gun.
<b>Section Attachments</b>	In addition to the Section's complement of Linemen: A Musician may be added for <b>+20 Points</b> . A Knight of the Order of the Bath may be added for <b>+50 Points</b> .
<b>Section Weapons</b>	The Section may purchase 1 satchel of AT Grenades for +5 Points
<b>Field Equipment</b>	The NCO may be armed with a Metford Rife or Service Revolver for <b>Free</b> . This Section may be upgraded to have Flashbangs for an additional <b>+2 points</b> per model.
<b>Transport</b>	1-2 General Conveyors may be added to this Section



## LINE INFANTRY ASSAULT SECTION

These Sections may occupy the Line Section 2 and 3 Slots in the Platoon Structure, and may form Fire Teams.

NAME	TYPE	MV	IR	LP	MAD	WEAPONS	MARS & ABILITIES
Lineman	<i>Infantry</i>	6"	3	1	2 [BLACK]	Metford Rifle	Flash Bangs
Lineman Specialist	<i>Infantry</i>	6"	4	1	3 [BLACK]	MkIII Flamethrower	Flash Bangs
Lineman Sergeant	<i>Infantry</i>	6"	3	2	4 [BLACK]	Metford Rifle	Flash Bangs, NCO (1)
Lineman Colour Sergeant	<i>Infantry</i>	6"	4	2	5 [BLACK]	Metford Rifle	Flash Bangs, NCO (2)

### SECTION SIZE

- The Assault Section may contain between **6-10** Linemen.

### MODEL COST

- Each Lineman costs **25 Points**.

<u>SECTION UPGRADES</u>	
<b>NCOs</b>	1 Linemen may be upgraded to be an NCO chosen from the following: A Lineman Sergeant for an additional <b>+5 Points</b> A Line Colour Sergeant for and additional <b>+20 points</b>
<b>Specialists</b>	Up to <b>3</b> Lineman may be upgraded to be Lineman Specialists armed with a Mk III Flamethrower for <b>+10 Points</b> each.
<b>Gun Teams</b>	None
<b>Section Attachments</b>	In addition to the Section's complement of Linemen: A Knight of the Order of the Bath may be added for <b>+50 Points</b> .
<b>Section Weapons</b>	This Section may be upgraded to have <b>1-3</b> satchels of <b>Anti-Tank Grenades</b> at <b>+5 Points</b> each.
<b>Field Equipment</b>	The <b>NCO</b> may be armed with either a Metford Rife or Service Revolver for <b>Free</b> .
<b>Transport</b>	<b>1-2</b> General Conveyors may be added to this Section

## LINE INFANTRY HMG SECTION

These Sections may occupy the Line Section 2 and 3 Slots in the Platoon Structure, and may form Fire Teams.

NAME	TYPE	MV	IR	LP	MAD	WEAPONS	MARS & ABILITIES
Lineman	<i>Infantry</i>	6"	3	1	2 [BLACK]	Metford Rifle	-
Lineman Sergeant	<i>Infantry</i>	6"	3	2	4 [BLACK]	Metford Rifle	NCO (1)
Lineman Colour Sergeant	<i>Infantry</i>	6"	4	2	5 [BLACK]	Metford Rifle	NCO (2)
Lineman Gun Team	<i>Infantry</i>	6"	4	2	2 [BLACK]	MKV Nordenfelt HMG (F-180°)	Cumbersome, Move or Fire
Musician	<i>Infantry</i>	6"	-	-	-	-	Musician Non Combatant

### SECTION SIZE

- The Combat Section may contain between **6-10** Linemen.

### MODEL COST

- Each **Regular** Lineman costs **25 Points**.

SECTION UPGRADES	
<b>NCOs</b>	1 Lineman may be upgraded to be an NCO chosen from the following: A Sergeant for an additional <b>+5 Points</b> A Colour Sergeant for an additional <b>+20 points</b>
<b>Specialists</b>	None
<b>Gun Teams</b>	2 Linemen may be upgraded to form a Gun Team for <b>+15 Points</b> : These Linemen both exchange their Metford Rifles to crew a single MkV Nordenfelt Heavy Machine Gun. 2 Linemen may be upgraded to form a Second Gun Team for <b>+15 Points</b> : These Linemen both exchange their Metford Rifles to crew a single MkV Nordenfelt Heavy Machine Gun.
<b>Section Attachments</b>	In addition to the Section's complement of Linemen: A Musician may be added for <b>+20 Points</b> . A Knight of the Order of the Bath may be added for <b>+50 Points</b> .
<b>Section Weapons</b>	
<b>Field Equipment</b>	The NCO may be armed with a Metford Rifle or Service Revolver for <b>Free</b> . This Section may be upgraded to have Flashbangs for an additional <b>+2 points</b> per model.
<b>Transport</b>	1-2 General Conveyors may be added to this Section

## **BLACK WATCH INFANTRY BATTLE SECTION**

These Sections may occupy the Line Section 1, 2 and 3 Slots in the Platoon Structure, and may form Fire Teams.

NAME	TYPE	MV	IR	LP	MAD	WEAPONS	MARS & ABILITIES
<b>Black Watch Rifleman</b>	<i>Infantry</i>	6"	3	1	3 [BLACK]	Metford Rifle	<b>Brutal Charge (1 RED), Flashbangs Steadfast</b>
<b>Black Watch Specialist</b>	<i>Infantry</i>	6"	3	1	3 [BLACK]	Nock Gun	<b>Brutal Charge (1 RED), Flashbangs Steadfast</b>
<b>Black Watch Sergeant</b>	<i>Infantry</i>	6"	3	2	5 [BLACK]	Mk II Flamebelcher	<b>Brutal Charge (1 RED), Flashbangs Steadfast NCO (1)</b>
<b>Black Watch Colour Sergeant</b>	<i>Infantry</i>	6"	4	2	6 [BLACK]	Mk II Flamebelcher	<b>Brutal Charge (1 RED), Flashbangs Steadfast NCO (2)</b>
<b>Black Watch Gun Team</b>	<i>Infantry</i>	6"	4	2	2 [BLACK]	MKV Nordenfelt HMG (F-180°)	<b>Cumbersome (2), Move or Fire</b>
<b>Knight of the Order of the Thistle</b>	<i>Infantry</i>	6"	4	2	5 [BLUE]	Pistol	<b>Fearless, Flashbangs, Shield (2 Blue), Combat Armour (1), Aegis</b>
<b>Musician</b>	<i>Infantry</i>	6"	-	-	-	-	<b>Musician Non Combatant</b>

### **SECTION SIZE**

- The Rifleman Section may contain between **6-10** Rifleman.

### **MODEL COST**

- Each Rifleman costs **30 Points**.

<b><u>SECTION UPGRADES</u></b>	
<b>NCOs</b>	1 Rifleman may be upgraded to be an NCO chosen from the following: A Sergeant for an additional <b>+5 Points</b> A Colour Sergeant for an additional <b>+20 points</b>
<b>Specialists</b>	Up to 2 Rifleman may be upgraded to a Rifleman Specialist armed with a Nock Gun for <b>+10 Points</b> :each
<b>Gun Teams</b>	2 Rifleman may be upgraded to form a Gun Team for <b>+15 Points</b> : These Rifleman both exchange their Metford Rifles to crew a single MkV Nordenfelt Heavy Machine Gun.
<b>Section Attachments</b>	In addition to the Section's complement of Rifleman: A Musician may be added for <b>+20 Points</b> . A Knight of the Order of the Thistle-may be added for <b>+50 Points</b>
<b>Section Weapons</b>	This Section may be upgraded to have <b>1-3</b> satchels of <b>Anti-Tank Grenades</b> at <b>+5 Points</b> each.
<b>Field Equipment</b>	
<b>Transport</b>	<b>1-2</b> General Conveyors may be added to this Section

**KINGDOM OF BRITANNIA**  
**ELITE SECTIONS**

**LIGHT DRAGOON COMBAT SECTION**

This Section occupies the Elite Slots in the Platoon Structure

NAME	TYPE	MV	IR	LP	MAD	WEAPONS	MARS & ABILITIES
Light Dragoon	<i>Cavalry</i>	8"	4	2	3 [BLUE]	Maxim Gun	Battle Hardened, Shield (3 Blue), Scouting, Towering
Light Dragoon Specialist	<i>Cavalry</i>	8"	4	2	3 [BLUE]	Adams Anti-Materiel Rifle	Battle Hardened, Shield (3 Blue), Scouting, Towering

**SECTION SIZE**

- The Light Dragoon Combat Section may contain between **1 to 3** Light Dragoons

**MODEL COST**

- Each Dragoon costs **60 Points**.

<b><u>SECTION UPGRADES</u></b>	
<b>NCOs</b>	None
<b>Specialists</b>	1 Dragoon may be upgraded to a Dragoon Specialist armed with an Adams Anti-Materiel Rifle for <b>+15 Points</b> .
<b>Gun Teams</b>	None
<b>Section Attachments</b>	
<b>Section Weapons</b>	
<b>Field Equipment</b>	
<b>Transport</b>	

## SKY HUSSAR ASSAULT SECTION

This Section occupies the Elite Slots in the Platoon Structure

NAME	TYPE	MV	IR	LP	MAD	WEAPONS	MARS & ABILITIES
Hussar Corporal	Jetpack	9"	4	2	5 [BLUE]	Mk II Flamebelcher	Brutal Charge (1 RED), Battle Hardened, Elusive Target, Flashbangs
Sky Hussars	Jetpack	9"	4	2	4 [BLUE]	Mk II Flamebelcher	Brutal Charge (1 RED), Battle Hardened, Elusive Target Flashbangs
Hussar Specialist	Jetpack	9"	4	2	4 [BLUE]	MkIII Flamethrower	Brutal Charge (1 RED), Battle Hardened, Elusive Target Flashbangs

### SECTION SIZE

- 0-1 Hussar Corporal
- 2-3 Hussars

### MODEL COST

- Each Hussar Corporal costs 50 Points.
- Each Hussar costs 45 Points.

### MARS:

#### From the Skies!

The Section has the ability to enter battle from airships above.

The section is placed in Reserves during Deployment following the Strategic Forces Stage.

During the Late Arrivals segment of the turn the Section is scheduled to arrive it may be deployed following these rules. When deploying the Section a player can elect to place a Random Determination Template anywhere on the table and then scatter it 2D6". This becomes the battlefield location from which the Section can land.

The section may activate normally this turn but may not make a Charge move.

### SECTION UPGRADES

NCOs	See the <i>Battle Hardened</i> MAR
Specialists	1 Sky Hussar may be upgraded to a Sky Hussar Specialist armed with a MkIII Flamethrower for +15 Points.
Gun Teams	None
Section Attachments	
Section Weapons	
Field Equipment	
Transport	The section may gain the <b>From the Skies!</b> MAR for +40 points

### **KNIGHTLY ORDER COMBAT SECTION**

This Section occupies the Elite Slots in the Platoon Structure

NAME	TYPE	MV	IR	LP	MAD	WEAPONS	MARS & ABILITIES
Knight	<i>Infantry</i>	6"	4	2	5 [BLUE]	Pistol, Anti-Tank Grenades	Battle Hardened, Steadfast, Shield (2 Blue), Combat Armour (1), Aegis

#### **SECTION SIZE**

- The Knightly Order Combat Section may contain between **2 to 4** Knights

#### **MODEL COST**

- Each Knight costs **50 Points**.

<b><u>SECTION UPGRADES</u></b>	
NCOs	None
Specialists	
Gun Teams	
Section Attachments	
Section Weapons	
Field Equipment	
Transport	1 General Conveyor may be added to this Section

**KINGDOM OF BRITANNIA**  
**SUPPORT SECTIONS**

**BASSET TANKETTE SECTION**

This Section occupies the Support Slots in the Platoon Structure

NAME	TYPE	MV	ARMOUR RATING F/S/R	CR	HP	WEAPONS	MARS AND ABILITIES
Basset	<i>Small Ironclad (Tankette)</i>	7"	8/6/3	+1	2	2-pdr AT Rifle [F-90°]	-

**SECTION SIZE**

- 1-2 Basset Tankettes.

**MODEL COST**

- Each Tankette costs **80 Points**.

<b><u>SECTION UPGRADES</u></b>	
NCOs	None
Specialists	
Gun Teams	
Section Attachments	
Section Weapons	
Field Equipment	
Transport	

## **INFANTRY HMG SUPPORT SECTION**

This Section occupies the Support Slots in the Platoon Structure

NAME	TYPE	MV	IR	LP	MAD	WEAPONS	MARS & ABILITIES
<b>Lineman</b>	<i>Infantry</i>	6"	3	1	2 [BLACK]	Metford Rifle	-
<b>Lineman Sergeant</b>	<i>Infantry</i>	6"	3	2	4 [BLACK]	Metford Rifle	NCO (1)
<b>Lineman Gun Team</b>	<i>Infantry</i>	6"	4	2	2 [BLACK]	MKV Nordenfelt HMG (F-180°)	Cumbersome, Move or Fire

### **SECTION SIZE**

- The Fire Support Section may contain between 2-7 Linemen.

### **MODEL COST**

- Each Lineman costs **25 Points**.

<b><u>SECTION UPGRADES</u></b>	
<b>NCOs</b>	1 Linemen may be upgraded to be an NCO chosen from the following: A Lineman Sergeant for an additional <b>+5 Points</b> . The Sergeant <b>MUST</b> be armed with a Metford Rifle.
<b>Specialists</b>	None
<b>Gun Teams</b>	2 Linemen <b>MUST</b> be upgraded to form a Gun Team for <b>+15 Points</b> : These Linemen both exchange their Metford Rifles to crew a single MkV Nordenfelt Heavy Machine Gun. 2 Linemen may be upgraded to form a Second Gun Team for <b>+15 Points</b> : These Linemen both exchange their Metford Rifles to crew a single MkV Nordenfelt Heavy Machine Gun. 2 Linemen may be upgraded to form a third Gun Team for <b>+15 Points</b> : These Linemen both exchange their Metford Rifles to crew a single MkV Nordenfelt Heavy Machine Gun.
<b>Section Attachments</b>	None
<b>Section Weapons</b>	
<b>Field Equipment</b>	
<b>Transport</b>	



## **FIELD GUN SECTION**

This Section occupies the Support Slots in the Platoon Structure. The Field Guns can be split into Fire Teams.

NAME	TYPE	MV	ARMOUR RATING F/S/R	CR	HP	WEAPONS	MARS AND ABILITIES
Field Gun	<i>Small Ironclad</i>	3"	5/3/3	+1	2	Armstrong 14-pdr [F- 90°]	Move or Fire,

### **SECTION SIZE**

- 1-2 Field Guns.

### **MODEL COST**

- The Field Gun costs **75 Points**.

<b><u>SECTION UPGRADES</u></b>	
NCOs	None
Specialists	
Gun Teams	
Section Attachments	
Section Weapons	
Field Equipment	The Field Gun may be upgraded to have an 'Emplacement'. When a Field Gun is Deployed, it is deployed with the Emplacement. An Emplacement increases the F/S/R Armour ratings by 3, if the Field Gun makes any move action other than Hold Your Ground, the Emplacement and it's benefits are lost for the remainder of the game. The Emplacement upgrade costs <b>+10 points</b> .
Transport	An Armstrong General Conveyor may be added to the Section

**KINGDOM OF BRITANNIA**  
**HEAVY SUPPORT SECTIONS**

**TERRIER HEAVY TANK SECTION,**

This Section occupies the Heavy Support Slot of the Platoon Structure

NAME	TYPE	MV	ARMOUR RATING F/S/R	CR	HP	WEAPONS	MARS AND ABILITIES
Terrier	<i>Large Ironclad</i>	5"	9/8/5	+1	4	122-pdr [Fore Fixed] 2-pdr AT Rifle [L-90] 2-pdr AT Rifle [R-90]	Independent Firing, NCO (1) Shield [2 BLUE]

**SECTION SIZE**

- 1 Terrier Heavy Tank

**MODEL COST**

- A Tank costs **240Points**.

<b><u>SECTION UPGRADES</u></b>	
NCOs	None
Specialists	
Gun Teams	
Section Attachments	
Section Weapons	
Field Equipment	
Transport	

**KINGDOM OF BRITANNIA**  
**TRANSPORT SECTIONS**

**ARMSTRONG GENERAL CONVEYOR**

NAME	TYPE	MV	ARMOUR RATING F/S/R	CR	HP	WEAPONS	MARS AND ABILITIES
Armstrong General Conveyor	<i>Regular Ironclad</i>	8"	7/7/3	+1	3	-	Transport (6), Open Topped, Utility Vehicle

**SECTION SIZE**

- An Armstrong General Conveyor may only be chosen as a Transport option unless otherwise stated.

**MODEL COST**

- Each Armstrong General Conveyor costs **40 Points**.

**UPGRADES**

- An Armstrong General Conveyor may add a LMG with a F-90° Fire Arc for an additional **+10 Points**, if more than one Armstrong General Conveyor is purchased for a Section, they must either both be upgraded, or neither.

**SECTION UPGRADES**

<b>NCOs</b>	None
<b>Specialists</b>	
<b>Gun Teams</b>	
<b>Section Attachments</b>	
<b>Section Weapons</b>	
<b>Field Equipment</b>	
<b>Transport</b>	

Name	Range		RAD		IAD		MARs & Abilities
	ER	LR	ER	LR	ER	LR	
Service Revolver	0-8"	9-16"	3 [BLACK]	2 [BLACK]	-	-	CQB Weapon, Small Arm
Windshear Projector	0-12"	-	2 [RED]	-	7 [RED]	-	CQB Weapon, Small Arm
Bertie's Blazer	0-12"	-	6 [BLUE]	-	8 [BLACK]	-	CQB Weapon, Small Arm
Pistol	0-12"	-	3 [BLUE]	-	-	-	CQB Weapon, Small Arm
Metford Rifle	1-16"	17-32"	2 [BLUE]	2 [BLACK]	-	-	Small Arm
Mk III Flamethrower	1-12"	-	4 [RED]	-	10 [BLACK]	-	Spray and Pray, Small Arm, Suppression
Mk II Flamebelcher	1-8"	-	4 [RED]	-	-	-	Spray and Pray, Small Arm
MkV Nordenfelt HMG	1-24"	25-40"	6 [BLUE]	6 [BLACK]	6 [BLUE]	-	-
Nock Gun	1-8"	8-24"	6 [BLACK]	3 [BLACK]	-	-	Small Arm
Anti-Tank Grenades	0-3"	-	-	-	8 [RED]	-	-
Maxim Gun	1-16"	17-24"	5 [BLUE]	5 [BLACK]	-	-	-
Adams Anti-Materiel Rifle	1-16"	17-24"	3 [RED]	2 [RED]	8 [RED]	6 [RED]	-
2-pdr AT Rifle	1-16"	17-32"	4 [RED]	4 [BLUE]	10 [BLUE]	8 [BLUE]	-
Armstrong 14-pdr (Shell)	1-24"	25-40"	3 [RED]	2 [RED]	10 [RED]	6 [RED]	Lethal
Armstrong 14-pdr (Case)	1-16"	17-32"	5 [RED]	5 [BLUE]	6 [BLUE]	-	Spray and Pray
Armstrong 14-pdr (Cannister)	1-8"	9-16"	10 [RED]	8 [BLACK]	-	-	Suppression
122-pdr	1-24"	24-40"	14 [RED]	14 [BLUE]	8 [RED]	6 [RED]	-
LMG	1-16"	17-24"	3 [BLUE]	3 [BLACK]	-	-	Small Arm