



SOL ENCLAVES

ANVIL TANK CREW

AS THE CONFLICTS BETWEEN THE SOL ENCLAVES AND THEIR NEIGHBOURS GATHERED PACE IN INTENSITY, ARMoured VEHICLES WERE BEING DESTROYED AT AN ALARMING RATE, ALONG WITH THEIR EXPERIENCED CREW. IT COULD TAKE MONTHS TO TRAIN UP NEW CREW FOR ANVILS FRESH OFF THE PRODUCTION LINE, WHICH NEEDED BE AT THE FOREFRONT OF THE BATTLE YESTERDAY.

THE SOL ENCLAVES' ANSWER WAS TO UPGRADE ANVILS WITH AN ENCLOSED CREW COMPARTMENT, CONSIDERABLY INCREASING THE SURVIVABILITY OF THOSE WITHIN. IF THE ANVIL WAS KNOCKED OUT, THEY COULD FAR MORE EASILY ESCAPE FROM THE MANGLED WRECKAGE AND HOPEFULLY EVADE ENEMY CONTACT UNTIL REACHING FRIENDLY LINES. THE PROJECT PROVED EXTREMELY SUCCESSFUL, AS THE SURVIVING CREWMEN WERE ABLE TO PUT THEIR HARD-LEARNED SKILLS TO GOOD USE ONCE AGAIN, AS LONG AS THEY RECEIVED SOME WELL EARNED R&R BEFOREHAND...

SQUAD COMPOSITION - 10 REQ PER SQUAD.

- 1x ANVIL TANK CREW UNIT WITH M13 PISTOLS AND FRAG GRENADES.

UNIT NAME	TYPE	COMMANDS	ORDERS	DISCIPLINE	MOVE	PROTECTION	HP	OP
Anvil Tank Crew	Infantry	2	2	6+	5"	8	3	0

ABILITIES

-GRENADES (FRAG) See the Unit Abilities section of the main *From Ashes* rules.

- **ATTACHMENT** - INSTEAD OF BEING BOUGHT AS ITS OWN UNIT, THE ANVIL TANK CREW UNIT MUST BE BOUGHT AS AN UPGRADE TO A FRIENDLY ANVIL FROM THE SAME DETACHMENT. DESPITE NOT BEING A TRANSPORT, THE ANVIL TANK CREW COUNT AS BEING TRANSPORTED WITHIN THE ANVIL, AND CANNOT CHOOSE TO DISMOUNT NOR CAN THEY BE CHOSEN TO ACTIVATE INDEPENDENTLY OF THE ANVIL. ONCE THE HOST ANVIL IS DESTROYED, AND ASSUMING THE ANVIL TANK CREW SURVIVE, THEY THEN OPERATE AS A SEPARATE SQUAD FOR THE REST OF THE BATTLE. ANVIL TANK CREWS BENEFIT FROM THE *FIGHT ANOTHER DAY* ABILITY BELOW:

FIGHT ANOTHER DAY: WHILE THE ANVIL TANK CREW ARE ALIVE, THE HOST ANVIL NEVER COUNTS AS DESTROYED FOR THE PURPOSE OF HVTs. IN ADDITION, WHILE THE TANK CREW ARE IN THE AO, THE HOST ANVIL COUNTS AS 2 OPs INSTEAD OF 5 FOR THE PURPOSE OF ENEMY SCORING OBJECTIVE POINTS IN MISSIONS WHERE THIS IS RELEVANT.

WEAPONS

NAME	ATTACKS	ARC	CRITICAL DAMAGE	
M13 Pistols	HP	All	None	
TARGET RANGE	Short 0-8"	Medium 9-16"	Long 17-24"	Extreme 25"+
ACCURACY	6+	10+	N/A	N/A
DAMAGE	1	1	0	0

SPECIAL RULES

-FREE COMMAND: RUN AND GUN AFTER COMPLETING AN ADVANCE, RETREAT OR UNIQUE COMMAND (WHILE DISMOUNTED), THIS UNIT MAY IMMEDIATELY CARRY OUT A FREE ENGAGE USING THIS WEAPON, BUT COUNTS AS HAVING ONLY 1 ATTACK.