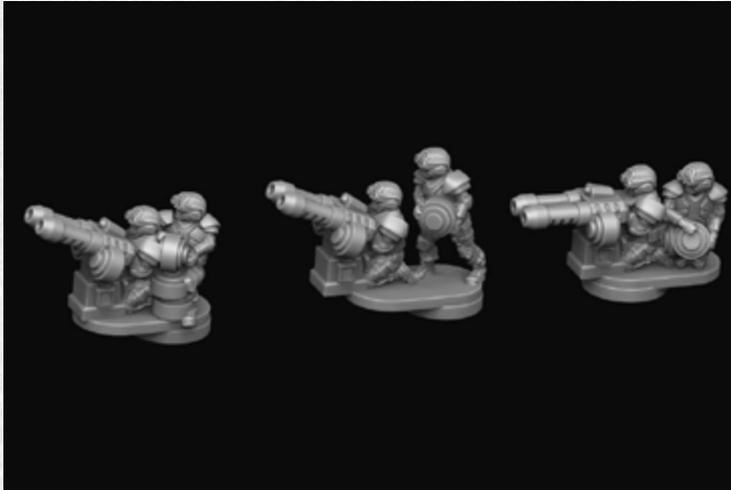


LEGIONNAIRE FLAK TEAM - EXPERIMENTAL RULES 1.1



Time and again combined arms have been a winning formula on the battlefield. UCM strategists embrace such tactics, and as the Reconquest continues, this mixing of squads provides the most flexible and effective way forward. The UCM AA team compliments standard legionnaires, upping the defensive capabilities of the infantry.

When entering structures AA teams are quick to cover any approach vectors that enemy aircraft could use to counter attack, securing the skies while their ground-pounding comrades search for potential intelligence resources, mission objectives, or secure the building.

The man portable UM-17 Anti-Aircraft Weapon fires a terrifying stream of heavy calibre shells at the rate of hundreds of rounds a minute. Micro-computer aided targeting gimbals and a tipped phosphorus tracer rounds fired every 10th allow for accurate targeting, and overlapping fire training ensures that the enemy will be brought down with ease.

LEGIONNAIRE	A	MV	CM	DP	PTS	TYPE	CATEGORY	CQB	F	S+C	SPECIAL
FLAK TEAM	2	2	N/A	6	34	INFANTRY	TROOPS	0.5	5+	2, B2B	N/A

WEAPONS	E	SH	AC	R(F)	R(C)	MF	ARC	SPECIAL
ANTI AIR GUN	6	3	3+	24	12	0	F/S/R	AA, RW*

Transport: 1x Bear APC (2 units only). In addition, may share 1x condor medium dropship with another squad of either: Colonial Legionnaire Squad, Mortar Team or Anti-Aircraft Flak Team providing that they are also mounted in Bear APCs.

***Special Rule - Weapons Team (Loader):** *This weapon reduces its Sh value by 1 for every 2 damage points sustained.*