

South African Confederation (SAC)

A Strike Legion® Army List

These rules have been written for Brigade Models' South African Confederation (SAC) line of miniatures. Please visit the Brigade Models website (<http://www.brigademodels.co.uk>) for figure images and brief descriptions.

Platoon Organizations

Tank Troop: 4x Rhino Heavy Tank.

Light Tank Troop: 4x Ratel Light Tank.

Scout Platoon: 4x Impala Armored Car.

Conscript Infantry Platoon: 3x Infantry Squads, mounted in 2 Hippo Heavy Trucks.

Infantry Platoon: 2x Infantry squads, mounted in Buffel APC (1 per squad).

Heavy Infantry Platoon: 2x Infantry Squads, mounted in Wildebeest APC (1 per squad).

Strike Infantry Platoon: 2x Ashanti Armored Squads.

Strike Support Platoon: 2x Ashanti Support Squads.

Command Section: 2x Wildebeest HQ APC.

Scout/FO Section: 2x Impala Armored Car.

AA Section: 2x Wildebeest AA Vehicles.

Artillery Battery: 4x Olifant SPA.

Artillery Section: 2x Olifant SPA

AT Section: 2x Buffel Light Missile Vehicles OR Wildebeest Support APC OR Rhino Heavy Tanks.

Company Organizations

Armor Squadron: 3x Tank Troops and 1x Command Section.

Light Tank Squadron: 3x Light Tank Troops and 1x Command Section.

Infantry or Heavy Infantry Company: 2x Infantry Platoons and one Leader Team.

Strike Infantry Company: 2x Strike Infantry Platoons, 1x Heavy Strike Infantry Platoon, and one Leader Team.

Higher Organizations

Heavy Combat Team: 1x Armor Squadron, 1x Heavy Infantry Company, 1x Artillery Battery, 1x Conscript Infantry Platoon, 1x AT Section (Rhino), 1x Artillery Section, and 1x Command Section.

Other higher organizations are created on an ad hoc basis to fulfill mission objectives. These are normally based around one or two core companies, with additional Troops or Sections assigned as deemed necessary for the mission.

Training and C2

SAC forces are *Trained*, with *Average* C2 ratings. Conscript Infantry *must* be reduced to *Conscript* training and *Lacking* C2 ratings by deducting the appropriate point values.

<p>RHINO HEAVY TANK PV: 98</p> <p>MV: 11"/Wheeled Sig: 3 EW: 8 Shields: 0 Def: 9</p> <p>AT Gauss (d8)(T) 8/16/28/40 AA Gauss (d4)(T) 4/8/14/20</p> <p>Basic Armor T: 6/4/3 H: 4/3/2</p> <p>SYSTEMS CDS Smoke (2)</p> <p>MUNITIONS Smoke 1. 00 2. 00 3. 00</p> <p>NOTES</p> 	<p>RATEL MEDIUM TANK PV: 63</p> <p>MV: 11"/Wheeled Sig: 4 EW: 6 Shields: 0 Def: 8</p> <p>AT Gauss (d6)(T) 6/12/21/30 AA Gauss (d4)(T) 4/8/14/20</p> <p>Basic Armor T: 5/4/3 H: 4/3/3</p> <p>SYSTEMS Smoke (1)</p> <p>MUNITIONS Smoke 1. 0 2. 0 3. 0</p> <p>NOTES</p> 
<p>OLIFANT SPA PV: 103</p> <p>MV: 11"/Wheeled Sig: 3 EW: 8 Shields: 0 Def: 9</p> <p>ART (d8)(T) 40/60 AoE: 1" AA Gauss (d4)(T) 4/8/14/20</p> <p>Basic Armor T: 5/4/3 H: 4/3/2</p> <p>SYSTEMS</p> <p>MUNITIONS Artillery Munitions Smoke D6 0 GAS D7 0 (d8) Destructive</p> <p>NOTES</p> 	<p>BUFFEL APC PV: 23</p> <p>MV: 10"/Wheeled Sig: 4 EW: 4* Shields: 0 Def: 8</p> <p>AP (d4)(FF) 3/6/10/15</p> <p>Basic Armor H: 2/2/2</p> <p>SYSTEMS Troop Bay (2)</p> <p>MUNITIONS</p> <p>NOTES Open Topped *Fixed DEW</p> 
<p>BUFFEL w/MG TURRET PV: 36</p> <p>MV: 10"/Wheeled Sig: 4 EW: 4* Shields: 0 Def: 8</p> <p>AP (d6)(T) 5/10/17/25</p> <p>Basic Armor T: 2/2/2 H: 2/2/2</p> <p>SYSTEMS Troop Bay (1)</p> <p>MUNITIONS</p> <p>NOTES *Fixed DEW</p> 	<p>BUFFEL LIGHT MISSILE VEHICLE PV: 41</p> <p>MV: 10"/Wheeled Sig: 4 EW: 6 Shields: 0 Def: 8</p> <p>3x ATM (d6) 8/16/28/40</p> <p>Basic Armor H: 2/2/2</p> <p>SYSTEMS CDS Troop Bay (1)</p> <p>MUNITIONS</p> <p>NOTES</p> 
<p>WILDEBEEST HEAVY APC PV: 40</p> <p>MV: 9"/Wheeled Sig: 4 EW: 6* Shields: 0 Def: 8</p> <p>AP (d6)(F) 5/10/17/25</p> <p>Basic Armor H: 4/3/3</p> <p>SYSTEMS Smoke (2) Troop Bay (2)</p> <p>MUNITIONS Smoke 1. 00 2. 00</p> <p>NOTES *Fixed DEW</p> 	<p>WILDEBEEST SUPPORT APC PV: 54</p> <p>MV: 9"/Wheeled Sig: 4 EW: 6 Shields: 0 Def: 8</p> <p>AT Gauss (d5)(T) 6/12/20/30 AA Gauss (d4)(T) 4/8/14/20</p> <p>Basic Armor T: 4/3/3 H: 4/3/3</p> <p>SYSTEMS Smoke (2) Troop Bay (1)</p> <p>MUNITIONS Smoke 1. 00 2. 00</p> <p>NOTES</p> 

WILDEBEEST HQ APC

PV: 40

MV: 9"/Wheeled Sig: 3 EW: 8 Shields: 0 Def: 9

AA Gauss (d4)(F) 3/6/10/15

Basic Armor
H: 4/3/3

SYSTEMS

Command Package
FSO
Smoke (2)
Troop Bay (2)

MUNITIONS

Smoke
1. 00
2. 00

NOTES



WILDEBEEST AA VEHICLE

PV: 56

MV: 9"/Wheeled Sig: 4 EW: 8 Shields: 0 Def: 8

AA Gauss (d4)(T) 6/12/20/30
4x AAM (d6) 6/12/20/30

Basic Armor
T: 4/3/2
H: 4/3/3

SYSTEMS

MUNITIONS

AAM
1. 0000
2. 0000

NOTES



IMPALA ARMORED CAR

PV: 40

MV: 12"/Wheeled Sig: 5 EW: 6 Shields: 0 Def: 7

AT Gauss (d6)(T) 5/10/17/25

Basic Armor
T: 3/2/2
H: 2/S/S

SYSTEMS

FSO
Smoke (1)

MUNITIONS

Smoke
1. 0
2. 0
3. 0
4. 0

NOTES



SPRINGBOK JEEP

PV: 8

MV: 12"/Wheeled Sig: 6 EW: 0 Shields: 0 Def: 6

Soft Target

SYSTEMS

Tow Package (d6)
Troop Bay (1)

MUNITIONS

NOTES



HIPPO HEAVY TRUCK

PV: 17

MV: 8"/Wheeled Sig: 4 EW: 0 Shields: 0 Def: 8

Soft Target

SYSTEMS

Tow Package (d12)
Troop Bay (3)

MUNITIONS

NOTES



INFANTRY SQUAD

(2 TEAMS) PV: 53

MV: 6"/Foot Defense: 8

AP (d4) 4/8/14/20
ATM (d6)(20EW) 5/10/17/25

NOTES
Personnel Target
Smoke
1. 0 3. 0
2. 0 4. 0

ATTRIBUTES

CCW
Rapid Fire
Smoke Grenades



ASHANTI ARMORED SQUAD (2TEAMS) PV: 114

MV: 8"/Foot Defense: 10

AP (d8) 4/8/14/20
Gauss ATR (d8)(30EW) 6/12/21/30

NOTES
Personnel Target
FT Smoke
1. 00 0
2. 00 0

ATTRIBUTES

CCW
FT (2)
Power Armor
Power Weapons
Rapid Fire
Smoke Grenades



ASHANTI SUPPORT SQUAD (2TEAMS) PV: 122

MV: 8"/Foot Defense: 10

AP (d8) 4/8/14/20
ATM (d6)(20EW) 5/10/17/25
AAM (d6)(20EW) 5/10/17/25

NOTES
Personnel Target

ATTRIBUTES

Power Armor
Rapid Fire
Stealth
Tank Hunter

