

# RENEGADES TO&E

# STRIKE LEGION: PLANETARY OPERATIONS

Battalion Type	Composition	Point/SP Cost
Light Tank	3x Wolverine	63/6
Medium Tank	3x Liberator	102/6
Heavy Tank	4x Deliverer	162/9
Light Mech Infantry	3x Viper APC w/Infantry	84/9
Medium Mech Infantry	3x Spartius APC w/Infantry	123/15
Static Infantry	4x Dismounted Infantry	42/9
Artillery	3x Pedden	93/9
AA	3x Eradicator	96/6
Engineers	3x Constructor	120/15
HQ	1x Liberator, 1x Eradicator	66/4
Air Defense Flight	2x Cheetah, 2x Penetrator	164/14
Ground Support Flight	1x Cheetah, 2x Penetrator, 1x Avenger	174/15

Regiment Type	Composition	Point/SP Cost
Heavy Armor	1x Light Tank Bn, 1x Medium Tank Bn, 1x Heavy Tank Bn., 1x HQ	393/25
Armor	1x Light Tank Bn, 1x Medium Tank Bn 1x HQ	231/16
Medium Infantry	3x Medium Mech Infantry Bn 1x HQ	435/49
Light Infantry	3x Light Mech Infantry Bn 1x HQ	318/31
Artillery	3x Artillery Bn	279/27
AA	3x AA Bn	288/18
Engineer	2x Engineer Bn	240/30
Air Defense Wing	2x Air Defense Flights 2x Ground Support Flights	676/58

Brigade or Division Type	Composition	Point/SP Cost
Armor Brigade	1x Heavy Armor Rgt, 2x Armor Rgt, 1x Medium Infantry Rgt, 1x Artillery Bn, 1x AA Bn, 1x Air Defense Flight, 1x HQ	1709/139
Infantry Brigade	2x Medium Infantry Rgt, 1x Light Infantry Rgt, 1x Armor Rgt, 1x Artillery Bn, 1x AA Bn, 1x Air Defense Flight, 1x HQ	1838/178
Heavy Strike Division	3x Heavy Armor Rgt, 7x Medium Armor Rgt, 1x Artillery Rgt, 1x AA Rgt, 1x Engineer Rgt, 5x HQ, 1x Air Defense Wing	4609/340
Strike Division	1x Heavy Armor Rgt, 9x Medium Armor Rgt, 1x Artillery Rgt, 1x AA Rgt, 1x Engineer Rgt, 5x HQ, 1x Air Defense Wing	4285/322
Infantry Division	1x Heavy Armor Rgt, 2x Medium Armor Rgt, 4x Medium Infantry Rgt, 3x Light Infantry Rgt, 1x Artillery Rgt, 1x AA Rgt, 1x Engineer Rgt, 5x HQ	4686/441

### Renegades Notes:

1. *Strike* and *Heavy Strike* Divisions may have *Superior* or *Average* C3 ratings; *Infantry* Divisions may have *Average* or *Lacking* C3 ratings. These ratings also apply to any Regiments deployed from their parent formations.

2. *Heavy Armor* battalions *always* use *Veteran* Training Ratings; *Armor* battalions may use *Veteran* or *Trained* Training ratings.

3. Up to 20% of all *Medium* or *Light Infantry* battalions in a force may have *Veteran* Training ratings.

4. Up to 20% of all *Medium* or *Light Infantry* battalions in a force may have *Green* Training ratings.

5. Each *Heavy Strike* Division may have up to two FF, 2 CA, and 2 BB Orbital Support choices; each *Strike* Division may have up to 2 FF, 1 CA, and 1 BB Orbital Support Choices. Orbital Support for non-divisional units is limited to one choice per 2 *Heavy Armor* or *Armor* Regiments in play, and may not exceed two choices from any single class (FF, CA, or BB).

6. Two additional unit types (*Dismounted Infantry* and *Grav Sled Infantry*) are provided with the Data Cards; players should feel free to experiment with different organizations for these units as no organizational data is provided for them.

Viper APC w/Infantry

(M) PV: 28

**STATS**  
MV: 10/Grav  
Def: d6  
Attack: d5  
Range: 1/4  
EW: 3

**SPECIAL**  
MSL (d5) R5  
  
Assault +2

**NOTES**  
Mech Infantry  
  
2DMG  
MSL Dept: 6  
Supply Points: 3

Spartius APC w/ Infantry

(M) PV: 41

**STATS**  
MV: 8/Grav  
Def: d6  
Attack: d5  
Range: 4/10  
EW: 4

**SPECIAL**  
MSL (d5) R5  
MSL DEF +2  
  
Firefight +1  
Assault +2

**NOTES**  
Mech Infantry  
3DMG  
MSL Dept: 4  
Supply Points: 5

Constructor Engineering Vehicle

(S) PV: 40

**STATS**  
MV: 8/Grav  
Def: d6  
Attack: d6  
Range: 4/10  
EW: 2

**SPECIAL**  
MSL (d5) R5  
  
Firefight +1  
Assault +1  
Assault Engineers+

**NOTES**  
Detachment  
  
2DMG  
MSL Dept: 4  
Supply Points: 5

Grav Sled Infantry

(S) PV: 26

**STATS**  
MV: 8/Grav  
Def: d5  
Attack: d6  
Range: 1/5  
EW: 2

**SPECIAL**  
MSL (d6) R4  
  
Assault +2

**NOTES**  
Mech Infantry  
  
2DMG  
Supply Points: 4

Wolverine Light Tank

(S) PV: 21

**STATS**  
MV: 10/Grav  
Def: d5  
Attack: d3  
Range: 1/4  
EW: 3

**SPECIAL**  
MSL (d5) R5  
  
Assault +2

**NOTES**  
  
1DMG  
MSL Dept: 6  
Supply Points: 2

Cheetah Light Fighter

PV: 40

**STATS**  
MV: 15" Radius  
Def: d5  
Attack: d4/d5  
EW: 4

**SPECIAL**  
  
Firefight +1

**NOTES**  
Air Marker  
  
3 Damage dice  
Supply Points: 3

Dismounted Infantry

(S) PV: 14

**STATS**  
MV: 2/Foot  
Def: d4  
Attack: d5  
Range: 1/4  
EW: 2

**SPECIAL**  
MSL (d6) R4  
  
Assault +1

**NOTES**  
  
2DMG  
MSL Dept: 4  
Supply Points: 3

Penetrator Medium Fighter

PV: 42

**STATS**  
MV: 12" Radius  
Def: d5  
Attack: d5/d6  
EW: 4

**SPECIAL**  
  
Firefight +1

**NOTES**  
Air Marker  
  
4 Damage dice  
Supply Points: 4

Liberator Medium Tank

(S) PV: 34

**STATS**  
MV: 8/Grav  
Def: d6  
Attack: d5  
Range: 4/10  
EW: 4

**SPECIAL**  
MSL (d5) R5  
MSL DEF +2  
  
Firefight +1  
Assault +2

**NOTES**  
  
2DMG  
MSL Dept: 6  
Supply Points: 2

Avenger Heavy Fighter

PV: 50

**STATS**  
MV: 10" Radius  
Def: d8  
Attack: d5/d6  
EW: 5

**SPECIAL**  
  
Firefight +d3

**NOTES**  
Air Marker  
  
4 Damage dice  
Supply Points: 4

Deliverer Heavy Tank

(M) PV: 54

**STATS**  
MV: 7/Grav  
Def: d8  
Attack: d8  
Range: 4/10  
EW: 5

**SPECIAL**  
MSL (d5) R5  
MSL DEF +2  
  
Firefight +d3  
Assault +2

**NOTES**  
  
3DMG  
MSL Dept: 6  
Supply Points: 3

Eradicator AA Vehicles

(S) PV: 32

**STATS**  
MV: 9/Grav  
Def: d6  
Attack: d5  
Range: 1/4  
EW: 4

**SPECIAL**  
AAMSL (d6) R10  
  
Firefight +1  
Assault +1

**NOTES**  
Detachment  
  
2DMG  
MSL Dept: 6  
Supply Points: 2

Renegade Orbital Support

**Frigate Class**  
  
Horatio FF  
Attack: 3d6  
Depletion: 4  
Point Cost: 72  
Supply Points: 4

**Cruiser Class**  
  
Carthage CA<sup>N</sup>  
Attack: 3d8  
Depletion: 4  
Point Cost: 96  
Supply Points: 4

**Battleship Class**  
  
Venatrix BB<sup>N</sup>  
Attack: 3d10  
Depletion: 6  
Point Cost: 90  
Supply Points: 3

Pedden Mobile Artillery Vehicle

(S) PV: 31

**STATS**  
MV: 7/Grav  
Def: d5  
Attack: d8  
Range: 2/7  
EW: 2

**SPECIAL**  
ART/2 (d8) R11  
MSL DEF +3  
  
Assault +2

**NOTES**  
Detachment  
  
2DMG  
Supply Points: 3

**Valiant FF**  
Attack: 3d8  
Depletion: 6  
Point Cost: 72  
Supply Points: 3

**Repulse BB**  
Attack: 3d10  
Depletion: 4  
Point Cost: 120  
Supply Points: 4