

ROYAL EMPIRE FACTION BOOK

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THE ROYAL EMPIRE OF MAN

“Si vis pacem, para bellum – If you seek peace, prepare for war.”

The Royal Empire of Man, commonly known as the Empire or the Royal Empire is a sovereign state close to the galactic fringe. The Empire shares stellar borders with the Khazari and the Guild.

The Royal Empire of Man is an Absolute Monarchy; it's a developed nation and one of the known galaxies largest economies. In recent years, its economy has crumbled leading to significant hardships across the Empire. It was the foremost power in the galaxy until a series of border wars and insurrections, culminating in the Exodus Wars exhausted its economy and dramatically weakened it.

The Empire today is a shadow of its former self, but despite this, it still is a formidable power.

HISTORY OF THE ROYAL EMPIRE OF MAN

AN EMPIRE IS BORN

From the dawn of time mankind has been split into factions. Empires came and went, the Romans, the Macedonians and the British to name but a few.

Technology advanced, first boats crossed the oceans of the world and then planes crossed the skies. The Americans formed a colony on the Moon. The Chinese formed a colony on Mars.

However the moment which changed everything was when humanity first made contact with an alien race. The Khazari were a highly advanced and highly inquisitive alien species who visited the earth. They brought with them the advanced technology which started the Diaspora. Galactic Standard time begins from this first contact.

With the technology to escape the Sol system humanity erupted across the stars. As time passed factions that had been powerful on earth dwindled in size and stature whilst factions that had once been meek rose to be lions. Humanity learnt that it wasn't alone in the galaxy and under the watchful eye of the Khazari trade flourished between the stars. The Khazari banned violence in the space lanes and with their almost limitless power the scope of conflicts was kept to a planetary scale.

This all changed in the galactic standard year 2451. The Khazari sent one last broadcast as they withdrew to the Bastion stating that 'the enemy' was returning. The Bastion is a forbidden region of space containing the seven core star systems surrounding the Khazari homeworld.

With the Khazari gone the Unification Wars set the galaxy on fire. The nations of humanity fought for supremacy against each other in a bloody galactic war. Earth was rendered uninhabitable for over a century in the opening twenty four hours as fire swept the globe. Each Nation pitted the military might of their colonies against each other as alliances shifted and warfleets clashed in the stars. After nearly two hundred years of constant struggle with shifting alliances, kingdoms were rising and kingdoms were falling. Years of conflict lead to the Zho Kingdom managing to rise to the forefront and restore some semblance of unity ruling as the dominant Kingdom.

The Zho titled the new empire the Royal Empire of Man with the rest of the factions being split into twelve other factions, each faction being given a devolved status within the Empire and governing it's own territory. The Kingdoms ruled semi-independently whilst swearing fealty to the ruling Emperor. The Kingdoms were tithed in both military and economic terms all contributing to the wellbeing of the Empire as a whole.

THE GOETIAN WAR

The Zho's decline came when a species of aliens known as Goetians amassed a great empire amongst the core worlds. They sought to extort tribute from the relatively primitive Royal Empire of Man in 2,611.

When the Zho refused the Goetians dispatched a fleet to the Sol system. The defenders of the Sol system were scattered by the Goetian armada. The alien battleships fired mass drivers into the colonies rendering Earth uninhabitable, annihilating the domed cities of Mars and the orbiting city states of Uranus.

The centre of the greatest Empire that humanity had ever known had been shattered. The human race seemed doomed to a lifetime of servitude until the Marcovians, always the most militant of the Imperial Kingdoms, arrived with their serried ranks of warships. They rallied the remaining naval forces in the neighbouring jump points and immediately jumped to burning Sol system. They fought a long running engagement until the Goetians formation broke.

The vengeful forces of humanity marched into conflict. Across a hundred worlds man fought with slug and beam with a myriad of alien forms until the war was brought to a devastating conclusion. The Marcovian's fleet bombarded the Goetian homeworld in 2,623. They left a planet of ash and ruin.

A triumphant Marcovian fleet returned to the new capital in Alpha Centuri. The Zho defenders were scattered without a shot being fired. The Zho Emperor abdicated and relinquished control of the Royal Empire to the saviours of humanity.

The Empire existed in this form with the various Kingdoms waxing and waning in power but with the Marcovians ever in control. It has formed a bulwark over the centuries, a haven for mankind against the predations of the surrounding alien species.

This lasted until 3,206 when the Exodus Wars occurred and once more humanity went to war against itself.

THE CHURCH OF MAN

The Zho also founded the Church of Man to provide spiritual guidance to the masses. The birth of science had left the people godless and alone. The Church of Mans doctrine eschewed the religions of the past, declaring proudly that man alone and not some nameless, shapeless god was to inherit the galaxy. Together they have embarked on a quest known as the Cause which aspires to lead mankind to the next stage of its evolution. Its priests constantly strive to perfect themselves mentally and physically as paragons to the populace that they preach too.

The Royal Empire has a worthy goal, to see humanity achieve Ascendance unto godhood. This goal is known as the Cause.

The Cause had such momentum that it saw humanity spread throughout the galaxy; however, the good will in the human populace built by the once-noble Cause has been squandered thanks to the aristocracy's greed and over-taxation.

The merchant class and those of a capitalist bent seceded with the planetary systems of the Hellenic Kingdom and so the Guild was founded as an independent state.

Such secessions represent the greatest threat to an empire and so the Royal Empire of Man cracked down on the secessionists of the Guild, starting a civil war that would define that period in history.

This period, seen as some to be the Royal Empire's greatest challenge as it desperately tried to hold itself together, was known as the Exodus Wars.

The Royal Empire had been involved in a costly war against the Tarragin, a hostile alien race that infected other creatures as a parasite, controlling the creature's body and assuming full control of its physical and mental faculties. The Tarragin had infected and overrun several worlds in the Atlantian Kingdom leading to war between the two nations. The Royal Empire was drawn into the war and to support it was forced to create a series of new and unpopular taxes. The Kings of the Empire struggled to retrieve the money from their serfs and instead were forced to focus on the rich merchant classes, the corporations and the lesser nobles.

The Empires' wars had ground down both sides with the Tarragin being slowly pushed back deep into their heartlands. Celebration was put on hold however when the corporations revolted. By 3,203 the Hellenic Kingdom was practically owned by a series of corporations known collectively as the Guild. With the Hellenic royal family being used as puppets they were governing the Kingdom by proxy. The oppressive levels of tax lead to them recalling their assets from across the Royal Empire and declaring their independence with the intent of forming a sovereign state known as the Guild. The Royal Empire massively outnumbered the Guild but was forced to defend a huge Empire against an ever hostile galaxy.

Despite this, an expeditionary fleet was swiftly assembled to reinforce the remaining loyalists in Guild territory, to free the Hellenic royal family and to reclaim the human worlds lost in the independence movement.

This fleet has NOW arrived.

TO&E

Regiment HQ

Lieutenant Colonel

Major

2 x Battle Squire Squadron

1 x Hussar Squire Squadron

2 x Infantry Companies

Major

3 x Conscript Infantry Platoon

1 x Light Artillery Battery

1 x Grenadier Company

Major

3 x Grenadier Platoon

1 x Light Artillery Battery

PLAYING WITH A ROYAL EMPIRE INFANTRY REGIMENT

Your first choice when playing with a Marcovian Infantry regiment is to decide whether you want a force led by the mighty Behemoths or the dauntless officers of the army. Whilst the Behemoths can provide heavy firepower along with their tactical abilities they are more frequently in the firing line. It is easier to hide away a Lieutenant Colonel in a rear formation than it is to conceal a Behemoth.

The ranks of the Imperial infantry form the perfect anvil to trap your opponent into position whilst your Squires provide the hammer to devastate them. It is important to remember that even though an infantry platoon has significant firepower they are best used as a tarpit. They lack the mobility to be used in true mobile warfare.

COMMAND

KING BEHEMOTH

The Marcovian King's Behemoth was built to prove Marcovian superiority over the other Kingdoms. It is massively armoured and heavily equipped. What it lacks in speed it makes up for in sheer brute force. Traditionally it is captained by the Emperor's champion and has a crew of nine. It stands over 75ft tall and is considered to be the most powerful Behemoth in the twelve kingdoms. Where it treads, it walks with the power of an Empire behind it.

Unit Name	Type	Hits	S	D	M	A
Marcovian Kings Behemoth Specials: Robust, Totem, Tactical Genius(3)	Heavy	11	15	6+	3+	4+
Weapons	Rng	AV	Special			
Large Railgun	90	P(6+) / A(6+)	Devastation Class, Anti-Heavy Armour (2)			
Large Plasma Cannon	45	2xP(6+) / 2xA(6+)	Devastation Class, Anti-Heavy Armour (D3)			
Large Beam Cannon (Beam)	60	4xP(8+) / 4xA(4+)	Devastation Class			
Triple Exterminator Cannon	60	6xP(4+) or 6xA(8+)				
2 x Tactical Missile	No Limit	BV5	Single Shot			

DUKE BEHEMOTH

Dukes provide a command nexus for the forces of the Royal Empire. The Behemoth is not just a combat machine it is an integral part of the command structure. The Duke is linked in to operational control of the whole theatre providing sensor data from the battlefield to the command headquarters.

The Duke has a pair of railguns which shine against enemy armour but also provide a limited capacity to deal with enemy personnel. A top mounted rocket launcher allows indirect fire ability against massed enemy forces.

Unit Name	Type	Hits	S	D	M	A
Marcovian Dukes Behemoth Specials: Robust, Totem, Tactical Genius(2)	Heavy	8	20	6+	4+	4+
Weapons	Rng	AV	Special			
2 x Light Rail Guns	90	4xP(8+) / 4xA(4+)				
MFRL	Unlimited	2BV				

BARON BEHEMOTH

When the Barons are let loose on the battlefield they act as the ultimate form of heavy cavalry. With Battle squires they work together as an armoured wedge crushing through the enemy ranks. A twin barrelled Exterminator cannon acts to hose down enemy infantry with slugs, whilst the slug cannon acts as a potent weapon against enemy Behemoths or heavy armour.

Unit Name	Type	Hits	S	D	M	A
Baron Specials: Robust, Totem, Tactical Genius(1)	Heavy	4	30	8+	6+	6+
Weapons	Rng	AV	Special			
Exterminator Cannon	45	4xP(4+) / 4xA(8+)				
Small Slug Cannon	90	P(6+) / A(6+)	Devastation Class			

LIEUTENANT COLONEL

The Lieutenant Colonel commands a full battalion of men. A battalion is made up of three to five companies of men formed around a central core of squires.

Unit Name	Type	Hits	S	D	M	A
Lieutenant Colonel Specials: Officer, Leads From The Front, Tactical Genius(2)	As per parent stand	N/A	N/A	N/A	N/A	N/A

MAJOR

A company of men is commanded by a Major. An infantry company comprises of just over two hundred men. Majors are responsible for co-ordinating the platoons under their command and reporting the tactical situation back to command HQ.

Unit Name	Type	Hits	S	D	M	A
Major Specials: Officer, Leads From The Front	As per parent stand	N/A	N/A	N/A	N/A	N/A

INFANTRY

CONSCRIPT FIRE TEAM

The ranks of the Royal Empire Infantry form a massed defence against all who would threaten mankind. Poorly equipped and ill trained the conscripts fight with a fervour and dedication that belies their humble origins. Few aliens survive underestimating the power of the Royal Empire as it fights to spread the purity of Man across the galaxy.

Unit Name	Type	Hits	S	D	M	A
Conscript Fire Team Specials: None	Soft	1	15	-	9+	8+

CONSCRIPT HEAVY WEAPONS TEAM

What conscripts lack in technical ability they make up for with quantity. When additional firepower is required the line will be stiffened by attaching heavy weapon platoons to a company. Heavy weapons vary from high calibre auto sluggers to anti-tank cannons. A typical platoon will feature 6-8 pieces with supporting infantry.

Unit Name	Type	Hits	S	D	M	A
Conscript Heavy Weapons Team Specials: None	Soft	1	15	-	9+	6+
Weapons	Rng	AV	Special			
40mm Slug Cannon	45	P(8+)				
Chainslugger	45	A(9+)				

GRENADIER FIRE TEAM

The majority of the Royal Empire's forces are comprised of conscripted serfs from the Imperial fiefdoms. The Grenadiers are a different matter however. To join the Grenadiers you must not only volunteer but you must pass a rigorous selection process. The Grenadiers are a well trained professional force. Well equipped, armoured and motivated they form the backbone of the regiment.

Unit Name	Type	Hits	S	D	M	A
Grenadier Fire Team Specials: None	Soft	1	15	6+	5+	7+
Weapons	Rng	AV	Special			
40mm Slug Cannon	45	P(8+)				
Chainslugger	45	A(9+)				

MEDIUM ARMOUR

BATTLE SQUIRE

The Battle Squires of the Royal Empire of Man come in a variety of shapes and sizes and are used as a highly versatile form of armour on the field. They average in size from 20 to 25 feet tall and carry a variety of weapons and munitions.

The real strength of a Battle Squire over conventional medium armour is its ability to traverse difficult terrain and to adapt to cover more easily than a tracked or wheeled vehicle. Better use of cover is considered of greater value to a Squire than armoured plate.

Unit Name	Type	Hits	S	D	M	A
Battle Squire Specials: Robust, Biped	Hard	1	20	6+	6+	6+
Weapons	Rng	AV	Special			
Light Pyrocannon	30	P(8+)	Nowhere To Hide			
Light Beam Cannon	45	A(8+)				
120mm Slug Cannon	75	P(6+) / A(6+)				

PREDATOR SQUIRE

Predators are designed to be the perfect hunters. They have a long ranged beam cannon for eliminating enemy armour and a pair of pyrocannons for taking out infantry that get too close.

They are able to navigate through light terrain without difficulty allowing them to skirmish with enemy armour without being restricted as tracked or wheeled vehicles would.

Unit Name	Type	Hits	S	D	M	A
Predator Squire Specials: Robust, Biped	Hard	1	20	6+	6+	6+
Weapons	Rng	AV	Special			
Light Pyrocannon	30	P(8+)	Nowhere To Hide			
Light Beam Cannon	45	A(8+)				
Large Beam Cannon	75	A(4+)				

HUSSAR SQUIRE

The Hussar Squire is a Marcovian bunker buster when faced with an entrenched enemy the Hussar is the ideal choice. It is equipped with a heavy pyrocannon for taking out infantry and a howitzer for blasting apart bunkers.

It is agile and able to step over tank traps and other obstructions that would ensnare tracked vehicles making the perfect choice for assaulting fortifications.

Unit Name	Type	Hits	S	D	M	A
Hussar Squire Specials: Robust, Biped	Hard	1	20	6+	6 7 +	4+
Weapons	Rng	AV	Special			
Twin Heavy Pyrocannon	30	2xP(6+)	Nowhere To Hide			
Mortar	45	P(4+) / A(6+)	Howitzer, Nowhere To Hide			

FORWARD ARTILLERY

CONSCRIPT LIGHT ARTILLERY

Infantry companies advance under the cover fire of both directed fire slug cannons and chain sluggers and support fire from their light artillery batteries. Light artillery allows the application of both high explosive suppressive fire and also spectrum jamming clouds. The usual weapons in light artillery batteries are mortars or short ranged rocket batteries. These weapons are mounted on self propelled chassis's to allow the pieces to keep up with the advancing infantry.

Unit Name	Type	Hits	S	D	M	A
Conscript Light Artillery Specials: Indirect Fire	Medium	1	15	-	6+	6+
Weapons	Rng	AV	Special			
Quad Mortar	45	1BP	Howitzer			

TZUNAMI SQUIRE

Tsunami Squires are quadruped multiple rocket launchers, a type of rocket artillery built and fielded by the Royal Empire. Multiple rocket launchers such as these deliver a devastating amount of explosives to a target area more quickly than conventional artillery but with lower accuracy and requiring a longer time to reload. They are fragile compared to Battle Squires but are inexpensive and easy to produce. This mobility gives the Tsunami Squire another advantage, being able to deliver a large blow all at once and then move before being located and attacked with counter-battery fire.

Unit Name	Type	Hits	S	D	M	A
Tsunami Squire Specials: None	Soft	1	20	8+	9+	8+
Weapons	Rng	AV	Special			
Chaingun	30	P(8+)				
MFRL – Short Ranged Rockets or MFRL – Long Ranged Rockets	120 or Unlimited	P(6+) / A(6+) or 1BV	Howitzer, Suppress			

AEROSPACE

AQUILA BOMBER

The Aquila is a four-engined heavy bomber which it is at home in the vacuum of space or in a variety of atmospheres. It is designed to deliver heavy ordnance to targets in land and space. When deployed against ground targets it usually uses cluster munitions. However it can also be loaded with air to ground missiles and torpedoes to increase its versatility.

Unit Name	Type	Hits	S	D	M	A
Aquila Bomber Specials: None	Aerial	1	N/A	6+	N/A	N/A
Weapons	Rng	AV	Special			
Cluster Bombs	15	4BV				

RAPTOR FIGHTER

The Raptor is an Imperial double-seat starfighter that is used by the Marcovian Kingdom of the Royal Empire. The Raptor has continued to be used as a front line fighter.

The Raptor was designed as an intersystem, high-performance star fighter. The design has continued to be refined over the last decade. Speed is the priority for the Raptor, allowing it to carry out the mission of home defence against enemy bombers or on occasion even ground strikes against enemy ground forces.

Unit Name	Type	Hits	S	D	M	A
Raptor Fighter Specials: None	Aerial	1	N/A	9+	N/A	N/A
Weapons	Rng	AV	Special			
Air to Ground Missiles	30	2 x P(8+) / A(7+)				

SUPPORT AND SUPER VEHICLES

WINGED LANCER

The Winged Lancer is probably the best-known style of Knight in the Royal Empire. Designed as an escort for Behemoths the 32ft tall Knights are always at the forefront of the charge. Although the other Kingdoms have made massive strides in robotics the Winged Lancer is regarded as the pinnacle of the Royal Empire.

The Winged Lancer is armed with a multitude of weapons for both long and short range combat. For long ranges, it carries a 120mm Slug Cannon that allows it blast apart enemy troops with either armour piercing rounds or hyperbaric shells. A Plasma Cannon gives it short ranged devastating firepower against all targets. The 40mm Slug Cannon is a rapid firing armour piercing cannon. A Heavy Beam Cannon provides further armour piercing ability and a chainslugger rounds off its arsenal with anti-personal firepower.

Unit Name	Type	Hits	S	D	M	A
Winged Lancer Specials: Robust, Biped, Totem	Hard	3	15	6+	9+	6+
Weapons	Rng	AV	Special			
40mm Slug Cannon	45	A(8+)				
Plasma Cannon	30	A(4+)/P(4+)	Nowhere To Hide			
Heavy Beam Cannon	45	A(4+)				
120mm Slug Cannon	75	P(6+)/A(6+)				
Chainslugger	45	P(9+)				

There are twelve Kingdoms in the Royal Empire, the major Kingdoms are detailed below.

THE MARCOVIANS

The saviours of the Empire, it is said that when the Goetian War ended the Marcovians were everywhere. Their martial nature and massive army allowed them to send soldiers to every corner of the Empire, their generals led the other factions into battle and the Marcovian warriors led the charge on a thousand battlefields.

The Marcovian popularity has waned in recent years. Peace time has not been kind to them. Their martial nature that had served them so well in the war was no use in peace time. You can't farm using slug rifles. With support in the Empire growing sour they came to realise that what they needed was another war. Marshalling the forces of the Empire together they launched an all out invasion of the Tarragin. With the Guild now claiming independence the Marcovians have little choice but to fight a war on two fronts. To lose either war would be to see their martial reputation shattered and the glue that holds the empire together shattered.

THE ZHO

Founders of the Royal Empire of Man and victors of the Unification Wars the Zho are an ancient and powerful faction. When the last Zho emperor was supplanted in the aftermath of the Goetian War the Empire was saved from further conflict by the wisdom of the Zho who stepped down and acknowledged the Marcovians as rulers. The Zho have always taken the long view and as a result decided that destroying the Empire in civil war was worse than accepting a temporary change in management. For the moment they bide their time whilst watching the throne with hungry eyes.

The Zho are famous for their generosity. They have been distributing their vast wealth amongst the other factions as loans and are partially responsible for the dramatic revival in recent times of the Empire's power and stature. They not only bankrolled the most recent Tarragin crusade but they also contributed a number of regiments second only to the Marcovians. The cynics in the royal council wonder what strings are attached to these loans and when the Zho will start to call in these favours.

THE AVINASHI KINGDOM

Tradition and strict living has helped keep the Avinashi Kingdom prosperous and strong over the centuries while many of its rival houses continue to show states of decline and in some cases signs of total collapse.

The house of Avinashi has maintained strict guidelines for its people to follow over the last few centuries and has merged these with its own interpretation of the beliefs of the Church of Man, bringing much criticism and disapproval from those of the more zealous royal houses which follow its teachings.

The Avinashi people truly believe that their Royal Family are divine and will give thanks to them for all things, for it is through them all things are possible.

The armies of the Avinashi are highly trained and disciplined, insubordination is unacceptable and is enforced by the strictest of punishments. Notably the Avinashi hold their armies in high regards. The Royal family takes tremendous pride in the prowess of its armed forces often hosting ceremonies and celebrations in honour of those who have served with distinction and particular bravery.

Pomp and ceremony are as much a part of military life as perfecting the art of destroying the enemy. Servicemen are encouraged to maintain a high standard of dress and grooming regardless of the fighting conditions. There have been stories of some commanders giving the same punishment to untidily dressed men as they would to deserters.

ROYAL EMPIRE ARMY CARDS

Royal Empire: Infantry Regiment

Tactics rating: 2

RESTRICTIONS:

You must have as many or more common formations than special and rare combined.

You may only have one rare formation per three other formations. (EG: If you have 2 Common and one Special formation, you would be entitled to choose a rare formation if you could afford it).

You may only have up to three upgrades for any single formation. Only one of these may be a Command upgrade.

NOTE

Command Priority dictates that a Lieutenant Colonel must surrender command to a man of noble blood when one is present. This means that if a King, Duke or Baron Behemoth is on the battlefield then you must use its tactics ability even if it is worse than the Lieutenant Colonels.

Common Formations

Name	Competency	C&C	Upgrades	Cost
Infantry Platoon	1	3+	Lieutenant Colonel, Major, Hurricane Squire, Dragon Squires, Grenadier Section, Light Infantry Section	250
Contains: 9 x Conscript Stands, 3 x Conscript Heavy Weapon Stands				
Light Artillery Battery	1	3+	Hurricane Squire	100
Contains: 4 x Conscript Light Artillery Stands				
Heavy Weapons Platoon	1	3+	Hurricane Squire, Dragon Squires, Light Infantry Section	350
Contains: 6 x Conscript Heavy Weapon Stands				

Special Formations

Name	Competency	C&C	Upgrades	Cost
Armoured Squadron	1	3+	Lieutenant Colonel, Major, Hurricane Squire, Dragon Squires, Hussar Squires, Predator Squire	750
Contains: 8 x Battle Squires				
Grenadier Platoon	2	3+	Hurricane Squire, Dragon Squires, Light Infantry Section	450
Contains: 8 x Assault Infantry Stands				
Knight	2	3+	Lieutenant Colonel, Major, Hurricane Squire, Dragon Squires	200
Contains: 1 x Winged Lancer Knight				

Rare Formations

Name	Competency	C&C	Upgrades	Cost
Fighter Flight Group	1	3+		275
Contains: 3 x Raptor Fighters				
Bomber	1	3+	Fighter Escort	125
Contains: 1 x Aquila Bomber				
Baron	1	3+		250
Contains: 1 x Baron				
Duke	1	3+		650
Contains: 1 x Duke				
King	1	3+		1000
Contains: 1 x King				

Command Upgrades	Description	Cost
Lieutenant Colonel	Add one Lieutenant Colonel miniature to a stand in the formation.	40
Major	Add one Major miniature to a stand in the formation.	75

Platoon Upgrades	Description	Cost
Dragon Squire	Add three Dragon Squires to the formation.	60
Fighter Escort	Add two Fighters to the formation.	200
Grenadier Section	Add three Grenadier stands to the formation.	40
Hurricane Squire	Add one Hurricane Squire to the formation.	75

Hussar Squire	Replace one Battle Squire with one Hussar Squire.	0
Predator Squire	Replace one Battle Squire with one Predator Squire.	0
Light Infantry Section	Add three Light Infantry stands to the formation.	100

No table of figures entries found.