

## The European Federation

*A Strike Legion*© Army List

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

### Platoon Organizations

Tank Platoon: 3x Monsabert MBT OR Monsabert Support Tank OR Garibaldi Heavy Tank OR Gamelin. Medium Tanks.

Infantry Platoon: 2x Infantry Squads, mounted in Tassigny OR Catroux APC (1 per squad).

Assault Platoon: 2x Assault Squads, mounted in Tassigny OR Catroux APC (1 per squad).

Sniper Section: 1x Sniper Squad, optionally mounted in a Tassigny OR Catroux APC (1 per squad).

Heavy Infantry Platoon: 2x Chasseur Blindé Squads.

Scout Platoon: 4x Javelot Buggy (homogenous) OR Musraigne OP.

AT Missile Platoon: 3x Tassigny OR Catroux Missile Carriers.

Command Section: 2x Tassigny Command APC OR Catroux Command Vehicles.

AA Section: 2x Juin AA OR Tassigny AA OR Catroux AA Vehicles.

AT Section: 3x Tassigny Support APC OR Catroux AGS OR 2x Gamelin Medium Tanks.

AP Section: 2x Monsabert Support Tanks.

Artillery Battery: 3x Glorie SPG.

Light Artillery Battery: 3x Catroux Mortar Carriers.

AT Gun Battery: 4x CAC-41 Light ATG and 4x Lievre.

AP Gun Battery: 4x CI-55 Light Infantry Guns and 4x Lievre.

Engineer Section: 2x Catroux Engineer Vehicles.

Ground Support Section: 2x Cariboux Light VTOL.

### Company Organizations

Tank Company: 4x (Monsabert) Tank Platoons, 1x (Monsabert Support) Tank Platoon and 1x (Tassigny) Command Section.

Heavy Tank Company: 5x (Garibaldi) Tank Platoons and 1x (Tassigny) Command Section.

Infantry Company: 3x Infantry Platoons, 1x Command Section and one or two Leader teams.

Assault Infantry Company: 3x Assault Platoons, 1x Command Section, and one or two Leader Teams.

Heavy Infantry Company: 3x Heavy Infantry platoons and 1x Leader Team.

### Higher Organizations

EuroFed Combat Team: one Company of 5x (Monsabert) Tank Platoons, 2x (Tassigny) Infantry Companies, 1x AP Section, 1x Artillery Battery, and 2x (Tassigny) Command Section.

Foreign Legion Main Force: one Company of 5x (Gamelin) Tank Platoons, 2x (Catroux) Infantry Companies, 1x AT (Gamelin) Section, and 2x (Catroux) Command Section.

Foreign Legion Support Force: 1x (Musraigne OP) Scout Platoon, 2x (Catroux) AT Missile Platoons, 2x (Catroux) AT Sections, 2x Light Artillery Batteries, 1x (Catroux) AA Section, 1x Engineer Section, and 3x (Catroux) 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 forces are *Trained*, with *Average C2* ratings. All Infantry Companies may be rated *Veteran* by paying the appropriate point increases. Tank Companies composed exclusively of Heavy Tank Platoons may be given Superior C2 ratings by paying the appropriate point increases.

Any Foreign Legion Force may be given *Conscript* training and/or *Lacking C2* ratings by reducing each unit by the appropriate point values.

<p><b>MONTABERT MBT</b> PV: 116</p> <p>MV: 11"/Hover Sig: 3 EW: 8 Shields: 0 Def: 9</p> <p>AT Gauss (d8)(T) 8/16/28/40 AA Gauss (d4)(T) 3/6/10/15</p> <p>Ablative Armor T: 6/4/4 H: 6/4/4</p> <p><b>SYSTEMS</b> CDS Smoke (2)</p> <p><b>MUNITIONS</b> Smoke 1. 00 2. 00 3. 00</p> <p><b>NOTES</b></p> 	<p><b>MONTABERT SUPPORT TANK</b> PV: 100</p> <p>MV: 11"/Hover Sig: 3 EW: 8 Shields: 0 Def: 9</p> <p>AP (d10)(T) 6/12/21/30 AA Gauss (d4)(T) 3/6/10/15</p> <p>Ablative Armor T: 6/4/4 H: 6/4/4</p> <p><b>SYSTEMS</b> Smoke (2)</p> <p><b>MUNITIONS</b> Smoke 1. 00 2. 00 3. 00</p> <p><b>NOTES</b></p> 
<p><b>GLORIE SPA</b> PV: 99</p> <p>MV: 6"/Hover Sig: 3 EW: 4* Shields: 0 Def: 9</p> <p>ART (d6)(T) 50/75 AoE: 2"</p> <p>Ablative Armor T: 6/6/4 H: 6/6/4</p> <p><b>SYSTEMS</b></p> <p><b>MUNITIONS</b> Artillery Munitions Smoke D4 0</p> <p><b>NOTES</b> * Fixed DEW</p> 	<p><b>JUIN AA TANK</b> PV: 97</p> <p>MV: 10"/Hover Sig: 3 EW: 8 Shields: 0 Def: 9</p> <p>Quad AA Gauss (d6)(T) 5/10/17/25</p> <p>Ablative Armor T: 5/4/4 H: 5/4/4</p> <p><b>SYSTEMS</b></p> <p><b>MUNITIONS</b></p> <p><b>NOTES</b></p> 
<p><b>GARIBALDI HEAVY TANK</b> PV: 157</p> <p>MV: 6"/Hover Sig: 3 EW: 10 Shields: 0 Def: 9</p> <p>Dual AT Gauss (d8)(T) 10/20/35/50</p> <p>Active Armor T: 6/6/4 H: 6/6/4</p> <p><b>SYSTEMS</b> CDS Linked Fire Control Smoke (2)</p> <p><b>MUNITIONS</b> Smoke 1. 00 2. 00 3. 00</p> <p><b>NOTES</b></p> 	<p><b>TASSIGNY APC</b> PV: 30</p> <p>MV: 10"/Hover Sig: 4 EW: 4* Shields: 0 Def: 8</p> <p>AP (d4)(F) 3/6/10/15</p> <p>Active Armor H: 4/3/3</p> <p><b>SYSTEMS</b> Troop Bay (2)</p> <p><b>MUNITIONS</b></p> <p><b>NOTES</b> * Fixed DEW</p> 
<p><b>TASSIGNY SUPPORT APC</b> PV: 48</p> <p>MV: 10"/Hover Sig: 4 EW: 6 Shields: 0 Def: 8</p> <p>AT Gauss (d6)(T) 5/10/17/25</p> <p>Active Armor T: 4/3/3 H: 4/3/3</p> <p><b>SYSTEMS</b> Troop Bay (1)</p> <p><b>MUNITIONS</b></p> <p><b>NOTES</b></p> 	<p><b>TASSIGNY COMMAND APC</b> PV: 33</p> <p>MV: 10"/Hover Sig: 4 EW: 6* Shields: 0 Def: 8</p> <p>Active Armor H: 4/3/3</p> <p><b>SYSTEMS</b> Command Package FSO Troop Bay (2)</p> <p><b>MUNITIONS</b></p> <p><b>NOTES</b> * Fixed DEW</p> 

<p><b>TASSIGNY MISSILE CARRIER</b> PV: 80</p> <p>MV: 10"/Hover Sig: 4 EW: 8 Shields: 0 Def: 8</p> <p>6x ATM (d8) 10/20/35/50 Ablative Armor H: 3/2/2</p> <p>SYSTEMS</p> <p>MUNITIONS ATM 1. 000000 2. 000000 3. 000000</p> <p>NOTES</p> 	<p><b>TASSIGNY AA VEHICLE</b> PV: 49</p> <p>MV: 10"/Hover Sig: 4 EW: 8 Shields: 0 Def: 8</p> <p>AA Gauss (d5)(T) 5/10/17/25 Ablative Armor T: 3/2/2 H: 3/2/2</p> <p>SYSTEMS</p> <p>MUNITIONS</p> <p>NOTES</p> 
<p><b>JAVELOT BUGGY/MG</b> PV: 10</p> <p>MV: 12"/Wheeled Sig: 6 EW: 2* Shields: 0 Def: 6</p> <p>AP (d4)(FF) 3/6/10/15 Ablative Armor H: 2/S/S</p> <p>SYSTEMS</p> <p>MUNITIONS</p> <p>NOTES * Fixed DEW</p> 	<p><b>JAVELOT BUGGY/CANNON</b> PV: 14</p> <p>MV: 12"/Wheeled Sig: 6 EW: 4 Shields: 0 Def: 6</p> <p>AT Gauss* (d6)(T) 3/6/10/15 Basic Sharmor H: 2/S/S</p> <p>SYSTEMS</p> <p>MUNITIONS</p> <p>NOTES</p> 
<p><b>JAVELOT BUGGY/MISSILE</b> PV: 25</p> <p>MV: 12"/Wheeled Sig: 6 EW: 4 Shields: 0 Def: 6</p> <p>4x ATM (d6) 8/16/28/40 Ablative Armor H: 2/S/S</p> <p>SYSTEMS</p> <p>MUNITIONS ATM 1. 0000 2. 0000 3. 0000</p> <p>NOTES</p> 	<p><b>CARIBOU LIGHT VTOL</b> PV: 93</p> <p>MV: 19"/STOVL Sig: 3 EW: 10 Shields: 0 Def: 9</p> <p>AT Gauss (d8)(FF) 6/12/21/30 Ablative Armor 3</p> <p>SYSTEMS</p> <p>MUNITIONS</p> <p>NOTES</p> 
<p><b>MUSARAIGNE OP</b> PV: 10</p> <p>MV: 12"/Wheeled Sig: 6 EW: 2* Shields: 0 Def: 6</p> <p>Ablative Armor H: 2/S/S</p> <p>SYSTEMS FSO</p> <p>MUNITIONS</p> <p>NOTES * Fixed DEW</p> 	<p><b>GAMELIN MEDIUM TANK</b> PV: 76</p> <p>MV: 12"/Wheeled Sig: 4 EW: 8 Shields: 0 Def: 8</p> <p>AT Gauss (d8)(T) 8/16/28/40 Basic Armor T: 4/3/3 H: 4/3/3</p> <p>AP (d4)(T) 3/6/10/15</p> <p>SYSTEMS Smoke (2)</p> <p>MUNITIONS Smoke 1. 00 2. 00 3. 00</p> <p>NOTES</p> 

**CATROUX APC**

**PV: 37**

MV: 12"/Wheeled Sig: 4 EW: 6 Shields: 0 Def: 8

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

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

**SYSTEMS**

Troop Bay (2)

**MUNITIONS**

**NOTES**



**CATROUX MISSILE CARRIER**

**PV: 70**

MV: 12"/Wheeled Sig: 4 EW: 6 Shields: 0 Def: 8

6x ATM (d8) 10/20/35/50

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

**SYSTEMS**

**MUNITIONS**

ATM  
1. 000000  
2. 000000  
3. 000000

**NOTES**



**CATROUX COMMAND VEHICLE**

**PV: 22**

MV: 12"/Wheeled Sig: 4 EW: 4\* Shields: 0 Def: 8

Basic Armor  
H: 3/2/S

**SYSTEMS**

Command Package  
FSO

**MUNITIONS**

**NOTES**

\* Fixed DEW



**CATROUX MORTAR CARRIER**

**PV: 22**

MV: 12"/Wheeled Sig: 4 EW: 4\* Shields: 0 Def: 8

Mortar (d4)(FF) 10/15 AoE: 1"

Basic Armor  
H: 2/S/S

**SYSTEMS**

**MUNITIONS**

Artillery Munitions  
Smoke D6 0

**NOTES**

Open Topped

\* Fixed DEW



**CATROUX AGS**

**PV: 44**

MV: 12"/Wheeled Sig: 4 EW: 6 Shields: 0 Def: 8

AT Gauss (d8)(T) 6/12/21/30

Basic Armor  
H: 3/2/S

**SYSTEMS**

**MUNITIONS**

**NOTES**



**CATROUX AA VEHICLE**

**PV: 45**

MV: 12"/Wheeled Sig: 4 EW: 6 Shields: 0 Def: 8

Dual AA Gauss (d8)(T) 4/8/14/20

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

**SYSTEMS**

**MUNITIONS**

**NOTES**



**CATROUX ENGINEER VEHICLE**

**PV: 26**

MV: 12"/Wheeled Sig: 4 EW: 4\* Shields: 0 Def: 8

Basic Armor  
H: 3/2/S

**SYSTEMS**

MCS (d8)

**MUNITIONS**

**NOTES**



**CATROUX AMBULANCE**

**PV: 11**

MV: 12"/Wheeled Sig: 4 EW: 0 Shields: 0 Def: 8

Basic Armor  
H: 3/2/S

**SYSTEMS**

**MUNITIONS**

**NOTES**



**CAC-41 LIGHT ATG** PV: 44


MV: 0"/Immobile EW: 6 Def: 10

AT Gauss (d8)(FF) 8/16/28/40 Personnel Target

SYSTEMS: Limber

MUNITIONS:

NOTES: \*Fixed OEW



**CI-55 LIGHT INFANTRY GUN** PV: 36


MV: 0"/Immobile Def: 9

AP (d10)(FF) 6/12/21/30 Personnel Target

SYSTEMS: Limber

MUNITIONS:

NOTES:



**LIÈVRE (TRUCK)** PV: 11


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

Soft Target

SYSTEMS: Tow Package (d10)  
Troop Bay (2)

MUNITIONS:

NOTES: Open Topped




**INFANTRY SQUAD (2 TEAMS)** PV: 61

MV: 6"/Foot Defense: 9

AP (d6) 3/6/10/15  
ATR Gauss (d6)(3OEW) 5/10/17/25

NOTES: Personnel Target

ATTRIBUTES: Rapid Fire  
Tank Hunter



**ASSAULT SQUAD (2 TEAMS)** PV: 77


MV: 6"/Foot Defense: 8

AP (d6) 3/6/10/15  
SAW (d8) 5/10/17/25

NOTES: Personnel Target

Smoke	EFT
1. 0	0
2. 0	0

ATTRIBUTES: CCW  
Combat Engineers  
EFT  
Smoke Grenades




**SNIPER SQUAD (2 TEAMS)** PV: 83

MV: 8" Assist/Tracked Defense: 12

AP (d8) 5/10/17/25

NOTES: Personnel Target

ATTRIBUTES: Rapid Fire  
Sniper  
Stealth



**CHASSEUR BLINDÉ SQUAD (2 TEAMS)** PV: 114

MV: 8"/Foot Defense: 10

AP (d8) 4/8/14/20  
Gauss ATR (d8)(3OEW) 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

