

Stewart Borderers

15mm

Infantry Squad

| | |
|----------|--|
| Type | Trained: 5+ C/As'lt: 3 |
| Move | Infantry: 8cm |
| Defence | 6, Lt cover +1, Hvy +2 |
| Weapons | Flechette Rifles Sh 2 FP 3/1 Range: Long |
| Suppress | Remove suppression (up to 4) marker on 5+ |

VARIANTS

Grenadiers
Flechette rifles: Sh 1 FP 3/1.
Grenade Launcher Sh 1 FP 3/1
AT Round Sh 1 FP 0/5.
Range No Short



Remote Weapon Teams

| | |
|----------|--|
| Type | Trained: 5+ C/As'lt: 2 |
| Move | Infantry: 8cm |
| Defence | 6, Lt cover +1, Hvy +2 |
| Weapons | Flechette Rifles Sh 1 FP 3/1 Range: Long |
| Suppress | Remove suppression (up to 3) marker on 5+ |

Each team controls up to 3 Remote 1cm Tribarrel Weapons (Defence 6 Sh 3 FP 1/3) which must be emplaced at the start of the game and may not move.

Costs 1LP to fire each remote weapon (subject to the usual 1-2-4 rule). The 'Remote Swarm' rule (Supplement 5) applies.



Remote Weapons Teams

Tyche AT Gun

| | |
|----------|--|
| Type | Trained: 5+ |
| Move | Heavy Infantry: 8cm |
| Defence | 7, Lt cover +1, Hvy +2 |
| Weapons | Flechette Rifles Sh 1 FP 3/1 Range: Long |
| Suppress | Remove suppression (up to 5) marker on 5+ |

Tyche AT Gun: F Arc
9.5cm Railgun: Sh 1 FP 2/7
Turning deployed weapons costs 1LP



Tyche 9.5cm

Command Bunker

| | |
|---------|-------------------|
| Type | Trained: 5+ |
| Move | Static Deployment |
| Defence | 11 |
| Weapons | None |

Command Bunker

If bunker is not destroyed, +4LPs on leadership roll.

Can house 2 infantry TUs

VARIANTS

Artillery Bunker

Twin 11cm Direct fire howitzers
Sh 2, FP 5/6 -1QR to hit in direct fire

Checkpoint Bunker

Defence 9. 1cm Tribarrel
Sh 3 FP 1/3. Can house 1 infantry TU



Turret Bunker

Laska Liaison Tankette

| | |
|---------|------------------------------|
| Type | Trained: 5+ |
| Move | Fast, Tracked: 15cm |
| Defence | F 8, S 7, R 7, T 7 |
| Weapons | 1cm Tribarrel Sh 3 FP 1/3 |



Laska Liaison

RANKS

Lieutenant
LV4
LPs is 2d6 + 4

Sergeant
LV2
LPs is 2d6 + 2

DETACHMENTS

Border Guard Det:

Trained - 15 TUs
1 Command Bunker
1 Liaison Laska
1 Turret Bunker
2 Checkpoint Bunkers
2 Tyche AT Guns
2 Remote Weapon Teams
4 Rifle Teams
2 HMG Teams