

DYSTOPIAN LEGIONS

COMMUNITY EDITION



Special Orders:

Sturmtruppen

Command Point Cost 4,

Successes required 2

Issued in: Sections Movement Segment

Order - Unit can make a move at up to its full value, make an out of sequence shooting attack then make another move up to its full value. The Section then may not make another Shooting action in its Shooting Segment.

Hanz! Kill!

Command Point Cost 1,

Successes required 2

Issued in: Sections Movement Segment

Order - Target a Grenadier section that is performing a charge action. Add 1" inch to its MV value.

Changelog:

VI to V2:

- LR Dice are Blue not Black
- Updated Ironclad armor and IAD
- Updated officer and character slots

V2 to V3:

- Updated Walze to make more close range linebreaker
- Updated Field Guns to be in squads of 1-2
- Updated Oberst Hahl: Removed Daunting, decreased CP, Changed Eisenfaust to match new Ironclad rules
- Added new MAR to Gustardt and Siegfried
- Teutonic Knights decreased MAD to 4 RED and gave them a new gun with 8" RAD and 4 BLUE LR
- Kettenkarre have original MG71 stats
- Increased cost for both Grenadiers and Landwehr to 30 and 25 points respectively.
- Added Anti Tank Grenades

V3 to V4:

- .-Lowered cost of Majors to 125
- Removed Command Ranges. Will be included in the Rulebook
- Made change to Raus Raus order

PRUSSIAN EMPIRE OFFICERS AND CHARACTERS SECTION

PRUSSIAN EMPIRE INFANTRY OFFICER

This Section occupies the Officers Section in the Platoon Structure.

NAME	TYPE	MV	IR	LP	MAD	WEAPONS	MARS & ABILITIES
Officer	<i>Infantry Officer</i>	6"	4	3	3 [BLUE]	Reichsrevolver	Combat Armour (1)
Grenadier	<i>Infantry</i>	6"	3	1	2 [BLUE]	Gewehr-69	-
Medic	<i>Infantry</i>	6"	3	1	1 [BLACK]	-	Medic (5+)

SECTION SIZE

- 1 Officer
- 0-5 Battle Grenadiers *(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	75
Captain	5	100
Major	6	125

PRUSSIAN COMMAND ABILITY

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

Raus! Raus!*Command Point Cost 2,**Successes required 2**Issued in – Move Phase*

Order – A Section may add +2D3 to their At the Double Move.

SECTION UPGRADES

<u>SECTION UPGRADES</u>	
NCOs	None
Specialists	
Gun Teams	
Section Attachments	This Section may add a Medic for +20 points.
Section Weapons	This Section may be upgraded to have 1 satchel of Tank Grenades for +5 points .
Field Equipment	This Section may be upgraded to have Flashbangs for +2 points per model. An Officer may replace their Reichs Revolver for a Tesla Pistol for +10 Points
Transport	1 Sturmwagen APC may be added to the Section

TEUTONIC KNIGHT OFFICER

This Section occupies the Officers Section in the Platoon Structure.

NAME	TYPE	MV	ARMOUR RATING F/S/R	CR	HP	WEAPONS	MARS AND ABILITIES
Teutonic Unter Marshal	<i>Small Ironclad Walker</i>	5"	6/6/3	+1	4	Teutonic MG [F-180°] Armoured Fist	Walker Towering

SECTION SIZE

- The Officer Section contains **1 Teutonic Unter-Marshal**.
- **0-2 Teutonic Knights.** (See the relevant entry for Points Costs and Basic Equipment)

MODEL COST

All models in a Section must be of the same Experience Level

- The **Unter Marshal** costs **150 Points**.
- Each **Armsman** costs **85 Points**.

RANK	COMMAND POINTS
Unter Marshal	6

COMMAND ABILITY

In addition to the Standard Orders, Teutonic Knight Order Officers have access to the Order listed below:

Strength of Arms

Command Point Cost = 2

Passes Required = 2

Issued in – Melee Phase

Order – A Section may add **+2D3 [BLUE]** to their Melee Dice Pool.

<u>SECTION UPGRADES</u>	
NCOs	None
Specialists	Up to 2 Teutonic Knights may be upgraded to replace their Teutonic MG with a M4-Shockelanz for +10 Points:
Gun Teams	
Section Attachments	
Section Weapons	
Field Equipment	
Transport	
	None

OBERST WERNER HAHL

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

NAME	TYPE	MV	IR	LP	MAD	WEAPONS	MARS & ABILITIES
Oberst Werner Hahl	<i>Infantry Officer</i>	6"	4	4	5 [RED]	Tesla Surge	Armour Piercing (Melee 2) Combat Armour (2), Unique
Glücklich	<i>Infantry</i>	6"	4	2	4 [BLUE]	-	Daunting Lucky (D3-1) Symbol of the Empire, Unique
Grenadier	<i>Infantry</i>	6"	3	1	2 [BLUE]	Gewehr-69	-
Medic	<i>Infantry</i>	6"	3	1	1 [BLACK]	-	Medic (6+)

SECTION SIZE

- 1 Oberst Werner Hahl
- 0-1 Glücklich
- 0-5 Assault Grenadiers (*See the relevant entry for Points Costs and Basic Equipment*)

MODEL COST

- Oberst Werner Hahl is a Colonel and costs **200 Points**.
- Glücklich is a Regimental Mascot and costs **+50 Points**
- Each Assault Grenadier costs **25 Points**

COMMAND ABILITIES

RANK	COMMAND POINTS
Colonel	5

In addition to the Standard Orders, Oberst Werner Hahl has access to the Order listed below:

On my Target

Command Point Cost = 2

Passes Required = 2

Issued in – At the end of the Officers activation.

Order – Nominate an Enemy Section within 12" of this Officer. Until the end of the Turn, all Ranged Attacks targeting the nominated Section count as Placed Shots.

MARS:

Eisenfaust!

“Knock, Knock!”

Oberst Werner Hahl causes 2 points of Hull Damage when engaging Ironclads with his Eisenfaust

Symbol of the Empire

All Prussian Empire Sections within Oberst Werner Hahl’s Command Range gain an additional dice when rolling for Morale Tests while **Glücklich** is Alive.

SECTION UPGRADES

NCOs	None
Specialists	Up to 2 Grenadiers may be upgraded to Grenadier Specialists for +10 Points : Each Grenadier Specialist MUST be armed with a Vierling, replacing any other weapons.
Gun Teams	None
Section Attachments	In addition to the Section's complement of Assault Grenadiers, a Medic may be added for +15 Points .
Section Weapons	
Field Equipment	This Section may be upgraded to have 1-2 satchels of Tank Grenades for +5 points each.
Transport	If the Section requires no more than 6 spaces in a Transport, then 1 Sturmwagen APC may be added to the

PROFESSOR GUSTARDT & SIEGFRIED

This Section occupies the Characters Section in the Platoon Structure.

NAME	TYPE	MV	IR	LP	MAD	WEAPONS	MARS & ABILITIES
Gustardt	Infantry	6"	3	3	2D3 +1 [RED]	Tesla Gauntlets	Mad Genius, Shields [2 BLUE], Overcharge the Engines, Unique
Siegfried	-	6"	-	-	-	Amplifying Stabilisation Actuator	Non-Combatant, Unique

SECTION SIZE

- 1 Professor Gustardt
- 0-1 Siegfried

MODEL COST

- Professor Gustardt costs 90 Points.
- Siegfried costs 40 Points.

SECTION UPGRADES	
NCOs	None
Specialists	
Gun Teams	
Section Attachments	
Section Weapons	
Field Equipment	
Transport	

MARS

Mad Genius

Every time Gustardt uses his experimental Tesla Gauntlets he may re-roll **ONE** of the **D6** or **D3** used. The second result must be accepted. If a die is re-rolled and subsequently rolls a 1, Gustardt immediately suffers the loss of **ONE** Life Point.

Overcharge the Engines

If an **Ironclad Section** begins its turn within 4" of Gustardt and it makes an **Advance Move** increase its Mv by half. Shooting attacks by the Ironclad are *Rushed Shots* and if infantry disembark they cannot make use of the **Charge Doors MAR**

Amplified Stabilisation Actuator (ASA)

The **ASA** allows Gustardt's Tesla Gauntlets to greatly increase the power of an attack. Such mad science is not without a certain degree of risk, but that rarely stops him from using it! The equipment may be activated using one of **TWO** settings:

Focused Setting – Adds **+D3** to the **IAD** Attack Dice, rolled before each attack. All attacks using the Focused Setting are considered to be Placed.

Spread Setting – Adds **+D6** to the **RAD** Attack Dice, rolled before each attack. All attacks using the Spread Setting are always considered to be rushed.

Once the Attack has been resolved, roll a **D6**: On the roll of a **1** Gustardt loses **ONE** Life Point from the crackling electrical energy that is coursing through his body!

PRUSSIAN EMPIRE
COMBAT SECTIONS

GRENADIER 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
Grenadier	<i>Infantry</i>	6"	3	1	² [BLUE]	Gewehr-69	-
Grenadier Specialist	<i>Infantry</i>	6"	4	1	2 [BLACK]	Vierling	-
Grenadier Sergeant	<i>Infantry</i>	6"	3	2	⁴ [BLUE]	Gewehr-69	NCO (1)
Grenadier Colour Sergeant	<i>Infantry</i>	6"	4	2	⁵ [BLUE]	Reichsrevolver	NCO (2)
Prussian 2nd Lieutenant	<i>Infantry</i>	6"	4	2	⁵ [BLUE]	Reichsrevolver	NCO (3)
Gun Team	<i>Infantry</i>	6"	4	2	2 [BLACK]	Rudiger Model '64 [F-180°]	Cumbersome, Move or Fire
Army Medic	<i>Infantry</i>	6"	3	1	1 [BLACK]	-	Medic (5+)

SECTION SIZE

- The Combat Section may contain between **6 to 10 Grenadiers** who cost **25 Points** each

<u>SECTION UPGRADES</u>	
NCOs	1 Grenadier may be upgraded to be an NCO chosen from the following: A Grenadier Sergeant for an additional +5 Points A Grenadier Colour Sergeant for an additional +20 points A Prussian 2nd Lieutenant for an additional +35 points
Specialists	1 Grenadier may be upgraded to a Grenadier Specialist armed with a Vierling for +10 Points 1 Grenadier may be upgraded to add a Panzerpistole to its weapons for +10 Points
Gun Teams	2 Grenadier may be upgraded to form a Gun Team for +10 Points : These Grenadiers both exchange their Gewehr-69s to crew a single Rudiger Model '64 Heavy Machine Gun.
Section Attachments	In addition to the Section's complement of Grenadier, a Medic may be added for +20 Points .
Section Weapons	This Section may be upgraded to have 1 satchel of Tank Grenades for +5 points .
Field Equipment	This Section may be upgraded to have Flashbangs for +2 points per model.
Transport	1-2 Sturmwagen Transports can be added to this Section

GRENADIER 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
Grenadier	<i>Infantry</i>	6"	3	1	2 [BLUE]	Gewehr-69	Flashbangs
Grenadier Specialist	<i>Infantry</i>	6"	4	1	2 [BLACK]	Vierling	Flashbangs
Grenadier Sergeant	<i>Infantry</i>	6"	3	2	4 [BLUE]	Gewehr-69	Flashbangs NCO (1)
Grenadier Colour Sergeant	<i>Infantry</i>	6"	4	2	5 [BLUE]	Reichsrevolver	Flashbangs NCO (2)
Prussian 2nd Lieutenant	<i>Infantry</i>	6"	4	2	5 [BLUE]	Reichsrevolver	NCO (3)
Army Medic	<i>Infantry</i>	6"	3	1	1 [BLACK]	-	Medic (5+)

SECTION SIZE

- The Combat Section may contain between **6 to 10 Grenadiers** who cost **25 Points** each

<u>SECTION UPGRADES</u>	
NCOs	1 Grenadier may be upgraded to be an NCO chosen from the following: A Grenadier Sergeant for an additional +5 Points A Grenadier Colour Sergeant for an additional +20 points A Prussian 2nd Lieutenant for an additional +35 points
Specialists	Up to 3 Grenadiers may be upgraded to a Grenadier Specialists armed with a Vierling for +10 Points each. 1 Grenadier may be upgraded to add a Panzerpistole to its weapons for +10 Points
Gun Teams	None
Section Attachments	In addition to the Section's complement of Grenadier, a Medic may be added for +20 Points .
Section Weapons	This Section may be upgraded to have 1-3 satchels of Anti-Tank Grenades at +5 Points each.
Field Equipment	
Transport	1-2 Sturmwagen Transports can be added to this Section

GRENADIER 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
Grenadier	<i>Infantry</i>	6"	3	1	2 [BLUE]	Gewehr-69	-
Grenadier Sergeant	<i>Infantry</i>	6"	3	2	4 [BLUE]	Gewehr-69	NCO (1)
Grenadier Colour Sergeant	<i>Infantry</i>	6"	4	2	5 [BLUE]	Reichsrevolver	NCO (2)
Prussian 2nd Lieutenant	<i>Infantry</i>	6"	4	2	5 [BLUE]	Reichsrevolver	NCO (3)
Gun Team	<i>Infantry</i>	6"	4	2	2 [BLACK]	Rudiger Model '64 (F-180°)	Cumbersome, Move or Fire
Army Medic	<i>Infantry</i>	6"	3	1	1 [BLACK]	-	Medic (5+)

SECTION SIZE

- The Combat Section may contain between **6 to 10 Grenadiers** who cost **25 Points** each

SECTION UPGRADES	
NCOs	1 Grenadier may be upgraded to be an NCO chosen from the following: A Grenadier Sergeant for an additional +5 Points A Grenadier Colour Sergeant for an additional +20 points A Prussian 2nd Lieutenant for an additional +35 points
Specialists	None
Gun Teams	2 Grenadier may be upgraded to form a Gun Team for +15 Points : These Grenadiers both exchange their Gewehr-69s to crew a single Rudiger Model '64 Heavy Machine Gun. 2 Grenadiers may be upgraded to form a Second Gun Team for +15 Points : These Grenadiers both exchange their Gewehr-69s to crew a single Rudiger Model '64 Heavy Machine Gun.
Section Attachments	In addition to the Section's complement of Grenadier, a Medic may be added for +20 Points .
Section Weapons	
Field Equipment	None
Transport	1-2 Sturmwagen Transports can be added to this Section

LANDWEHR BATTLE SECTION

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

NAME	TYPE	MV	IR	LP	MAD	WEAPONS	MARS & ABILITIES
Landwehr Conscript	<i>Infantry</i>	6"	3	1	2 [BLACK]	Gewehr-69	Militia
Landwehr Specialist	<i>Infantry</i>	6"	3	1	2 [BLACK]	Panzergewehr	Militia
Landwehr Sergeant	<i>Infantry</i>	6"	3	2	2 [BLACK]	Gewehr-69	Militia, NCO (1)
Landwehr Colour Sergeant	<i>Infantry</i>	6"	3	2	3 [BLACK]	Reichsrevolver	Militia, NCO (2)
Army Medic	<i>Infantry</i>	6"	3	1	1 [BLACK]	-	Medic (5+)

SECTION SIZE

- The Landwehr Combat Section may contain between **5 to 12** Landwehr Conscripts who costs **20 Points** each

SECTION UPGRADES	
NCOs	1 Landwehr Conscript may be upgraded to be an NCO chosen from the following: A Landwehr Conscript Sergeant for an additional +5 Points A Landwehr Conscript Colour Sergeant for and additional +20 points
Specialists	Up to 2 Landwehr Conscripts may be upgraded to a Landwehr Conscript Specialist armed with a Panzergewehr, for +10 Points each.
Gun Teams	None
Section Attachments	In addition to the Section's complement of Landwehr Conscript, a Medic may be added for +20 Points .
Section Weapons	
Field Equipment	
Transport	None

PRUSSIAN EMPIRE
ELITE SECTION

TEUTONIC KNIGHTS ASSAULT SECTION

This Section occupies an Elite Slot in the Platoon Structure

NAME	TYPE	MV	ARMOUR RATING F/S/R	CR	HP	WEAPONS	MARS AND ABILITIES
Knight Armsman	<i>Small Ironclad Walker</i>	5"	6/6/3	+1	2	Teutonic MG [F-180°] Armoured Fist	Battle Hardened Walker Towering

SECTION SIZE

- 2 to 3 Armsmen who cost **85 Points** each

<u>SECTION UPGRADES</u>	
NCOs	See the Battle Hardened MAR
Specialists	2 Armsmen may be upgraded to replace their Teutonic MG with a M4-Shocklanze for +10 Points each
Gun Teams	None
Section Attachments	
Section Weapons	
Field Equipment	
Transport	

LUFTLANCER ASSAULT SECTION

This Section occupies an Elite Slot in the Platoon Structure

NAME	TYPE	MV	IR	LP	MAD	WEAPONS	MARS & ABILITIES
Luftlancer	<i>Jetpack</i>	9"	4	2	2 [RED]	Tesla Surge	Battle Hardened, Elusive Target, Swift Strike, Brutal Charge (3 RED)

SECTION SIZE

- 2 to 4 Luftlancers who cost 60 Points each.

<p>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.</p>
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<u>SECTION UPGRADES</u>	
NCOs	See the <i>Battle Hardened</i> MAR
Specialists	None
Gun Teams	
Section Attachments	
Section Weapons	
Field Equipment	One Luftlancer may replace their Tesla Surge for a Tesla Pistol for no additional cost.
Transport	The Section may gain the From the Skies! MAR for +40 points

LUFTWAFFE OBSERVER

This Section occupies an Elite Slot in the Platoon Structure

NAME	TYPE	MV	IR	LP	MAD	WEAPONS	MARS & ABILITIES
Observer	<i>Infantry</i>	6"	3	2	2 [BLACK]	Reichsrevolver, Bombing Run (3 Blasts)	Battle Hardened
Grenadier	<i>Infantry</i>	6"	3	1	2 [BLUE]	Gewehr-69	Battle Hardened

SECTION SIZE

- 1 Observer costs 40 Points
- 2-4 Grenadiers cost 25 Points each

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

MARs:

Voltaic - Ironclads that lose a HP to an attack with this MAR automatically gain a Shaken Marker.

Name	Range		RAD		IAD		MARs & Abilities
	ER	LR	ER	LR	ER	LR	
Reichsrevolver	0-8"	9-16"	3 [BLACK]	1 [BLACK]	-	-	CQB weapon, Small Arm
Bombing Run	17-32"	-	5 [RED]	-	5 [RED]	-	IDF Weapon, Suppression, Voltaic
Gewehr-69	1-16"	17-24"	2 [BLUE]	1 [BLACK]	-	-	Small Arm

FALLSCHIRMJÄGER

This Section occupies an Elite Slot in the Platoon Structure

NAME	TYPE	MV	IR	LP	MAD	WEAPONS	MARS & ABILITIES
Fallschirmjäger	<i>Infantry</i>	6"	3	2	2 [BLUE]	FG 70	From the Skies!
Fallschirmjäger Sergeant	<i>Infantry</i>	6"	4	2	4 [BLUE]	FG 70	NCO(2), From the Skies!
Fallschirmjäger Gunner	<i>Infantry</i>	6"	3	2	2 [BLUE]	MG69	From the Skies!
Fallschirmjäger Specialist	<i>Infantry</i>	6"	3	2	2 [BLUE]	Panzerschreck	From the Skies!

SECTION SIZE

- 2-6 Fallschirmjägers costs 40 Points each

SECTION UPGRADES	
NCOs	1 Fallschirmjäger may be upgraded to be a Fallschirmjäger Sergeant for an additional +5 Points
Specialists	Up to 1 Fallschirmjäger may be upgraded to Fallschirmjäger Gunner armed with a MG69 for +5 Points. Up to 1 Fallschirmjäger may be upgraded to Fallschirmjäger Specialist armed with a Panzerschreck for +10 Points
Gun Teams	None
Section Attachments	
Section Weapons	This Section may be upgraded to have 1-2 satchels of Anti-Tank Grenades at +5 Points each
Field Equipment	
Transport	None

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.

Name	Range		RAD		IAD		MARs & Abilities
	ER	LR	ER	LR	ER	LR	
FG 70	0-8"	9-16"	3 [BLUE]	3 [BLACK]	-	-	CQB weapon, Small Arm
MG69	1-16"	17-24"	4 [BLUE]	4 [BLACK]	-	-	-
Panzerschreck	1-16"	-	2 [RED]	-	6 [RED]	-	

PRUSSIAN EMPIRE
SUPPORT SECTIONS

KETTENKARRE TANKETTE SCOUT SECTION

This Section occupies a Support Slot in the Platoon Structure

NAME	TYPE	MV	ARMOUR RATING F/S/R	CR	HP	WEAPONS	MARS AND ABILITIES
Kettenkarre	<i>Small Ironclad</i>	8"	7/7/3	+1	2	MG71 [F-90°]	Scout

SECTION SIZE

- A Kettenkarre Tankette Scout Section may contain between **1 to 2** Kettenkarre Tankettes who cost **80 Points** each

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

HEAVY MACHINEGUN SUPPORT SECTION

This Section occupies a Support Slot in the Platoon Structure

NAME	TYPE	MV	IR	LP	MAD	WEAPONS	MARS & ABILITIES
Grenadier	<i>Infantry</i>	6"	3	1	2 [BLUE]	Gewehr-69	-
Grenadier Sergeant	<i>Infantry</i>	6"	3	2	4 [BLUE]	Gewehr-69	NCO (1)
Gun Team	<i>Infantry</i>	4"	4	2	2 [BLACK]	Rudiger Model '64 [F-180°]	Cumbersome, Move or Fire

SECTION SIZE

- The Combat Section may contain between 2 to 7 Grenadiers costs 25 Points each

<u>SECTION UPGRADES</u>	
NCOs	1 Grenadier may be upgraded to be a Grenadier Sergeant for an additional +5 Points
Specialists	None
Gun Teams	2 Grenadier MUST be upgraded to form a Gun Team for +15 Points: These Grenadiers both exchange their Gewehr-69s to crew a single Rudiger Model '64 Heavy Machine Gun. 2 Grenadiers may be upgraded to form a Second Gun Team for +15 Points: These Grenadiers both exchange their Gewehr-69s to crew a single Rudiger Model '64 Heavy Machine Gun. 2 Grenadiers may be upgraded to form aThird Gun Team for +15 Points: These Grenadiers both exchange their Gewehr-69s to crew a single Rudiger Model '64 Heavy Machine Gun.
Section Attachments	None
Section Weapons	
Field Equipment	
Transport	

FIELD GUN SUPPORT SECTION

This Section occupies a Support Slot 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	300kV PAK-69 [F-90°]	Move or Fire

SECTION SIZE

- 1-2 PAK-69 Field Guns costs 75 Points each

SECTION UPGRADES	
NCOs	None
Specialists	
Gun Teams	
Section Attachments	
Section Weapons	
Field Equipment	The Field Guns 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 its benefits are lost for the remainder of the game. The Emplacement upgrade costs +10 points each.
Transport	None

**PRUSSIAN EMPIRE
HEAVY IRONCLAD SECTION**

WALZE HEAVY IRONCLAD 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
Walze	<i>Heavy Ironclad</i>	5"	11/9/8	+2	4	13" Cannon [F-90°] Tesla Coil [L-90°] Tesla Coil [R-90°]	Independent Firing, NCO (1)

SECTION SIZE

- 1 Walze Ironclad costs 240 Points

SECTION UPGRADES	
NCOs	The Walze Heavy Tank has the NCO (1) MAR
Specialists	None
Gun Teams	
Section Attachments	
Section Weapons	
Field Equipment	
Transport	

MARs:

Latent Energy

Any Model that ends its movement within 3" of a weapon with this MAR gets hit by an out of sequence attack consisting of **2 RED RAD**. Each attack from this MAR is treated like it has the **Sniper MAR**.

*Designers Note: 2 RED RAD had about a 20-24% chance of getting 3 hits and wounding normal infantry.
If it is dropped to 1 RED RAD there will be about a 8-10% chance of 3 hits.*

There are considerations to extending this MAR to the entire length of the Side Armor but as it is this is more transferable to other weapons.

**PRUSSIAN EMPIRE
TRANSPORT SECTIONS**

STURMWAGEN APC

NAME	TYPE	MV	ARMOUR RATING F/S/R	CR	HP	WEAPONS	MARS AND ABILITIES
Sturmwagen	<i>Regular Ironclad</i>	8"	8/7/3	+1	3	Smoke Launcher	Charge Doors Transport (6)

SECTION SIZE

- Sturmwagen APCs are purchased alongside another Section in the force as its Transport.

MODEL COST

- Each Sturmwagen costs **60 Points**.

UPGRADES

- A Sturmwagen may replace its Smoke Launcher with Two Tesla Surges each with a F-90° Fire Arc for an additional **+20 Points**, if more than one Sturmwagen is purchased for a Section, they must either both be upgraded, or neither.

PRUSSIAN EMPIRE WEAPONS TABLE

Name	Range		RAD		IAD		MARs & Abilities
	ER	LR	ER	LR	ER	LR	
Tesla Pistol	0-8"	9-16"	2 [RED]	2 [BLUE]	-	-	CQB weapon, Small Arm
Reichsrevolver	0-8"	9-16"	3 [BLACK]	1 [BLACK]	-	-	CQB weapon, Small Arm
Eisenfaust	0-1"	-	-	-	7 [RED]	-	-
Gewehr-69	1-16"	17-24"	2 [BLUE]	1 [BLUE]	-	-	Small Arm
Vierling (Rifle)	1-16"	17-24"	3 [BLUE]	2 [BLACK]	-	-	Small Arm
Vierling (Shot)	1-8"	9-16"	6 [BLACK]	2 [BLACK]	-	-	Spray and Pray, Small Arm
Panzerpistole	0-8"	-	3 [BLACK]	-	6 [BLUE]	-	Small Arm
Panzergewehr-3	1-16"	17-24"	3 [BLUE]	2 [BLACK]	8 [BLUE]	10 [BLACK]	
Rudiger Model '64 HMG	1-24"	25-32"	6 [BLUE]	6 [BLACK]	6 [BLUE]	-	
Anti-Tank Grenades	0-3"	-	-	-	8 [RED]		
Maschinengewehr-71	1-16"	17-24"	6 [BLUE]	6 [BLACK]	3 [BLUE]	-	-
Teutonic MG	1-8"	9-24"	6 [BLUE]	4 [BLUE]	-	-	-
M4 Shockelanze	1-16"	-	4 [RED]	-	8 [RED]	-	
Tesla Surge	1-8"	9-16"	2 [BLUE]	2 [BLACK]	6 [RED]	4 [BLUE]	
Smoke Launcher	1-8"	-	-		-		Smoke Launcher (1)
300 kV PAK 69	1-16"	17-32"	5 [RED]	5 [BLUE]	10 [RED]	8 [RED]	Move or Fire Suppression
330mm Kanone	1-24"	25-32"	12 [BLUE]	12 [BLACK]	11 [RED]	11 [BLUE]	Spray and Pray
Tesla Coil	1-8"	9-16"	8 [RED]	8 [BLUE]	4 [RED]	4 [BLUE]	Suppression
Tesla Gauntlets	1-8"	9-16"	2D6 [BLUE]	2D6 [BLACK]	D6+D3 [RED]	D6+D3 [BLUE]	Experimental Weapon
Armored Fist	0-2"	-	4 [RED]	-	8 [RED]	-	Lethal