

British ONESS Forces

A Strike Legion© Army List

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

Platoon Organizations

Tank Troop: 4 Apollo MBT.

Tank Section: 2 Apollo MBT.

Light Tank Troop: 3 or 4 Hermes Light Tank.

Infantry Platoon: 2 Infantry or Clone squads, mounted in Artemis MICV (1 per squad). All squads of the platoon must be the same type.

Engineer Section: 2 Engineer Squads, mounted in Artemis MICV (1 per squad).

Sniper Section: one Sniper Squad, optionally mounted in an Artemis MICV.

Heavy Infantry Platoon: 2 Mk. 16 Armored Suit Squads.

Heavy Support Platoon: 2 Mk. 17 Armored Suit Squads.

Airmobile Platoon: three Infantry or Clone Squads plus one Leader Team, mounted in Hestia VTOL (1 per squad).

Command Section: 2 Zeus Command Vehicles.

AA Section: 2 Nemesis AA Tanks OR 2 Hydra AA Vehicles.

Artillery Troop: 3 Prometheus SPG.

Rocket Troop: 3 Hydra Weapons Carriers.

Ground Support Section: 2 Hestia VTOL

Company Organizations

Tank Squadron: three Tank Troops and one Command Section.

Light Tank Squadron: three Light Tank Troops and one Command Section.

Infantry Company: three Infantry platoons and one or two Leader teams.

Heavy Infantry Company: two Heavy Infantry platoons, one Heavy Support platoon, and one Leader Team.

Higher Organizations

Armored Combat Team: one Tank Company, one Infantry Company, two Light Tank Troops (one of 3, the other of 4 vehicles), two Artillery Troops, one Rocket Troop, one Tank Section, one AA Section, and two 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. Clone-based and Heavy Infantry Companies may be rated *Veteran* by paying the appropriate point increases. Tank Companies may be given Superior C2 ratings by paying the appropriate point increases.

APOLLO MBT

PV: 135

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

AT Gauss (d8)(T) 8/16/28/40
AA Gauss (d4)(T) 6/12/21/30

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

SYSTEMS

CDS
CFC
Smoke (2)
Vulcan I

MUNITIONS

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

NOTES



NEMESIS AA TANK

PV: 111

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

Dual AA Gauss (d8)(T) 6/12/20/30

Ablative Armor
T: 4/3/3
H: 5/4/4

SYSTEMS

CDS
Smoke (2)
Vulcan I

MUNITIONS

Smoke
1. 00
2. 00

NOTES



ZEUS COMMAND VEHICLE

PV: 100

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

AA Gauss (d4)(T) 6/12/21/30
AP (d4)(T) 4/8/14/20

Ablative Armor
H: 4/4/4
H: 5/4/4

SYSTEMS

Command Package
FSO
Smoke (2)
Vulcan II

MUNITIONS

Smoke
1. 00
2. 00
3. 00

NOTES



ARTEMIS MICV

PV: 41

MV: 10"/Hover Sig: 4 EW: 4 Shields: 0 Def: 8

AT Gauss (d6)(F) 3/6/10/15
AP (d4)(F) 3/6/10/15

Ablative Armor
H: 4/3/2

SYSTEMS

Troop Bay (2)

MUNITIONS

NOTES



HERMES LIGHT TANK

PV: 83

MV: 13"/Hover Sig: 4 EW: 6 Shields: 0 Def: 8

AT Gauss (d6)(T) 8/16/28/40
AP (d4)(T) 4/8/14/20

Ablative Armor
T: 5/3/2
H: 4/3/2

SYSTEMS

CFC
Smoke (1)
Vulcan I

MUNITIONS

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

NOTES



PROMETHEUS SPG

PV: 96

MV: 9"/Hover Sig: 4 EW: 6* Shields: 0 Def: 8

ART (d8)(T) 40/60 AoE: 1"

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

SYSTEMS

CDS

MUNITIONS

Smoke D5
GAS D5
(d8) *Destructive*

NOTES

*Fixed DEW



HYDRA WEAPONS CARRIER

PV: 56

MV: 10"/Hover Sig: 4 EW: 6* Shields: 0 Def: 8

ART (d8)(T) 30/45 AoE: 2"

Ablative Armor
T: 3/2/2
H: 3/3/2

SYSTEMS

CDS

MUNITIONS

NOTES

*Fixed DEW



HYDRA AA VEHICLE

PV: 76

MV: 10"/Hover Sig: 4 EW: 6* Shields: 0 Def: 8

8x AAM (d10) 6/12/21/30

Ablative Armor
T: 3/2/2
H: 3/3/2

SYSTEMS

MUNITIONS

AA MSL
1. 00000000
2. 00000000

NOTES



ATLAS TRUCK

PV: 19

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

Soft Target

SYSTEMSTow Package (d10)
Troop Bay (3)**MUNITIONS****NOTES****INFANTRY SQUAD**

(2 TEAMS) PV: 54

MV: 6"/Foot Defense: 9

AP (d6) 3/6/10/15
Gauss ATR (d8)(20EW) 5/10/17/25**NOTES**

Personnel Target

Smoke:
1. 0
2. 0**ATTRIBUTES**CCW
Smoke Grenades**CLONE INFANTRY SQUAD (2 TEAMS) PV: 64**

MV: 6"/Foot Defense: 8

AP (d6) 3/6/10/15
ATM (d6)(20EW) 5/10/17/25**NOTES**

Personnel Target

ATTRIBUTESAccurate
CCW
Rapid Fire
Smoke Grenades**ASSAULT ENGINEER SQUAD (2 TEAMS) PV: 67**

MV: 6"/Foot Defense: 8

AP (d6) 3/6/10/15

NOTES

Personnel Target

Smoke Mines
1. 0 0
2. 0 0**ATTRIBUTES**CCW
Combat Engineers
Defensive Mines (5)
EFT 0
Smoke Grenades**MK. 16 ARMORED SUIT SQUAD (2 TEAMS) 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**MK. 17 SUPPORT SUIT SQUAD (2 TEAMS) 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

ATTRIBUTESPower Armor
Rapid Fire
Stealth
Tank Hunter**SNIPER SQUAD (2 TEAMS) PV: 83**

MV: 6"/Foot Defense: 9

AP (d8) 5/10/17/25

NOTES

Personnel Target

ATTRIBUTESRapid Fire
Sniper
Stealth**HESTIA VTOL**

PV: 120

MV: 20"/STOVL Sig: 3 EW: 8 Shields: 0 Def: 9

AT Gauss (d8)(FF) 8/16/28/40
AP (d6)(FF) 4/8/14/20Ablative Armor
3**SYSTEMS**Chaff (2)
FSO
Troop Bay (2)
Vulcan I**MUNITIONS****NOTES**