

PRUSSIAN EMPIRE



LAST UPDATED NOVEMBER 23rd 2015

FIRE TEAMS IN LEGIONS

As a matter of expediency certain infantry sections often find themselves separating into distinct Fire Teams to allow the members of their original section to better support each other, particularly when on the advance.

Sections capable of forming Fire Teams are always noted in their relevant Nations ORBATs and are governed by the following rules:

- The decision to form Fire Teams from a specific section **MUST** be noted in the Commander's Force List prior to the battle.
- A Fire Team **MUST** contain at least 4 members (with Gun Teams counting as 2 models for these purposes) and no section may split into more than 2 Fire Teams.
- Once a Fire Team is formed it becomes a separate entity for the purposes of Activation and Victory Points, and cannot reform into full section again during the course of a game.
- Fire Teams split from the same section **MUST** deploy with all their members within 12" of each other after which they are free to activate and act separately.

Fire Teams might seem less powerful than larger sections, but their flexibility and ability to adapt their tactics to the battlefield at large is not to be underestimated!

PRUSSIAN EMPIRE INFANTRY OFFICER

This Section occupies the Officers and Characters Section in the Platoon Structure.

SECTION SIZE	1 Officer and 0-5 Battle Grenadiers (Any Grenadiers MUST be purchased with the same Experience Level as the Officer) (See the relevant entry for Points Costs and Basic Equipment).			
COMMAND CAPABILITY & MODEL COST	The Officer's capability to command varies depending on their Rank. Use the tables below to determine the cost of the Officer you want to field.			
RANK	COMMAND POINTS	COMMAND RANGE	EXP. LEVEL	POINTS
2nd Lieutenant	3	4"	Militia	40
1st Lieutenant	4	6"	Regular	75
Captain	5	6"	Regular	100
Major	6	8"	Veteran	150
Colonel	8	8"	Veteran	175

NAME	TYPE	MV	IR	LP	MAD	WEAPONS	MARS AND ABILITIES
Officer	Infantry Officer	6"	4	3	3 [BLUE]	Reichs Revolver	Combat Armour (1)
COMMAND ABILITIES	In addition to the Standing Orders, Prussian Empire Infantry Officers may use the following Order: Raus! Raus! Command Point Cost = 2 Passes Required = 1 Issued in – Movement Phase Order – A Section may add +D6" to their At The Double Move .						

COMMAND SECTION UPGRADE – LIMITS & COSTS			
SECTION	UPGRADE	Number	Additional Cost
Section Attachment	This Section may add a Medic.	0-1	+15 Points
Field Equipment	This Section may be upgraded to have Flashbangs.	X	+2 Points per model
	This Section may be upgraded to have Tank Mines.	X	+3 Points per model
	An Officer may replace their Reichs Revolver for a Tesla Pistol.	1	+10 Points
Transport	If the Section requires no more than 6 spaces in a Transport, then 1 Sturmwagen APC may be added to the Section.	0-1	+60 Points

TEUTONIC KNIGHT OFFICER

This Section occupies the Officers and Characters Section in the Platoon Structure.

SECTION SIZE	1 Unter Marshal and 0-2 Teutonic Knights (Any Teutonic Knights purchased must be the same Veteran Experience Level as the Unter Marshal).			
COMMAND CAPABILITY & MODEL COST	Unter Marshals are always Veteran .			
RANK	COMMAND POINTS	COMMAND RANGE	EXP LEVEL	POINTS
Unter Marshal	6	8"	Veteran	160

NAME	TYPE	MV	IR	LP	MAD	WEAPONS	MARS AND ABILITIES
Unter Marshal	Infantry Officer	5"	6	4	6 [BLUE]	Machinegewehr-71	Armour Piercing (Melee 2), Daunting, Towering
COMMAND ABILITIES	In addition to the Standing Orders, Teutonic Order Officers may use the following Order: Strength of Arms Command Point Cost = 2 Passes Required = 2 Issued in – Melee Phase Order – A Section may add +D6-1 to their Attack Dice Pool equal to the lowest Dice Colour in the pool. i.e. a Section with 5 BLUE and 5 RED would add D6-1 BLUE Dice .						

SECTION UPGRADES – LIMITS & COSTS			
SECTION	UPGRADE	Number	Additional Cost
Specialists	Up to 2 Teutonic Knights may be upgraded to a Teutonic Knight Specialist armed with a Shockenlanze.	0-2	+20 Points per model

OBERST WERNER HAHL

This Section occupies the Officers and Characters Section in the Platoon Structure.

SECTION SIZE	1 Oberst Werner Hahl 0-1 Glücklich 0-5 Assault Grenadiers (See the relevant entry for Points Costs and Basic Equipment).			
COMMAND CAPABILITY & MODEL COST	Oberst Werner Hahl is a Regular Colonel and costs 200 Points Glücklich is a Regular Regimental Robot-Mascot and costs an additional 50 Points.			
RANK	COMMAND POINTS	COMMAND RANGE	EXP LEVEL	POINTS
Oberst Werner Hahl	8	6"	Regular	200

NAME	TYPE	MV	IR	LP	MAD	WEAPONS	MARS AND ABILITIES
Oberst Werner Hahl	Infantry Officer	6"	4	4	5 [RED]	Tesla Surge	Armour Piercing (Melee 2), Combat Armour (2), Daunting, Eisernfaust, Unique
Glücklich	Infantry	6"	4	2	4 [BLUE]	-	Combat Armour, Daunting, Lucky (D3-1), Symbol of the Empire, Unique

SECTION UPGRADES – LIMITS & COSTS			
SECTION	UPGRADE	Number	Additional Cost
Specialists	Up to 2 Grenadiers may be upgraded to Grenadier Specialists. Each Grenadier Specialist MUST be armed with a Vierling, replacing any other weapons.	0-2	+5 Points per Model
Specialists	In addition to the Section's complement of Assault Grenadiers, a Medic may be added.	0-1	+15 Points
Field Equipment	This Section may be upgraded to have Tank Mines.	X	+3 Points per Model
Transport	If the Section requires no more than 6 spaces in a Transport, then 1 Sturmwagen APC may be added to the Section.	0-1	+60 Points

MARS	Eisernfaust! "Knock, Knock!" When engaging Ironclads in Melee, Oberst Werner Hahl can choose to re-roll a 2D6 Penetration Result ONCE per game! Symbol of the Empire All Prussian Empire Sections within Oberst Werner Hahl's Command Range gain an additional dice when rolling for Morale Tests while Glücklich is alive.
-------------	---

PROFESSOR GUSTARDT & SIEGFRIED

This Section occupies the Characters Section in the Platoon Structure.

SECTION SIZE	1 Professor Gustardt 0-1 Siegfried
COMMAND CAPABILITY & MODEL COST	Professor Gustardt is a Veteran and costs 90 Points. Siegfried is also Veteran and costs 40 Points.

NAME	TYPE	MV	IR	LP	MAD	WEAPONS	MARS AND ABILITIES
Professor Gustardt	Infantry	6"	3	3	2D3+1 [RED]	Tesla Gauntlets	Mad Genius, Shields [2 BLUE], Unique
Siegfried	-	6"	-	-	-	Amplifying Stabilisation Actuator	Non Combatant, Unique

MARS	Mad Genius Every Time Gustardt uses his Experimental Tesla Gauntlets, he may re-roll ONE of the D6 or D3 used. The second result must be accepted. If a die is re-rolled and subsequently rolls a natural 1 , Gustardt immediately suffers the loss of ONE Life Point.
	Amplifying Stabilisation Actuator (ASA) The ASA allows Gustardt's Tesla Gauntlets to greatly increase the power of an attack. Such mad science is not without a certain degree of risk, but that rarely stops him from using it! The equipment may be activated using one of TWO settings: Focused Setting – Adds +D3 to the IAD Attack Dice, rolled before each attack. All attacks using the Focused Setting are always considered to be Placed. Spread Setting – Adds +D6 to the RAD Attack Dice, rolled before each attack. All attacks using the Spread Setting are always considered to be Rushed. Once the Attack has been resolved, roll a D6 : On the roll of a 1 Gustard loses ONE Life Point from the crackling electrical energy that is coursing through his body!

GRENADIER BATTLE SECTION

These Sections may occupy the Line Section 1, 2 and 3 Slots in the Platoon Structure and may form Fire Teams.

SECTION SIZE	The Combat Section may contain between 6 to 10 Grenadiers.
COMMAND CAPABILITY & MODEL COST	All models in a Section must be of the same Experience Level: Each Regular Grenadier costs 25 Points. Each Veteran Grenadier costs 35 Points.

NAME	TYPE	MV	IR	LP	MAD	WEAPONS	MARS AND ABILITIES
Grenadier	Infantry	6"	3	1	2 [BLUE]	M69 Rifle	-
Grenadier Specialist	Infantry	6"	4	1	2 [BLUE]	Vierling	-
Grenadier Sergeant	Infantry	6"	3	2	4 [BLUE]	M69 Rifle	NCO (1)
Grenadier Colour Sergeant	Infantry	6"	4	2	5 [BLUE]	Reichs Revolver	NCO (2)
Gun Team	Infantry	6"	4	2	2 [BLACK]	Rudiger Model '64 [F-180°]	Cumbersome, Move or Fire
Army Medic	Infantry	6"	3	1	1 [BLACK]	-	Medic (6+)

SECTION UPGRADES – LIMITS & COSTS

SECTION	UPGRADE	Number	Additional Cost
NCOs	Up to 1 Grenadier may be upgraded to be an NCO chosen from the following: • A Grenadier Sergeant. • A Grenadier Colour Sergeant.	0-1	+5 Points for a Sergeant +20 points for a Colour Sergeant
Specialists	Up to 1 Grenadier may be upgraded to Grenadier Specialist armed with a Vierling, replacing any other weapons.	0-1	+5 Points
Gun Teams	2 Grenadiers may be upgraded to form a Gun Team: These Grenadiers both exchange their M69 Rifles to crew a single Rudiger Model '64 Heavy Machine Gun.	0-1	+10 Points
Section Attachments	In addition to the Section's complement of Grenadiers, a Medic may be added.	0-1	+15 Points
Field Equipment	This Section may be upgraded to have Flashbangs.	X	+2 Points per Model
	This Section may be upgraded to have Tank Mines.	X	+3 Points per Model
Transport	Up to 2 Sturmwagen Transports can be added to this Section.	0-2	+60 Points per Model

GRENADIER ASSAULT SECTION

These Sections may occupy the Line Section 2 and 3 Slots in the Platoon Structure and may form Fire Teams.

SECTION SIZE	The Assault Section may contain between 6 to 10 Grenadiers.
COMMAND CAPABILITY & MODEL COST	All models in a Section must be of the same Experience Level: Each Regular Grenadier costs 25 Points. Each Veteran Grenadier costs 35 Points.

NAME	TYPE	MV	IR	LP	MAD	WEAPONS	MARS AND ABILITIES
Grenadier	Infantry	6"	3	1	2 [BLUE]	M69 Rifle	Flashbangs
Grenadier Specialist	Infantry	6"	4	1	2 [BLUE]	Vierling	Flashbangs
Grenadier Sergeant	Infantry	6"	3	2	4 [BLUE]	M69 Rifle	Flashbangs, NCO (1)
Grenadier Colour Sergeant	Infantry	6"	4	2	5 [BLUE]	Reichs Revolver	Flashbangs, NCO (2)
Army Medic	Infantry	6"	3	1	1 [BLACK]	-	Medic (6+)

SECTION UPGRADES – LIMITS & COSTS

SECTION	UPGRADE	Number	Additional Cost
NCOs	Up to 1 Grenadier may be upgraded to be an NCO chosen from the following: • A Grenadier Sergeant. • A Grenadier Colour Sergeant.	0-1	+5 Points for a Sergeant +20 points for a Colour Sergeant
Specialists	Up to 3 Grenadier may be upgraded to Grenadier Specialist armed with a Vierling, replacing any other weapons.	0-3	+5 Points
Section Attachments	In addition to the Section's complement of Grenadiers, a Medic may be added.	0-1	+15 Points
Field Equipment	This Section may be upgraded to have Tank Mines.	X	+3 Points per Model
Transport	Up to 2 Sturmwagen Transports can be added to this Section.	0-2	+60 Points per Model

GRENADIER HMG SECTION

These Sections may occupy the Line Section 2 and 3 Slots in the Platoon Structure and may form Fire Teams.

SECTION SIZE	The HMG Section may contain between 6 to 10 Grenadiers.
COMMAND CAPABILITY & MODEL COST	All models in a HMG Section must be of the same Experience Level: Each Regular Grenadier costs 25 Points. Each Veteran Grenadier costs 35 Points.

NAME	TYPE	MV	IR	LP	MAD	WEAPONS	MARS AND ABILITIES
Grenadier	Infantry	6"	3	1	2 [BLUE]	M69 Rifle	-
Grenadier Sergeant	Infantry	6"	3	2	4 [BLUE]	M69 Rifle	NCO (1)
Grenadier Colour Sergeant	Infantry	6"	4	2	5 [BLUE]	Reichs Revolver	NCO (2)
Gun Team	Infantry	6"	4	2	2 [BLACK]	Rudiger Model '64 [F-180°]	Cumbersome, Move or Fire
Army Medic	Infantry	6"	3	1	1 [BLACK]	-	Medic (6+)

SECTION UPGRADES – LIMITS & COSTS

SECTION	UPGRADE	Number	Additional Cost
NCOs	Up to 1 Grenadier may be upgraded to be an NCO chosen from the following: • A Grenadier Sergeant. • A Grenadier Colour Sergeant.	0-1	+5 Points for a Sergeant +20 points for a Colour Sergeant
Gun Teams	2 Grenadier MUST be upgraded to form a Gun Team. These Grenadiers both exchange their M69 Rifles to crew a single Rudiger Model '64 Heavy Machine Gun. 2 Grenadiers may be upgraded to form a Second Gun Team. These Grenadiers both exchange their M69 Rifles to crew a single Rudiger Model '64 Heavy Machine Gun.	0-2	+10 Points for the first Gun Team +15 Points for the second Gun Team
Section Attachments	In addition to the Section's complement of Grenadiers, a Medic may be added.	0-1	+15 Points
Transport	Up to 2 Sturmwagen Transports can be added to this Section.	0-2	+60 Points per Model

LANDWEHR BATTLE SECTION

These Sections may occupy the Line Section 1, 2 and 3 Slots in the Platoon Structure.

SECTION SIZE	The Landwehr Battle Section may contain between 5 to 12 Conscripts.
COMMAND CAPABILITY & MODEL COST	All models in a Section must be of the same Experience Level: Each Militia Landwehr costs 10 Points. Each Regular Landwehr costs 20 Points.

NAME	TYPE	MV	IR	LP	MAD	WEAPONS	MARS AND ABILITIES
Landwehr Conscript	Infantry	6"	3	1	2 [BLACK]	M69 Rifle	-
Landwehr Specialist	Infantry	6"	3	1	2 [BLACK]	Panzergewehr	-
Landwehr Sergeant	Infantry	6"	3	2	2 [BLACK]	M69 Rifle	NCO (1)
Landwehr Colour Sergeant	Infantry	6"	3	2	3 [BLACK]	Reichs Revolver	NCO (2)
Army Medic	Infantry	6"	3	1	1 [BLACK]	-	Medic (6+)

SECTION UPGRADES – LIMITS & COSTS

SECTION	UPGRADE	Number	Additional Cost
NCOs	Up to 1 Landwehr may be upgraded to be an NCO chosen from the following: • A Landwehr Sergeant. • A Landwehr Colour Sergeant.	0-1	+5 Points for a Sergeant +20 points for a Colour Sergeant
Specialists	Up to 2 Landwehr may be upgraded to Landwehr Specialists armed with a Panzergewehr, replacing any other weapons.	0-2	+10 Points per Model
Section Attachments	In addition to the Section's complement of Landwehr, a Medic may be added.	0-1	+15 Points

TEUTONIC KNIGHTS ASSAULT SECTION

These Sections occupy the Elite Slots in the Platoon Structure.

SECTION SIZE	The Assault Section may contain between 2 to 3 Armsmen.
COMMAND CAPABILITY & MODEL COST	All models in a Section are Veteran . Each Armsman costs 85 Points.

NAME	TYPE	MV	IR	LP	MAD	WEAPONS	MARS AND ABILITIES
Knight Armsman	Infantry	5"	6	2	6 [BLUE]	Maschinengewehr-71	Armour Piercing (Melee, +1), Battle Hardened, Daunting, Towering
Knight Specialist	Infantry	5"	6	2	6 [BLUE]	M4 Shockenlanze	Armour Piercing (Melee, +1), Battle Hardened, Daunting, Towering

SECTION UPGRADES – LIMITS & COSTS

SECTION	UPGRADE	Number	Additional Cost
Specialists	Up to 1 Armsmen may be upgraded to Teutonic Armsman Specialist armed with a M4 Shockenlanze.	0-1	+20 Points
	A second Armsmen may be upgraded to Teutonic Armsman Specialist armed with a M4 Shockenlanze.	0-1	+30 Points

KETTENKARE TANKETTE SCOUT SECTION

These Sections occupy the Support Slots in the Platoon Structure.

SECTION SIZE	A Tankette Scout Section may contain between 1 to 2 Kettenkares.
COMMAND CAPABILITY & MODEL COST	Each Regular Kettenkare costs 100 Points. Each Veteran Kettenkare costs 120 Points.

NAME	TYPE	MV	IR	HP	WEAPONS	MARS AND ABILITIES
Kettenkare	Small Ironclad	8"	5/5/3	2	Maschinengewehr-71 [F-90°]	Scout

LUFTLANGER ASSAULT SECTION

These Sections occupy the Elite Slots in the Platoon Structure.

SECTION SIZE	A Luftlancer Assault Section may contain between 2 to 5 Luftlancers.
COMMAND CAPABILITY & MODEL COST	Each Regular Luftlancer costs 55 Points. Each Veteran Luftlancer costs 65 Points.

NAME	TYPE	MV	IR	LP	MAD	WEAPONS	MARS AND ABILITIES
Luftlancer	Jetpack	9"	4	2	4 [RED]	Tesla Surge	Battle Hardened, Elusive Target, Swift Strike

SECTION UPGRADES – LIMITS & COSTS

SECTION	UPGRADE	Number	Additional Cost
NCOs	A Luftlancer Section does not have access to any NCO upgrades, but does gain benefits from the Battle Hardened MAR. See the Battle Hardened MAR in the core rulebook.	-	-
Field Equipment	One Luftlancer may replace their Tesla Surge for a Tesla Pistol for no additional cost.	0-1	-

HEAVY MACHINEGUN SECTION

These Sections occupy the Support Slots in the Platoon Structure.

SECTION SIZE	A Heavy Machinegun Section may contain between 2 to 7 Grenadiers.
COMMAND CAPABILITY & MODEL COST	Each Regular Grenadier costs 25 Points. Each Veteran Grenadier costs 35 Points.

NAME	TYPE	MV	IR	LP	MAD	WEAPONS	MARS AND ABILITIES
Grenadier	Infantry	6"	3	1	2 [BLUE]	M69 Rifle	-
Grenadier Sergeant	Infantry	6"	3	2	4 [BLUE]	M69 Rifle	NCO (1)
Gun Team	Infantry	6"	4	2	2 [BLACK]	Rudiger Model '64 [F-180°]	Cumbersome, Move or Fire

SECTION UPGRADES – LIMITS & COSTS			
SECTION	UPGRADE	Number	Additional Cost
NCOs	Up to 1 Grenadier may be upgraded to be a Grenadier Sergeant.	0-1	+5 Points
Gun Teams	2 Grenadiers may be upgraded to form a Gun Team: These Grenadiers ALL exchange their M69 Rifles to crew Rudiger Model '64 Heavy Machine Guns.	0-1	+10 Points
	2 Grenadiers may be upgraded to form a SECOND Gun Team: These Grenadiers ALL exchange their M69 Rifles to crew Rudiger Model '64 Heavy Machine Guns.	0-1	+15 Points
	2 Grenadiers may be upgraded to form a THIRD Gun Team: These Grenadiers ALL exchange their M69 Rifles to crew Rudiger Model '64 Heavy Machine Guns.	0-1	+20 Points

FIELD GUN SECTION

These Sections occupy the Support Slots in the Platoon Structure.

SECTION SIZE	1 PAK-69 Field Gun 2 to 6 Gun Crew.
COMMAND CAPABILITY & MODEL COST	The Regular Field Gun costs 90 Points. Each Regular Grenadier (Crew) costs 25 Points.

NAME	TYPE	MV	IR	LP	MAD	WEAPONS	MARS AND ABILITIES
Gun Crew	Infantry	6"	3	1	2 [BLUE]	M69 Rifle	-
Gun Crew Sergeant	Infantry	6"	3	2	4 [BLUE]	M69 Rifle	NCO (1)

NAME	TYPE	MV	ARMOUR RATING F/S/R	HP	WEAPONS	MARS AND ABILITIES
Field Gun	Small Ironclad	3"	5/2/2	2	300kV PAK-69 [F-90°]	Move or Fire

SECTION UPGRADES – LIMITS & COSTS

SECTION	UPGRADE	Number	Additional Cost
NCOs	Up to 1 Gun Crew may be upgraded to a Gun Crew Sergeant.	0-1	+5 Points
Field Equipment	The Field Gun may be upgraded to have an 'Emplacement'. When a Field Gun is Deployed, it is deployed with the Emplacement. An Emplacement increases the F/S/R Armour ratings by 3, if the Field Gun makes any move action other than Hold Your Ground, the Emplacement and it's benefits are lost for the remainder of the game.	0-1	+10 Points

WALZE HEAVY IRONCLAD SECTION

These Sections occupy the Heavy Support Slots in the Platoon Structure.

SECTION SIZE	1 Walze Tank.
COMMAND CAPABILITY & MODEL COST	Each Regular Walze Tank costs 350 Points. Each Veteran Walze Tank costs 400 Points.

NAME	TYPE	MV	ARMOUR RATING F/S/R	HP	WEAPONS	MARS AND ABILITIES
Walze	Heavy Ironclad	5"	10/10/7	4	13" Cannon [F-90°] Tesla Coil [L-90°] Tesla Coil [R-90°]	Independent Firing, NCO (1), Spotter

SECTION UPGRADES – LIMITS & COSTS

SECTION	UPGRADE	Number	Additional Cost
NCOs	A Walze Tank has the NCO (1) MAR.	-	-

STURMWAGON APC

This Model can be added as an upgrade to certain Sections.

SECTION SIZE	1 Sturmwagon.
COMMAND CAPABILITY & MODEL COST	Each Sturmwagon APC costs 60 Points.

NAME	TYPE	MV	ARMOUR RATING F/S/R	HP	WEAPONS	MARS AND ABILITIES
Sturmwagon	Regular Ironclad	8"	6/6/5	2	Smoke Launcher	Charge Doors, Transport (6)

SECTION UPGRADES – LIMITS & COSTS

SECTION	UPGRADE	Number	Additional Cost
Upgrades	A Sturmwagon may replace its Smoke Launcher for a Tesla Surge weapon with a [F-90°] arc of fire. NOTE: If more than one Sturmwagon is purchased for a single section, they must either both be upgraded or neither.	-	+20 Points

WEAPON STATISTICS

Prussian Empire.

NAME	RANGES		RAD		IAD		MARs
	ER	LR	ER	LR	ER	LR	
Reichs Revolver	0-8"	9-16"	3 [BLACK]	1 [BLACK]	1 [BLACK]	-	CQB Weapon, Small Arm
M69 Rifle	1-16"	17-24"	2 [BLUE]	2 [BLACK]	1 [BLACK]	-	Small Arm
Vierling Assault Gun	1-16"	17-24"	4 [BLUE]	4 [BLACK]	2 [BLACK]	1 [BLACK]	Spray and Pray, Small Arm
Riudiger Model '64 HMG	1-24"	25-32"	6 [BLUE]	6 [BLACK]	6 [BLUE]	5 [BLACK]	-
Tesla Pistol	0-8"	9-16"	2 [RED]	2 [BLUE]	2 [BLACK]	-	CQB Weapon, Small Arm
Maschinengewehr-71	1-16"	17-24"	6 [BLUE]	6 [BLACK]	2 [BLUE]	2 [BLACK]	-
M4 Shockenlanze	1-16"	-	4 [BLUE]	-	8 [RED]	-	Blast
Tesla Surge	1-8"	9-16"	2 [BLUE]	2 [BLACK]	4 [RED]	4 [BLUE]	Blast
300kV PAK-69	1-16"	17-32"	10 [RED]	10 [BLUE]	14 [RED]	14 [BLUE]	Move or Fire, Suppression
13" Cannon	8-24"	25-32"	12 [BLUE]	12 [BLACK]	12 [RED]	12 [BLUE]	Armour Piercing (1), IDF Weapon
Tesla Coil	1-8"	9-16"	8 [RED]	8 [BLUE]	5 [RED]	5 [BLUE]	Blast
Tesla Gauntlets	1-8"	9-16"	2D6 [BLUE]	2D6 [BLACK]	D6 + D3 [RED]	D6 + D3 [BLUE]	Experimental Weapon
Smoke Launcher	1-8"	-	-	-	-	-	Smoke Launcher (1)
Panzergewher-3	1-16"	17-24"	3 [BLUE]	3 [BLACK]	3 [BLUE]	2 [BLACK]	Armour Piercing (1)