

TERRAN EXPEDITIONARY FORCE (TEF)



This Data Cards set was created for use with Microworld Games' TEF line of miniatures. Please visit the Microworld Games website for vehicle images and other information about the TEF (www.MicroworldGames.com).

Platoon and Section Organizations

Tank Platoon: 3x Komodo Assault Tanks.

Heavy Tank Platoon: 1x Infernus Superheavy Tank.

Light Infantry Platoon: 3x Light Infantry squads; each squad is mounted in a Scarab APC.

Heavy Infantry Platoon: 4x Heavy Infantry Squads; each squad is mounted in a Growler IFV.

Assault Infantry Platoon: 4x Combat Engineer squads; each squad is mounted in a Growler IFV.

Scout Platoon: 3x Landhawk Scout.

AT Section: 2x AV squads; each squad is mounted in a Scarab APC.

HQ Section: 1x Scarab Command APC, 1x Light Infantry squad mounted in a Scarab APC, 2x Leader Teams.

AA Section: 2x Warthog SAM.

Support Section: 2x Warthog GP.

Artillery Section: 2x Warthog MLRS.

Gunship Section: 3x Dragonfly Gunships.

Transport Section: 2x Land Transporters.

Company and Battery Organizations

Tank Company: 4x Tank Platoons, 1x HQ Section.

Heavy Tank Company: 3x Heavy Tank Platoons.

Light Infantry Company: 3x Light Infantry Platoons, 1x HQ Section, 1x Support Section.

Heavy Infantry Company: 2x Heavy Infantry Platoons, 1x HQ Section, 2x AT Sections.

Assault Infantry Company: 3x Assault Infantry Platoons, 1x Tank Platoon, 1x HQ Section.

Anti-Tank Company: 6x AT Sections, 1x HQ Section.

Transport Company: 3x Transport Sections.

Scout Company: 2x Scout Platoons, 2x Light Infantry Platoons, 1x HQ Section.

Gunship Company: 4x Gunship Sections.

Artillery Battery: 3x Artillery Sections

AA Battery: 3x AA Sections

Larger Formations

Combat Battalions normally contain 4 companies, with the component companies of the battalion being assigned on a per mission basis. Each battalion has one attached AA Section or one attached Artillery Section assigned per combat company in the battalion. Two HQ Sections are assigned to each battalion as the Battalion Command Section.

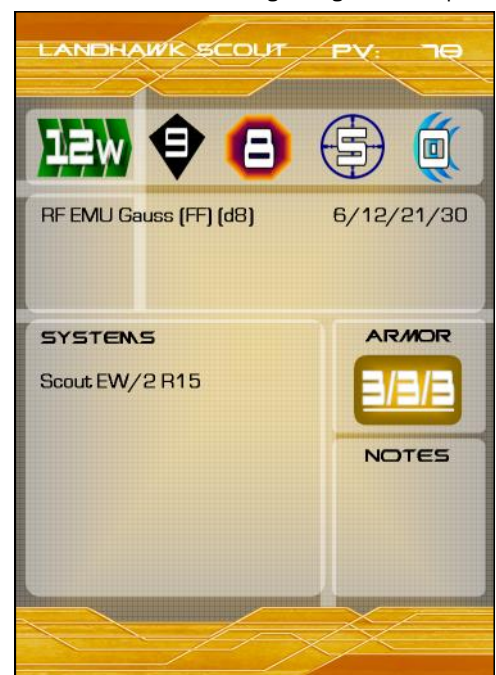
Gunship Companies are independent of a battalion structure, and normally fielded in a ratio of one Gunship company per two Combat Battalions.









CQ and C2 Ratings

Heavy Tank, Scout, Light Infantry, and Gunship Companies use *Veteran* CQ ratings; all other companies use *Trained* CQ ratings. All TEF forces have *Average* C2 ratings.

Design Method

This list was created using the *Open Design* method, with a base TL of 5 for most design elements.



<p>KOMODO M81 PV: 154</p>  <p>RF AT Gauss (T) (d8) AP (T) (d6)</p> <p>8/16/28/40 4/8/14/20</p>	<p>SYSTEMS Linked Fire Control Mercury I Smoke Mortar/5+</p> <p>ARMOR 5/6/5 5/4/4</p> <p>NOTES</p>	<p>WARTHOG CP PV: 127</p>  <p>RF AA Gauss (T) (d10) AP (T) (d6)</p> <p>6/12/21/30 4/8/14/20</p>	<p>SYSTEMS CDS/6 Mercury I</p> <p>ARMOR 4/4/4 3/3/3</p> <p>NOTES</p>	<p>WARTHOG NLRS PV: 106</p>  <p>Dual ART (T) (d8) Range: 40/60 AoE: 2°</p>	<p>SYSTEMS CDS/6</p> <p>ARMOR 4/4/3 3/3/3</p> <p>NOTES</p>	<p>WARTHOG SAM PV: 90</p>  <p>AA MSL (d8) (D4)</p> <p>8/16/28/40</p>	<p>SYSTEMS CDS/6</p> <p>ARMOR 4/4/3 3/3/3</p> <p>NOTES</p>
<p>CRAWLER JFY PV: 81</p>  <p>EMU Gauss (T) (d8) MPM (d8) (D7)</p> <p>5/10/17/25 8/16/28/40</p>	<p>SYSTEMS Transport Bay/2 Smoke Mortar/5+</p> <p>ARMOR 4/4/4</p> <p>NOTES</p>	<p>SCARAB APC PV: 57</p>  <p>EMU Gauss (T) (d8)</p> <p>5/10/17/25</p>	<p>SYSTEMS Transport Bay/2 Smoke Mortar/5+</p> <p>ARMOR 4/4/4</p> <p>NOTES</p>	<p>SCARAB CMO APC PV: 58</p>  <p>EMU Gauss (T) (d8)</p> <p>5/10/17/25</p>	<p>SYSTEMS Command Package Transport Bay/2 Smoke Mortar/5+</p> <p>ARMOR 4/4/4</p> <p>NOTES</p>	<p>DRAGONFLY PV: 100</p>  <p>24V EMU Gauss (FF) (d8) MPM (d8) (D8)</p> <p>6/12/21/30 8/16/28/40</p>	<p>SYSTEMS Chaff Pod/4+ Stabilizers</p> <p>ARMOR 4/4/4</p> <p>NOTES</p>

INFERNUS SUPER-HEAVY TANK PV. 371

EW, 12, [Targeting], [Sensor], [6/6/6], [6/5/5]

SYSTEMS
 CDS/6
 Cmmnd Package
 Mercury II
 MCS (d8)
 Smoke Mtr/5+

Dual RF AT Gauss (T) (d12) 8/16/28/40
 AP (T) (d8) 5/10/17/25
 MPM (d8) (D5) 8/16/28/40

PRIMARY
 1-2: 2ndary (roll)
 3-4: Mobility 0000 [2]
 5-6: Wpnrs 0000 [2]
 7-8: EW 0000 [4]
 9: Crew 0000
 10: Critical (2d10)

SECONDARY
 1-5: Suppressed
 6: Smoke Mortar
 7: Mine Clearance System
 8: Command Package
 9: CDS
 10: Mercury II

INFERNUS SUPER-HEAVY TANK PV. 371

EW, 12, [Targeting], [Sensor], [6/6/6], [6/5/5]

SYSTEMS
 CDS/6
 Cmmnd Package
 Mercury II
 MCS (d8)
 Smoke Mtr/5+

Dual RF AT Gauss (T) (d12) 8/16/28/40
 AP (T) (d8) 5/10/17/25
 MPM (d8) (D5) 8/16/28/40

PRIMARY
 1-2: 2ndary (roll)
 3-4: Mobility 0000 [2]
 5-6: Wpnrs 0000 [2]
 7-8: EW 0000 [4]
 9: Crew 0000
 10: Critical (2d10)

SECONDARY
 1-5: Suppressed
 6: Smoke Mortar
 7: Mine Clearance System
 8: Command Package
 9: CDS
 10: Mercury II

LAND TRANSPORTER PV. 148

EW, 6, [Targeting], [Sensor], [2/2/2]

SYSTEMS
 Tow Package (d12)
 Transport Bay/10

PRIMARY
 1-2: 2ndary (roll)
 3-4: Mobility 0000 [2]
 5-6: Wpnrs 0000 [2]
 7-8: EW 0000 [2]
 9: Crew 0000
 10: Critical (2d10)

SECONDARY
 1-6: Suppressed
 7: Tow Package
 8: Transport Bay (4)
 9: Transport Bay (4)
 10: Transport Bay (4)

INFERNUS SUPER-HEAVY TANK PV. 371

EW, 12, [Targeting], [Sensor], [6/6/6], [6/5/5]

SYSTEMS
 CDS/6
 Cmmnd Package
 Mercury II
 MCS (d8)
 Smoke Mtr/5+

Dual RF AT Gauss (T) (d12) 8/16/28/40
 AP (T) (d8) 5/10/17/25
 MPM (d8) (D5) 8/16/28/40

PRIMARY
 1-2: 2ndary (roll)
 3-4: Mobility 0000 [2]
 5-6: Wpnrs 0000 [2]
 7-8: EW 0000 [4]
 9: Crew 0000
 10: Critical (2d10)

SECONDARY
 1-5: Suppressed
 6: Smoke Mortar
 7: Mine Clearance System
 8: Command Package
 9: CDS
 10: Mercury II

HEAVY INF. SQUAD PV. 90

EW, 8

AP (d8) 4/8/14/20
 ATR Laser (d10) (3CEW) 6/12/21/30

ATTRIBUTES
 CCW
 Power Weapons
 Rapid Fire
 Smoke Grenades/6

NOTES
 PERSONNEL TARGET
 2 Teams per Squad

AV SQUAD PV. 75

EW, 8

AP (d8) 4/8/14/20
 MPM (d10) (3CEW) 6/12/21/30

ATTRIBUTES
 Rapid Fire
 Smoke Grenades/6
 Tank Hunter

NOTES
 PERSONNEL TARGET
 2 Teams per Squad

LIGHT INF. SQUAD PV. 94

EW, 8

AP (d8) 4/8/14/20
 SAW (d10) 6/12/21/30

ATTRIBUTES
 Rapid Fire
 Smoke Grenades/6
 Stealth

NOTES
 PERSONNEL TARGET
 2 Teams per Squad

ENGINEER SQUAD PV. 125

EW, 8

AP (d8) 4/8/14/20
 SAW (d10) 6/12/21/30

ATTRIBUTES
 CCW
 Combat Engineers
 Flamethrower/4+
 Power Weapons
 Rapid Fire
 Smoke Grenades/6
 Urban Specialist

NOTES
 PERSONNEL TARGET
 2 Teams per Squad