

German (ONESS) Forces

A Strike Legion© Army List

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

Platoon Organizations

Tank Platoon: 4x Thor MBT.

Light Tank Platoon: 4x Baldur Light Tank.

Assault Tank Platoon: 3x or 4x Woden OR Helheim OR Fenrir OR Joturn.

Infantry Platoon: 2x Clone Squads, mounted in Lynx APC (1 per squad).

Assault Platoon: 2x Assault Engineer Squads, mounted in Lynx APC (1 per squad) OR Lynx w/Support Turret APC (2 per squad).

Sniper Section: 1x Sniper Squad, optionally mounted in a Lynx APC.

Heavy Infantry Platoon: 2x Sturmpanzergrenadier Squads.

Heavy Support Platoon: 2x Sturmpanzergrenadier-M Squads.

Scout Platoon: 3x Hyäne Armored Car OR Hyäne w/Support Turret.

Command Section: 2x Thor Command Tank OR Lynx Command APC.

AA Section: 2x Thor AA Tanks OR Lynx Twin AA.

AT Section: 2x Lynx w/AT Missile.

Artillery Battery: 3x Sigurd SPG.

Light Artillery Battery: 4x Lynx Mortar Carriers.

Rocket Troop: 3x Thor Missile Tank OR Thor MRLS OR Lynx MRLS OR Thrall Rocket Launcher.

Ground Support Section: 2x Wespe Light Attack Aircraft.

Company Organizations

Tank Company: 3x Tank OR Light Tank OR Assault Tank Platoons and 1x 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: 2x Heavy Infantry platoons, 1x Heavy Support platoon, and 1x Leader Team.

Higher Organizations


Armored Combat Team: 1x (Thor) Tank Company, 2x Infantry Companies, 1x (2-vehicle) Thor Support tank Platoon, 1x (4-vehicle Joturn) Assault Tank Platoon, 1x Artillery Battery, 1x (Thor) Command Section.

Heavy Armor Force: 2x (3-vehicle Woden) Heavy Tank Platoons, 2x (3-vehicle Helheim) Heavy Tank Platoons, 2x (3-vehicle Fenrir) Heavy Tank Platoons, 1x Heavy Infantry Company, 1x Light Artillery Battery, 1x (Lynx) Command Section, and 2x (Thor) 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.

WESPE LIGHT ATTACK AIRCRAFT				PV:	87
MV: 30"/Air	Sig: 4	EW: 10	Shields: 0	Def: 8	
AT Gauss* [d6][FF]	6/12/21/30	Ablative Armor		3	
2x AAM [d6]	6/12/21/30				
SYSTEMS		MUNITIONS		NOTES	
Chaff [2]		Chaff	AAM		
		1. 00	00		
		2. 00	00		
*Rapid Fire					
					

THOR MBT

PV: 133

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

AT Gauss* (d8)(T) 8/16/28/40
AA Gauss (d4)(T) 4/8/14/20Ablative Armor
T: 6/5/4
H: 6/5/4**SYSTEMS**CDS
Smoke (2)
Vulcan I

*Rapid Fire

MUNITIONSSmoke
1. 00
2. 00
3. 00
4. 00**NOTES****THOR TWIN SUPPORT TANK**

PV: 113

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

Dual AP (d8)(T) 4/8/14/20
AA Gauss (d4)(T) 4/8/14/20Ablative Armor
T: 6/5/4
H: 6/5/4**SYSTEMS**Smoke (2)
Vulcan I**MUNITIONS**Smoke
1. 00
2. 00
3. 00
4. 00**NOTES****THOR AA TANK**

PV: 84

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

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

Ablative Armor
T: 5/4/3
H: 6/5/4**SYSTEMS****MUNITIONS****NOTES****THOR HEAVY SUPPORT TANK**

PV: 115

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

UNI Laser (d6)(T) 5/10/17/25

Ablative Armor
T: 6/5/4
H: 6/5/4**SYSTEMS**CDS
Smoke (2)
Vulcan I**MUNITIONS**Smoke
1. 00
2. 00
3. 00
4. 00**NOTES****THOR MISSILE TANK**

PV: 96

MV: 10"/Hover Sig: 3 EW: 6* Shields: 0 Def: 9

ART (d10)(T) 30/45 AoE: 2"

Ablative Armor
T: 6/5/4
H: 6/5/4**SYSTEMS****MUNITIONS****NOTES**

* Fixed DEW

**THOR COMMAND TANK**

PV: 89

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

AP (d4)(FF) 3/6/10/15
AA Gauss (d4)(FF) 3/6/10/15Ablative Armor
T: 6/5/4
H: 6/5/4**SYSTEMS**Command Package
FSO
Troop Bay (1)**MUNITIONS****NOTES****THOR MRLS**

PV: 92

MV: 10"/Hover Sig: 3 EW: 6* Shields: 0 Def: 9

ART (d8) (FF) 50/75 AoE: 2"

Ablative Armor
T: 6/4/4
H: 5/4/4**SYSTEMS****MUNITIONS****NOTES**

* Fixed DEW

**SIGURD SPG**

PV: 119

MV: 9"/Hover Sig: 3 EW: 6* Shields: 0 Def: 9

ART (d8) (FF) 50/75 AoE: 1"

Ablative Armor
T: 6/5/4
H: 6/5/4**SYSTEMS****MUNITIONS**Artillery Munitions
Smoke D4 0
GAS D5 0
(d8) Destructive**NOTES**

WODEN HEAVY TANK

PV: 154

MV: 6"/Hover Sig: 3 EW: 10 Shields: 0 Def: 9

AT Gauss (d12)(T) 10/20/35/50

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

SYSTEMS

CDS
Linked Fire Control
Smoke (2)
Vulcan I

MUNITIONS

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

NOTES



HELHEIM ASSAULT TANK

PV: 100

MV: 6"/Hover Sig: 3 EW: 6* Shields: 0 Def: 9

Dual AP (d6)(T) 4/8/14/20

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

SYSTEMS

Smoke (2)
Vehicular FT
Vulcan I

MUNITIONS

Smoke FT
1. 00 0
2. 00 0
3. 00 0
4. 00 0

NOTES

* Fixed DEW



FENRIR HEAVY TANK HUNTER

PV: 171

MV: 6"/Hover Sig: 3 EW: 10 Shields: 0 Def: 9

AT Gauss*(d12)(T) 10/20/35/50

Active Armor
T: 6/6/5
H: 6/6/5

SYSTEMS

CDS
Linked Fire Control
Smoke (2)
Vulcan I

MUNITIONS

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

NOTES

* Rapid Fire



LYNX APC

PV: 34

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

AP (d4)(FF) 3/6/10/15

Ablative Armor
H: 3/3/2

SYSTEMS

Infantry Jacks
Troop Bay (2)

MUNITIONS

NOTES



LYNX w/AUTOCANNON

PV: 47

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

AT Gauss* (d6)(FF) 5/10/17/25

Ablative Armor
H: 3/2/2

SYSTEMS

Troop Bay (1)

MUNITIONS

NOTES

* Rapid Fire



LYNX w/HEAVY SUPPORT TURRET

PV: 52

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

AP (d10)(FF) 5/10/17/25

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

SYSTEMS

CDS
Troop Bay (1)

MUNITIONS

NOTES

* Fixed DEW



LYNX W/AT MISSILE

PV: 95

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

8x ATM (d8) 10/20/35/50

Ablative Armor
H: 3/2/2

SYSTEMS

MUNITIONS

ATM
1. 00000000
2. 00000000
3. 00000000
4. 00000000

NOTES



LYNX MRLS

PV: 47

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

ART (d6)(FF) 50/75 AoE: 2"

Ablative Armor
H: 3/2/2

SYSTEMS

MUNITIONS

NOTES

* Fixed DEW



LYNX TWIN AA

PV: 57

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

Dual AA (d6)(T) 6/12/21/30

Ablative Armor
H: 3/2/2

SYSTEMS

MUNITIONS

NOTES



LYNX MORTAR CARRIER

PV: 35

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

Mortar (d6)(FF) 10/15 AoE: 1"

Ablative Armor
H: 3/2/2

SYSTEMS

CDS

MUNITIONS

Artillery Munitions
Smoke D6 0

NOTES

* Fixed DEW



LYNX COMMAND APC

PV: 41

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

AP (d4)(FF) 3/6/10/15

AA Gauss (d4)(FF) 3/6/10/15

Ablative Armor
H: 3/2/2

SYSTEMS

Command Package
Troop Bay (1)

MUNITIONS

NOTES



BALDUR LIGHT TANK

PV: 62

MV: 11"/Hover Sig: 4 EW: 8 Shields: 0 Def: 8

AT Gauss (d6)(T) 6/12/21/30

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

SYSTEMS

CDS
Smoke (1)

MUNITIONS

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

NOTES



HYÅNE ARMORED CAR

PV: 35

MV: 9"/Wheeled Sig: 5 EW: 6 Shields: 0 Def: 7

AT Gauss (d5)(T) 5/10/17/25

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

SYSTEMS

CDS
FSO

MUNITIONS

NOTES



HYÅNE w/SUPPORT TURRET

PV: 36

MV: 9"/Wheeled Sig: 5 EW: 4* Shields: 0 Def: 7

AP* (d8)(T) 4/8/14/20

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

SYSTEMS

FSO

MUNITIONS

NOTES

* Fixed DEW

* Rapid Fire



JOTURN SPAG

PV: 138

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

AT Gauss (d10)(T) 8/16/28/40

Active Armor
T: 6/6/6
H: 6/6/6

SYSTEMS

CDS
Smoke (2)

MUNITIONS

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

NOTES



FIXED AA MOUNT

PV: 48

MV: 0"/Towed EW: 8 Def: 10

Dual AA Gauss* (d6)(T) 6/12/21/30

Personnel Target

SYSTEMS

Limber

MUNITIONS

NOTES

* Rapid Fire



THRALL HOVERTRUCK

PV: 22

MV: 11"/Hover Sig: 4 EW: 0 Shields: 0 Def: 8

Soft Target

SYSTEMSTow Package (d12)
Troop Bay (3)**MUNITIONS****NOTES****THRALL ROCKET LAUNCHER**

PV: 52

MV: 11"/Hover Sig: 4 EW: 0 Shields: 0 Def: 8

ART (d8) (F) 50/75 AoE: 2"

Soft Target

SYSTEMS**MUNITIONS****NOTES****THRALL AA**

PV: 62

MV: 11"/Hover Sig: 4 EW: 8 Shields: 0 Def: 8

Dual AA Gauss* (d6)(T) 6/12/21/30

Soft Target

SYSTEMS

*Rapid Fire

MUNITIONS**NOTES****CLONE INFANTRY SQUAD (2 TEAMS) PV: 72**

MV: 6"/Foot Defense: 8

AP (d6) 3/6/10/15

ATM (d6)(20EW) 5/10/17/25

NOTES

Personnel Target

Smoke
1.0 2.0
3.0 4.0
5.0 6.0**ATTRIBUTES**Accurate
CCW
Rapid Fire
Smoke Grenades
Stealth**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**SNIPER SQUAD (2 TEAMS) PV: 83**

MV: 6"/Foot Defense: 9

AP (d8) 5/10/17/25

NOTES

Personnel Target

ATTRIBUTESRapid Fire
Sniper
Stealth**STURMPANZERGRENADIERS (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**STURMPANZERGRENADIER-M (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