

## **The Overlords**

*A Strike Legion*© Army List

These rules have been written for C-in-C's Grav Tank miniatures. Please visit the C-in-C website (<http://www.pfc-cinc.com>) for figure images.

### **Unit Organization**

*Vehicle Platoon*: three identical vehicles.

*Air Section*: two identical fighters.

*Vehicle Company*: three identical platoons.

### **Training and C2**

All units are *Trained* and have *Average C2* ratings. Up to 20% of a force may be given a *Veteran* Training rating by increasing their point cost by 10%.

**INFANTRY SQUAD (2 TEAMS)**

PV: 39

MV: 6"/Foot

Def: 9

AP (d8) 3/6/10/15  
 GATM (d8-1) 4/8/14/20

Personnel Target

**ATTRIBUTES**

Targeting Laser (30")

**NOTES****AENAS LIGHT TANK**

PV: 92

MV: 16"/Grav Sig: 4 Shields: 4 EW: 6 Def: 8

AT Laser (d5)(T) 8/16/28/40  
 AT Gauss (d6)(T) 4/8/14/20  
 2x GATM (d6) 4/8/14/20

Ablative Armor  
 T: 4/4/4  
 H: 4/4/4

**SYSTEMS**

Digging Charges  
 Targeting Laser (30")

**GATM**

1. 00  
 2. 00  
 3. 00

**NOTES****ROMULUS APC**

PV: 140

MV: 13"/Grav Sig: 3 Shields: 5 EW: 8 Def: 9

AT Laser (d6)(T) 8/16/28/40  
 1x GATM (d8-1) 3/6/10/15  
 4x GATM (d6) 4/8/14/20

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

**SYSTEMS**

Digging Charges  
 Targeting Laser (30")  
 Troop Bay (2)  
 Vulcan II

**GATM**

d8-1 (d6)  
 1. 0 0000  
 2. 0 0000  
 3. 0 0000

**NOTES****LUPIS APC**

PV: 96

MV: 16"/Grav Sig: 3 Shields: 4 EW: 6 Def: 9

AT Gauss (d4)(T) 3/6/10/15  
 1x GATM (d8-1) 3/6/10/15

Ablative Armor  
 T: 4/4/4  
 H: 4/4/4

**SYSTEMS**

Digging Charges  
 Targeting Laser (30")  
 Troop Bay (2)

**GATM**

1. 0  
 2. 0  
 3. 0

**NOTES****TRAJAN HEAVY TANK**

PV: 349

MV: 10"/Grav Sig: -1 Shields: 5 EW: 10 Def: 12

Dual AT Laser (d8)(T) 8/16/28/40  
 AT Gauss (d10)(FF) 8/16/28/40  
 6x GATM (d6) 4/8/14/20

Ablative Armor  
 T: 6/6/6  
 H: 6/6/6

**SYSTEMS**

CDS  
 Digging Charges  
 Targeting Lsr (30")  
 Vulcan II

Primary  
 1-2: 2ndary [roll]  
 3-4: Mobility 000 (4)  
 5-6: Wpns 000 (2)  
 7-8: EW 000(4)  
 9: Crew 000  
 10: Critical (2d10)

1-5: No Damage  
 6: CDS  
 7: Target Lsr  
 8: Vulcan  
 9-10: Shld 00 (2)  
 GATM: 000000

**HORATUIS MEDIUM TANK**

PV: 185

MV: 13"/Grav Sig: 2 Shields: 5 EW: 8 Def: 10

AT Laser (d6)(T) 8/16/28/40  
 AT Gauss (d4)(T) 3/6/10/15  
 AT Gauss (d8)(FF) 6/12/21/30

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

**SYSTEMS**

CDS  
 Digging Charges  
 Targeting Lsr (30")  
 Vulcan I

Primary  
 1-2: 2ndary [roll]  
 3-4: Mobility 00 (7)  
 5-6: Wpns 00 (2)  
 7-8: EW 00 (4)  
 9: Crew 00  
 10: Critical (2d10)

1-5: No Damage  
 6: CDS  
 7: Target Lsr  
 8: Vulcan  
 9-10: Shld 00 (2)

**SCIPPIO AA VEHICLE**

PV: 115

MV: 14"/Grav Sig: 3 Shields: 4 EW: 8 Def: 9

AT Gauss (d4)(T) 3/6/10/15  
 3x GAAM (d8) 10/20/35/50

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

**SYSTEMS**

Digging Charges  
 Targeting Laser (30")  
 Vulcan I

**GAAM**

1. 000  
 2. 000  
 3. 000

**NOTES****POMPEII ARTILLERY VEHICLE**

PV: 81

MV: 10"/Grav Sig: 4 Shields: 4 EW: 4\* Def: 8

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

Ablative Armor  
 T: 4/4/4  
 H: 4/4/4

**SYSTEMS**

CDS  
 Digging Charges  
 Vulcan II

**NOTES**

\*Fixed DEW

**STADES SCOUT**

PV: 59

MV: 18"/Grav Sig: 4 Shields: 4 EW: 6 Def: 8

2x GATM (d6) 4/8/14/20

Ablative Armor  
T: 4/4/4  
H: 4/4/4**SYSTEMS**Digging Charges  
Targeting Laser (30")**GATM**1.00  
2.00  
3.00**NOTES****LANCEA LIGHT FIGHTER**

PV: 93

MV: 30"/Air Sig: 4 Shields: 4 EW: 8 Def: 8

AA Laser (d6)(FF) 6/12/21/30  
2x GAAM (d6) 6/12/21/30Ablative Armor  
4**SYSTEMS**Streamlined  
Targeting Laser (30")**GAAM**1.00  
2.00**NOTES**

Turn Mode: 1

**SPICULUM MEDIUM FIGHTER**

PV: 150

MV: 24"/Air Sig: 3 Shields: 4 EW: 8 Def: 9

AA Laser (d10)(FF) 8/16/28/40  
2x GAAM (d6) 6/12/21/30Ablative Armor  
6**SYSTEMS**Chaff (2)  
Streamlined  
Targeting Laser (30")GAAM Chaff  
1.00 00  
2.00 00**NOTES**

Turn Mode: 2

**GLADIUS HEAVY FIGHTER**

PV: 244

MV: 18"/Air Sig: 1 Shields: 5 EW: 10 Def: 11

AA Gauss (d6)(FF) 8/16/28/40  
AA Particle (d8)(FF) 8/16/28/40  
3x GAAM (d6) 8/16/28/40Ablative Armor  
6**SYSTEMS**Chaff (3) 000  
Streamlined  
Targeting Lsr (30")**Primary**1-2: 2ndary (roll)  
3-4: Mobility 00 (6)  
5-6: Wpns 00 (2)  
7-8: EW 00 (5)  
9: Crew 00  
10: Critical (2d10)1-5: No Damage  
6: CDS  
7: Target Lsr  
8: Vulcan  
9-10: Shld 00 (3)

Turn Mode: 3

GAAM: 000