

The Renegades

A Strike Legion© Army List

These rules have been written for C-in-C's Grav Tank miniatures. Please visit the C-in-C website (<http://www.pfc-cinc.com>) for figure images.

Unit Organization

Vehicle Platoon: three identical vehicles.

Air Section: two identical fighters.

Vehicle Company: three identical platoons.

Training and C2

All units are *Trained* and have *Average C2* ratings. Up to 20% of a force may be given a *Veteran* Training rating by increasing their point cost by 10%.

WOLVERINE LIGHT TANK

PV: 75

MV: 16"/Grav Sig: 4 Shields: 4 EW: 6 Def: 8

AT Gauss (d4)(T) 3/6/10/15
4x GATM (d6) 4/8/14/20Ablative Armor
T: 4/4/4
H: 4/4/4**SYSTEMS**CDS
Digging Charges
Targeting Laser (30")**GATM**1. 0000
2. 0000
3. 0000**NOTES****LIBERATOR MEDIUM TANK**

PV: 211

MV: 13"/Grav Sig: 1 Shields: 4 EW: 8 Def: 11

AT Laser (d6)(T) 8/16/28/40
AT Gauss (d8)(T) 6/12/21/30
4x GATM (d6) 4/8/14/20Ablative Armor
T: 4/4/4
H: 5/5/5**SYSTEMS**CDS
Digging Charges
Targeting Lsr (30")
Vulcan IIPrimary
1-2: 2ndary (roll)
3-4: Mobility OO (7)
5-6: Wpns OO (2)
7-8: EW OO (4)
9: Crew OO
10: Critical (2d10)
1-5: No Damage
6: CDS
7: Target Lsr
8: Vulcan
9-10: Shld OO (2)
GATM: 0000**VIPER APC**

PV: 101

MV: 16"/Grav Sig: 3 Shields: 4 EW: 6 Def: 9

AT Gauss (d4)(T) 3/6/10/15
1x GATM (d8-1) 3/6/10/15
2x GATM (d6) 4/8/14/20Ablative Armor
T: 4/4/4
H: 4/4/4**SYSTEMS**Digging Charges
Targeting Laser (30")
Troop Bay (2)GATM
(d8-1) (d6)
1. 0 00
2. 0 00
3. 0 00**NOTES****SPARTIUS APC**

PV:

MV: 13"/Grav Sig: 1 Shields: 4 EW: 8 Def: 11

Dual AT Laser (d6)(T) 8/16/28/40
8x GATM (d6) 4/8/14/20Ablative Armor
T: 4/4/4
H: 5/5/5**SYSTEMS**Digging Charges
Troop Bay (2)
Targeting Lsr (30")
Vulcan IIPrimary
1-2: 2ndary (roll)
3-4: Mobility OO (7)
5-6: Wpns OO (2)
7-8: EW OO (4)
9: Crew OO
10: Critical (2d10)
1-6: No Damage
7: Target Lsr
8: Vulcan
9-10: Shld OO (2)
GATM: 00000000**INFANTRY SQUAD (2 TEAMS)**

PV: 39

MV: 6"/Foot Def: 9

AP (d8) 3/6/10/15
GATM (d8-1) 4/8/14/20

Personnel Target

ATTRIBUTES

Targeting Laser (30")

NOTES**DELIVERER HEAVY TANK**

PV: 299

MV: 10"/Grav Sig: 0 Shields: 5 EW: 10 Def: 12

AT Laser (d8)(T) 8/16/28/40
AT Gauss (d4)(T) 3/6/10/15
AT Gauss (d10)(FF) 8/16/28/40
4x GATM (d6) 4/8/14/20Ablative Armor
T: 6/6/6
H: 6/6/6**SYSTEMS**Digging Charges
Targeting Lsr (30")
Vulcan IIPrimary
1-2: 2ndary (roll)
3-4: Mobility 000 (4)
5-6: Wpns 000 (2)
7-8: EW 000(4)
9: Crew 000
10: Critical (2d10)
1-6: No Damage
7: Target Lsr
8: Vulcan
9-10: Shld OO (2)
GATM: 0000**ERADICATOR AA VEHICLE**

PV: 105

MV: 14"/Grav Sig: 4 Shields: 4 EW: 8 Def: 8

AT Gauss (d4)(T) 3/6/10/15
4x GAAM (d8) 10/20/35/50Ablative Armor
T: 3/3/3
H: 4/4/4**SYSTEMS**Digging Charges
Targeting Laser (30")GAAM
1. 0000
2. 0000
3. 0000**NOTES****PEDDEN ARTILLERY VEHICLE**

PV: 81

MV: 10"/Grav Sig: 4 Shields: 4 EW: 4* Def: 8

ART (d10)(T) Range 30/45 AoE: 2"

Ablative Armor
T: 4/3/4
H: 4/4/4**SYSTEMS**CDS
Digging Charges
Vulcan II**NOTES**

*Fixed DEW

CHEETAH LIGHT FIGHTER

PV: 99

MV: 30"/Air Sig: 4 Shields: 4 EW: 8 Def: 8

AA Laser (d6)(FF) 6/12/21/30
AA Gauss (d6)(FF) 6/12/21/30Ablative Armor
3**SYSTEMS**Streamlined
Targeting Laser (30")**NOTES**

Turn Mode: 1

PENETRATOR MEDIUM FIGHTER

PV: 136

MV: 21"/Air Sig: 3 Shields: 4 EW: 8 Def: 8

AA Particle (d8)(FF) 8/16/28/40
AA Gauss (d6)(FF) 6/12/21/30Ablative Armor
4**SYSTEMS**Streamlined
Targeting Laser (30")**NOTES**

Turn Mode: 2

AVENGERHEAVY FIGHTER

PV: 196

MV: 18"/Air Sig: 1 Shields: 5 EW: 10 Def: 11

AA Gauss (d6)(FF) 6/12/21/30
AA Particle (d8)(FF) 8/16/28/40
AA Laser (d6)(FF) 6/12/21/30Ablative Armor
6**SYSTEMS**Streamlined
Targeting Lsr (30")Primary
1-2: 2ndary (roll)
3-4: Mobility OO (6)
5-6: Wpns OO (2)
7-8: EW OO (5)
9: Crew OO
10: Critical (2d10)1-5: No Damage
6: CDS
7: Target Lsr
8: Vulcan
9-10: Shld OO (3)

Turn Mode: 3

AVENGERHEAVY FIGHTER

PV: 196

MV: 15"/Air Sig: 1 Shields: 5 EW: 10 Def: 11

AA Gauss (d6)(FF) 6/12/21/30
AA Particle (d8)(FF) 8/16/28/40
AA Laser (d6)(FF) 6/12/21/30Ablative Armor
6**SYSTEMS**Streamlined
Targeting Lsr (30")Primary
1-2: 2ndary (roll)
3-4: Mobility OO (6)
5-6: Wpns OO (2)
7-8: EW OO (5)
9: Crew OO
10: Critical (2d10)1-5: No Damage
6: CDS
7: Target Lsr
8: Vulcan
9-10: Shld OO (3)

Turn Mode: 3