

The American Republic (AmRep)

***A Strike Legion*© Army List**

These rules have been written for Brigade Models' American Republic (AmRep) 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 M-82 OR M-83 OR M-84.

Infantry Platoon: 2x AI Infantry Squad OR Marine Squads, mounted in M-41 (1 per squad). Both squads must be the same type).

Engineer Section: 2x Engineer Squads, mounted in M-41 (1 per squad).

Heavy Infantry Platoon: 2x M778 Armored Suit Squads.

Command Section: 2x M823 OR M-413.

EW Section: 2x M-824.

AA Section: 2x M-821 OR M-411.

Sniper Section: 1x Sniper Squad, optionally mounted in an M-41.

Tank Section: 2x M-82 OR M-83 OR M-84.

AT Missile Section: 2x M-412 OR M-511.

Artillery Battery: 3x M-822 OR M-88.

MLRS Battery: 3x M-77.

All other vehicles are fielded in platoons of 2-4 vehicles, with platoons determined at the time the mission is assigned.

Company Organizations

Tank Company: 3x identical Tank Platoons and 1x (M-823) Command Section.

Infantry Company: 3x identical Infantry platoons, 1x (M-413) Command Section, and one or two Leader Teams.

Heavy Infantry Company: 3x Heavy Infantry platoons and 2x Leader Teams.

Engineer Company: 3x Engineer Platoons, 1x (2-vehicle) M-827 section, 1x (M-821) AA Section, and one (M823) Command Section.

Scout Company: 3x (3-vehicle) M-51 Platoons, 1x (3-vehicle) M-511 Platoon, 1x EW Section, and 1x (M-413) Command Section.

Higher Organizations

Marine Combat Team: 1x (M-82) Tank Company, 2x (Marine) Infantry Companies, 1x (M-88) Artillery Battery, 1x (M-83) Tank Section, 1x (M-821) AA Section, and 1x (M-823) Command Section.

National Guard Heavy Squadron: 1x (M-83) Tank Company, 1x (AI Infantry) Infantry Company, 1x (M-88) Artillery Battery, 1x (M-82) Tank Section, 1x (M-821) AA Section, and 1x (M-823) Command Section.

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 *Superior* C2 ratings (point increases are not factored into the point values on the Data Cards). All Marine and Heavy Infantry units may be rated *Veteran* by paying the appropriate point increases. National Guard units may be given *Trained* and *Average* C2 ratings.

<p>M-84 KOCHTE MBT PV: 149</p> <p>MV: 10"/Hover Sig: 3 EW: 10 Shields: 0 Def: 9</p> <p>AT Gauss* [d8](T) 10/20/35/50 AA Gauss [d4](T) 4/8/14/20</p> <p>Ablative Armor T: 6/5/4 H: 6/5/4</p> <p>SYSTEMS CDS Linked Fire Control Smoke (2) *Rapid Fire</p> <p>MUNITIONS Smoke 1. 00 2. 00 3. 00 4. 00</p> <p>NOTES</p> 	<p>M-82 BOYD MBT PV: 125</p> <p>MV: 10"/Hover Sig: 3 EW: 8 Shields: 0 Def: 9</p> <p>AT Gauss [d8](T) 8/16/28/40 AA Gauss [d4](T) 4/8/14/20</p> <p>Ablative Armor T: 6/5/4 H: 5/4/4</p> <p>SYSTEMS CDS Linked Fire Control Smoke (2)</p> <p>MUNITIONS Smoke 1. 00 2. 00 3. 00 4. 00</p> <p>NOTES</p> 
<p>M-821 BOYD AA VEHICLE PV: 87</p> <p>MV: 10"/Hover Sig: 3 EW: 8 Shields: 0 Def: 9</p> <p>Dual AA Gauss [d6](T) 4/8/14/20</p> <p>Ablative Armor T: 5/5/4 H: 5/4/4</p> <p>SYSTEMS</p> <p>MUNITIONS</p> <p>NOTES</p> 	<p>M-822 BOYD ARTILLERY VEHICLE PV: 139</p> <p>MV: 10"/Hover Sig: 3 EW: 8 Shields: 0 Def: 9</p> <p>ART [d8](T) 40/60 AoE: 1" AA Gauss [d4](T) 4/8/14/20</p> <p>Ablative Armor T: 5/4/3 H: 5/4/3</p> <p>SYSTEMS</p> <p>MUNITIONS Artillery Munitions Smoke D4 0 GAS D5 0 (d8) Destructive</p> <p>NOTES</p> 
<p>M-823 BOYD COMMAND VEHICLE PV: 98</p> <p>MV: 10"/Hover Sig: 3 EW: 10 Shields: 0 Def: 9</p> <p>AP [d4](F) 2/4/7/10</p> <p>Ablative Armor H: 6/5/4</p> <p>SYSTEMS Command Package Freq. Warfare R16 Comm Eliminator FSO</p> <p>MUNITIONS</p> <p>NOTES</p> 	<p>M-824 BOYD ARV PV: 119</p> <p>MV: 10"/Hover Sig: 3 EW: 10 Shields: 0 Def: 9</p> <p>AP [d4](F) 2/4/7/10</p> <p>Ablative Armor H: 6/5/4</p> <p>SYSTEMS Viral Infector R16 Viral Disruptor Viral Jammer</p> <p>MUNITIONS</p> <p>NOTES</p> 
<p>M-825 BOYD SPAT PV: 146</p> <p>MV: 10"/Hover Sig: 3 EW: 10 Shields: 0 Def: 9</p> <p>AT Gauss [d12](FF) 10/20/35/50</p> <p>Active Armor T: 6/5/4 H: 6/5/4</p> <p>SYSTEMS CDS CFC Smoke (2)</p> <p>MUNITIONS Smoke 1. 00 2. 00 3. 00 4. 00</p> <p>NOTES</p> 	<p>M-826 BOYD SUPPORT TANK PV: 124</p> <p>MV: 10"/Hover Sig: 3 EW: 10 Shields: 0 Def: 9</p> <p>UNI Laser [d6](T) 5/10/17/25</p> <p>Ablative Armor T: 6/5/4 H: 6/5/4</p> <p>SYSTEMS CDS CFC Smoke (2)</p> <p>MUNITIONS Smoke 1. 00 2. 00 3. 00 4. 00</p> <p>NOTES</p> 

M-827 BOYD BRIDGELAYER

PV: 52

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

Basic Armor
H: 5/4/3

SYSTEMS

Tow Package (d12)
Troop Bay (2)

MUNITIONS

NOTES

*Fixed DEW



M-88 DOHERTY SPA

PV: 142

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

Dual ART (d8)(T) 50/75 AoE: 2"

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

SYSTEMS

CDS

MUNITIONS

Artillery Munitions
Smoke D3 0

NOTES

*Fixed DEW



M-83 CURTISS HEAVY TANK

PV: 168

MV: 7"/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
CFC
Smoke (2)

MUNITIONS

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

NOTES



M-41 BAUMANN ICV

PV: 43

MV: 12"/Hover Sig: 4 EW: 6 Shields: 0 Def: 8

AT Gauss (d5)(T) 3/6/10/15

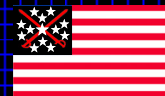
Ablative Armor
T: 4/3/2
H: 4/3/2

SYSTEMS

Infantry Jacks
Troop Bay (2)

MUNITIONS

NOTES



M-411 BAUMANN AA VEHICLE

PV: 59

MV: 12"/Hover Sig: 4 EW: 8 Shields: 0 Def: 8

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

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

SYSTEMS

*Rapid Fire

MUNITIONS

NOTES



M-412 BAUMANN MSL VEHICLE

PV: 97

MV: 12"/Hover Sig: 4 EW: 8 Shields: 0 Def: 8

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

Ablative Armor
H: 4/3/2

SYSTEMS

CDS

MUNITIONS

ATM
1. 00000000
2. 00000000

NOTES



M-413 BAUMANN COMMAND VEHICLE

PV: 40

MV: 12"/Hover Sig: 4 EW: 8 Shields: 0 Def: 8

AT Gauss (d4)(FF) 2/4/7/10

AP (d4)(FF) 2/4/7/10

Ablative Armor
H: 4/3/2

SYSTEMS

Command Package
Troop Bay (1)

MUNITIONS

NOTES



M-51 OLDMANN LIGHT RECON

PV: 44

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

AT Gauss (d5)(FF) 3/6/9/15

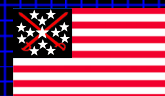
Ablative Armor
T: 3/2/2
H: 3/2/S

SYSTEMS

Automated Turret
FSO

MUNITIONS

NOTES



M-511 OLDMANN MISSILE VEHICLE PV: 97


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

8x ATM (d8) 10/20/35/50 Ablative Armor
H: 3/2/S

SYSTEMS: CDS

MUNITIONS: ATM
1. 00000000
2. 00000000

NOTES



M-77 ELLIOT GRAV SLED PV: 56


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

ART (d8)(FF) 30/45 AoE: 2" Ablative Armor
H: 4/3/2

SYSTEMS: CDS

MUNITIONS

NOTES




AI INFANTRY SQUAD (2 TEAMS) PV: 87

MV: 8"/Foot Defense: 9

AP (d6) 5/10/17/25
ATR Gauss (d6)(30EW) 6/12/21/30

NOTES: Personnel Target

ATTRIBUTES: Autonomous, Rapid Fire, Weak



MARINE SQUAD PV: 85


MV: 6"/Foot Defense: 8

AP (d6) 4/8/14/20
MPM (d6)(30EW) 5/10/17/25

NOTES: Personnel Target

Smoke	FT
1.0	00
2.0	00
3.0	00
4.0	00

ATTRIBUTES: CCW, FT x 2, Rapid Fire, Smoke Grenades



COMBAT ENGINEER SQUAD 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

ATTRIBUTES: Rapid Fire, Sniper, Stealth



M778 COMBAT SUIT SQUAD (2 TEAMS) PV: 114

MV: 8"/Foot Defense: 10

AP (d8) 4/8/14/20
ATR Gauss (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

