

TERRAN EXPEDITIONARY FORCE TO&E

STRIKE LEGION: PLANETARY OPERATIONS

Battalion Type	Composition	Point/SP Cost
Assault	3x Heavy Infantry, 1x Komodo, 1x Landhawk Scout (Det), 1x Warthog MLRS (Det).	171/19
Armor	4x Komodo, 1x Landhawk Scout (Det).	139/8
Heavy Armor	3x Infernus, 1x Heavy Infantry, 1x Landhawk Scout (Det), 1x Warthog MLRS (Det).	273/21
Light Infantry	3x Light Infantry, 1x Landhawk Scout (Det).	88/11
Engineer	3x Assault Engineers, 1x Warthog GP, 2x Warthog MLRS (Det).	182/22
Gunship	3x Dragonfly Gunship	114/9
Artillery	3x Warthog MLRS	69/9
AA	3x Warthog AA	60/9
Transport	2x Land Transporter	32/4

TEF Notes:

1. New Special Unit: Supply Source/x

This special attribution allows each stand of a unit to begin any scenario with a number of Supply Points equal to the value of x. At the conclusion of any scenario of a Sector or Planetary Ops CG, any SP carried by each such stand may be used normally within the unit's sector or by friendly Isolated forces that include one or more stands with the *Supply Source* designation.

Construction Cost: 5 construction points per value of x.

Conversion: 1 point per Troop Bay. Unit may not be given any other special or 'Notes'-type designation/abilities.

2. Other Battalion and Brigade organizations are possible; the listings included here are the most commonly used combat configurations.

3. Heavy Armor, Light Infantry, and Gunship Battalions always use *Veteran* Training ratings; all other Battalions use *Trained* Training ratings.

4. All TEF forces use *Average* C3 ratings.

Brigade Type	Composition	Point/SP Cost
Armor	1x Heavy Armor Bn, 2x Armor Bn, 1x Assault Bn, 1x Artillery Bn, 1x AA Bn, 1x Scarab HQ	870/77
Assault	3x Assault Bn, 1x Armor Bn, 1x Engineer Bn, 1x Artillery Bn., 1x Gunship Bn, 2x Scarab HQ.	1055/111
Light	3x Light Infantry Bn, 1x Armor Bn, 1 AA Bn, 1 Artillery Bn, 1x Scarab HQ	551/65

<p>Komodo Assault Tank (S) PV: 30</p> <p>STATS MV: 5/Wheeled Def: d6 Attack: d6 Range: 4/10 EW: 4</p> <p>SPECIAL MSL DEF +1 Firefight +1</p> <p>NOTES 3DMG Supply Points: 2</p>	<p>Warthog GP (S) PV: 24</p> <p>STATS MV: 5/Wheeled Def: d5 Attack: d6 Range: 2/7 EW: 4</p> <p>SPECIAL AA (d6) R7 MSL DEF +1</p> <p>NOTES 2DMG Supply Points: 1</p>
<p>Landhawk Scout (S) PV: 19</p> <p>STATS MV: 8/Wheeled Def: d4 Attack: d6 Range: 2/7 EW: 4</p> <p>SPECIAL Scout</p> <p>NOTES Detachment 1DMG Supply Points: 2</p>	<p>Warthog SAM Battery (S) PV: 20</p> <p>STATS MV: 5/Wheeled Def: d5 Attack: - Range: -/ EW: 4</p> <p>SPECIAL AA MSL (d6) R10</p> <p>NOTES Detachment 2DMG AA MSL Depl: 2 Supply Points: 3</p>
<p>Light Infantry w/Scarab APC (M) PV: 23</p> <p>STATS MV: 7/Wheeled Def: d6 Attack: d6 Range: 2/6 EW: 3</p> <p>SPECIAL Assault +1</p> <p>NOTES Mech infantry 3DMG Supply Points: 3</p>	<p>Warthog MLRS Battery (S) PV: 23</p> <p>STATS MV: 5/Wheeled Def: d5 Attack: d6 Range: 4/10 EW: 3</p> <p>SPECIAL ART/2 (d6) R15</p> <p>NOTES Detachment 2DMG Supply Points: 3</p>
<p>Heavy Infantry W/Growler IFV (M) PV: 33</p> <p>STATS MV: 5/Wheeled Def: d6 Attack: d6 Range: 4/10 EW: 4</p> <p>SPECIAL MSL (d6) R10 Firefight +1 Assault +2/+1</p> <p>NOTES Mech Infantry 3DMG MSL Depl: 8 Supply Points: 4</p>	<p>Land Transporter Company (L) PV: 16</p> <p>STATS MV: 4/Wheeled Def: d5 Attack: - Range: -/ EW: 3</p> <p>SPECIAL Supply Source/10</p> <p>NOTES 3DMG Supply Points: 2</p>
<p>Assault Engineers w/Growler IFV (M) PV: 45</p> <p>STATS MV: 5/Wheeled Def: d6 Attack: d6 Range: 4/10 EW: 4</p> <p>SPECIAL MSL (d6) R10 Firefight +1 Assault +d3/+1 Assault Engineers+</p> <p>NOTES Mech Infantry 3DMG MSL Depl: 6 Supply Points: 6</p>	<p>Infernus Superheavy Tank (M) PV: 66</p> <p>STATS MV: 4/Wheeled Def: d8 Attack: d10 Range: 4/12 EW: 5</p> <p>SPECIAL MSL (d6) R10 MSL DEF +2 Firefight +d3 Assault +d3</p> <p>NOTES 4DMG MSL Depl: 4 Supply Points: 4</p>
<p>Scarab HQ Section PV: 19</p> <p>STATS MV: 7/Wheeled Def: d6 Attack: d6 Range: 2/6 EW: 3</p> <p>SPECIAL Assault +1</p> <p>NOTES HQ Mech Infantry 2DMG Supply Points: 3</p>	<p>Dragonfly Gunship (S) PV: 38</p> <p>STATS MV: 15/STOVL Def: d5 Attack: d6 Range: 2/7 EW: 5</p> <p>SPECIAL MSL (d6) R10 MSL DEF +1</p> <p>NOTES 2DMG MSL Depl: 8 Supply Points: 3</p>