

The Chinese Democratic Socialist Union (CDSU)

A Strike Legion© Army List

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

Platoon Organizations

Tank Platoon: 4x Zhu De MBT.

Tank Support Platoon: 4x Zhu De Support Tanks.

Tank Support Section: 2x Zhu De Support Tanks.

Infantry Platoon: 2x Infantry Squads, mounted in Xie Fang APC (one per squad).

Assault Platoon: 2x Assault Squads, mounted in Xie Fang MICV (one per squad).

Assault Gun Platoon: 4x Li Peng Assault Guns.

Assault Gun Support Platoon: 4x Li Peng CS Assault Guns.

Scout Platoon: 4x Giap Scout Vehicles.

Power Armor Platoon: 2x Shan Wen Kia Squads.

Power Armor Support Platoon: 2x Shan Wen Kia Missile Squads.

Artillery Battery: 4x Mao Zhedong SPA.

Rocket Battery: 4x Chang Zheng Rocket Launchers.

Command Section: 2x Xie Fang Command APC.

AA Section: 2x Zhu De AA Tanks OR Zinglong AA Missile Tanks.

Company Organizations

Guards Tank Company: 3x Tank Platoon, 1x Tank Support Platoon and 1x Command Section.

Tank Company: 4x Tank Platoons and 1x Command Section.

Guards Infantry Company: 3x Assault Platoons, 1x Infantry Platoon, 1x Command Section, and one Leader Team.

Infantry Company: 4x Infantry Platoons, 1x Command Section, and one Leader Team.

Artillery Battalion: 2x Artillery Batteries, 2x Rocket Batteries, and 2x Command Sections.

Higher Organizations

Guards Tank Combat Team: 1x Tank Company, 1x Infantry Company, 1x Artillery Battery, 1x Rocket Battery, 1x Tanks Support Section, and 2x Command Sections.

Guards Assault Team: 1x Guards Infantry Company, 3x Assault Gun Platoons, 1x Assault Gun Support Platoon, 1x Rocket Battery, 1x Scout Platoon, 1x AA Section (Zinglong), and 2x Command Sections.

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

All 'Guards' forces are *Trained* with *Lacking C2* ratings; all other units have *Conscript* training with *Lacking C2* ratings. Reduce the point values of each unit/formation by the appropriate amounts.

ZHU DE MBT

PV: 103

MV: 10"/Hover Sig: 3 EW: 8 Shields: 0 Def: 9

AT Gauss (d8)(T) 9/18/31/45
AA Gauss (d4) 3/6/10/15Basic Armor
T: 6/5/4
H: 5/4/3

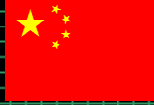
SYSTEMS

Smoke (2)

MUNITIONS

Smoke
1. 00
2. 00
3. 00
4. 00

NOTES

**ZHU DE SUPPORT TANK**

PV: 95

MV: 10"/Hover Sig: 3 EW: 8 Shields: 0 Def: 9

AT Gauss*(d12)(T) 4/8/14/20

Basic Armor
T: 6/5/4
H: 5/4/3

SYSTEMS

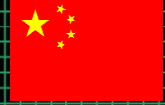
CDS
Smoke (2)

MUNITIONS

Smoke
1. 00
2. 00
3. 00
4. 00

NOTES

* Rapid Fire

**ZHU DE AA TANK**

PV: 97

MV: 10"/Hover Sig: 3 EW: 8 Shields: 0 Def: 9

Dual AA Gauss (d8)(T) 6/12/21/30

Basic Armor
T: 6/5/4
H: 5/4/3

SYSTEMS

CDS

MUNITIONS

NOTES

**XIE FANG APC**

PV: 34

MV: 11"/Hover Sig: 4 EW: 4* Shields: 0 Def: 8

AP (d6)(FF) 4/8/14/20

Basic Armor
H: 4/3/2

SYSTEMS

Troop Bay (2)

MUNITIONS

NOTES

* Fixed DEW

**XIE FANG COMMAND APC**

PV: 41

MV: 11"/Hover Sig: 4 EW: 6 Shields: 0 Def: 8

AA Gauss (d4)(F) 4/8/14/20

Basic Armor
H: 4/3/2

SYSTEMS

Command Package
FSD
Troop Bay (2)

MUNITIONS

NOTES

**XIE FANG MICV**

PV: 46

MV: 11"/Hover Sig: 4 EW: 6 Shields: 0 Def: 8

AT Gauss (d5)(T) 6/12/20/30

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

SYSTEMS

Troop Bay (2)

MUNITIONS

NOTES

**GIAP SCOUT VEHICLE**

PV: 47

MV: 14"/Grav Sig: 5 EW: 6 Shields: 0 Def: 7

AT Gauss (d6)(F) 4/8/14/20

Basic Armor
H: 3/2/2

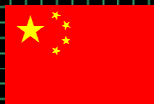
SYSTEMS

LFC
FSD
Smoke (1)

MUNITIONS

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

NOTES

**MAO ZHEDONG SPA**

PV: 123

MV: 7"/Hover Sig: 3 EW: 6 Shields: 0 Def: 9

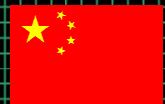
ART (d6)(T) 40/60 AoE: 1"
AA Gauss (d4)(T) 3/6/10/15Basic Armor
T: 6/5/4
H: 6/5/4

SYSTEMS

MUNITIONS

Artillery Munitions
Smoke D5 0
GAS D5 0
(d10) Destructive

NOTES



CHANG ZHENG ROCKET LAUNCHER PV: 80

MV: 7"/Hover Sig: 3 EW: 4* Shields: 0 Def: 9

ART (d8)(T) 40/60 AoE: 2"

Basic Armor
T: 6/5/4
H: 6/5/4

SYSTEMS

MUNITIONS

NOTES

* Fixed DEW



XINGLONG AA MISSILE TANK PV: 87

MV: 7"/Hover Sig: 3 EW: 8 Shields: 0 Def: 9

5x AAM (d8) 7/14/24/35

Basic Armor
T: 6/5/4
H: 6/5/4

SYSTEMS

MUNITIONS

NOTES

AAM
1. 00000
2. 00000



LI PENG ASSUALT GUN PV: 103

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

AT Gauss (d10)(FF) 10/20/35/50

Ablative Armor
H: 6/5/4

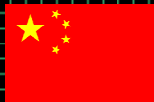
SYSTEMS

CDS
Smoke (2)

MUNITIONS

Smoke
1. 00
2. 00
3. 00
4. 00

NOTES



LI PENG CS ASSAULT GUN PV: 83

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

AT Gauss (d12)(FF) 4/8/14/20

Ablative Armor
H: 6/5/4

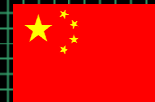
SYSTEMS

CDS
Smoke (2)

MUNITIONS

Smoke
1. 00
2. 00

NOTES



INFANTRY SQUAD (2 TEAMS) PV: 51

MV: 6"/Foot Defense: 8

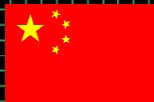
AP (d6) 3/6/10/15
Gauss ATR (d6)(10EW) 4/8/14/20

NOTES

Personnel Target

ATTRIBUTES

CCW
Power Weapons



ASSAULT SQUAD (2 TEAMS) PV: 66

MV: 6"/Foot Defense: 9

AP (d6) 3/6/10/15
AP SAW (d6) 5/10/17/25

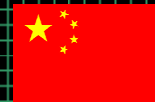
NOTES

Personnel Target

FT
1. 0 2. 0
3. 0 4. 0
5. 0 6. 0

ATTRIBUTES

CCW
FT
Urban Specialist



SHAN WEN KIA SQUAD (2TEAMS) PV: 114

MV: 8"/Foot Defense: 10

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

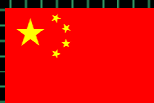
NOTES

Personnel Target

FT Smoke
1. 00 0
2. 00 0

ATTRIBUTES

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



SHAN WEN KIA MSL 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

