


**Hashemite Nation** 

**Assad 6x6 & Assad-2 8x8**

|         |   |
|---------|---|
| Type    | Trained: <b>5+</b>  |
| Move    | Medium, Wheeled: <b>10cm</b>  |
| Defence | F 7, S 6, R 6, T 6  |
| Weapons | 2cm Gatling railgun:<br>Sh 3, FP 2/4. Support Weapon: Sh 2,<br>FP 1/3. <b>Cannot carry infantry</b> |

**VARIANTS MLRS** - 12 tubes as Mortars - Sh 6 per turn, FP 5/4 (no Short/Medium range). APC variant armed with only 1cm railgun: Sh 3, FP 1/3 but **can carry 1TU infantry**.  
**Assad-2 Gun Truck** GIAT RA4-80 Defence: F 9, S 8, R 8, T 7.  
Twin 6cm Rail Guns: Sh 2, FP 2/5, **Assad-2 Missile Variant** multi shot Kestrel Medium ATGW Sh 2, FP 1/6. (no short range). All Assad-2 also carry 2 TUs infantry.


**Hashemite Nation** 

**Gecko 4x4 'Technical'**

|         |  |
|---------|--|
| Type    | Trained: <b>5+</b>                                     |
| Move    | Fast, Wheeled: <b>15cm</b>                             |
| Defence | F 7, S 6, R 6, T 6                                     |
| Weapons | 1cm Railgun: Sh 3, FP 1/3 <b>Cannot carry infantry</b> |


**VARIANTS**  
**Missile Launcher:** May be fitted with Hypersonic Missile Launcher. Sh 3, FP 0/4. **Carries 1 TU infantry.**

**Goanna 6x6 Heavy 'Technical'**  
Defence: F 8, S 7, R 7, T 6.  
May be fitted with a 1cm railgun (above) or a Kestrel Medium ATGW Sh 1, FP 1/6. (no short range)

**Compagnie de Barthe** 

**GD800 APC & SP Gun**

|         |   |
|---------|---|
| Type    | Veteran: <b>4+</b>  |
| Move    | Fast, Lt Hover: <b>15cm</b>   |
| Defence | F 8, S 7, R 7, T 6  |
| Weapons | 2cm Powergun:<br>Sh 2, FP 2/2. Coil Gun: Sh 1, FP 1/4.<br><b>Can carry 3 infantry sections.</b> |


**VARIANTS**  
**Calliope Variant:** Carries **no infantry** but **only** weapon is: **Calliope:** 8 x 3cm Powergun: Sh 8, FP 3/4.  **SP Anti-Tank Variant**  
Defensive value: F 9, S 8, R 8, T 7. **No infantry**, Armed with powergun cannon: Sh 2, FP 3/3, plus either 5cm High Intensity powergun or 15cm Powergun: **F**Arc Sh 1, FP 2/6 (same stats for either weapon)

**Sincanmo Federation** 

**Gecko 4x4 'Technical'**

|         |   |
|---------|---|
| Type    | Trained: <b>5+</b>  |
| Move    | Fast, Wheeled: <b>15cm</b>  |
| Defence | F 7, S 6, R 6, T 6  |
| Weapons | Manta Light ATGW<br>Launcher: Sh 1, FP 0/5 (no short range). <b>Cannot carry infantry</b> |


**VARIANTS**  
**Gecko Hypersonic Missile Launcher.** Sh 3, FP 0/4; or **Gun Car:** tri-barrel powergun, Sh 3, FP 3/3. **Both Carry 1 TU infantry.**  
**Goanna 6x6 Heavy 'Technical'**  
Defence: F 8, S 7, R 7, T 6  
Fitted with either tri-barrel powergun (above), a 1cm railgun, Sh 3, FP 1/3 or a "Kestrel" Medium ATGW Sh 1, FP 1/6, (no short range) or Medium Laser: Sh 2, FP 3/5

**Terran Authority** 

**Heavy Infantry Squad**

|          |   |
|----------|---|
| Type     | Elite: <b>3+</b> C/As't: <b>4</b>                   |
| Move     | Infantry: <b>8cm</b>                                |
| Defence  | 7, Light cov' +1, Heavy +2                          |
| Weapons  | 2cm Advanced Assault Rifle powerguns, Sh 3, FP 2/2. |
| Suppress | remove suppression marker (UP TO 5) on 3+           |

**VARIANTS**  
**Tank Killers** with Assault Rifle: Sh 2, FP 2/2 & Micro Buzz Bombs: Sh 1, FP 1/7 **120cm (short/medium range only)**.  
**Support squad** with Assault Rifle: Sh 2, FP 2/2 & Support Tri-barrel powergun: Sh 3, FP 3/3.

**Hashemite Nation** 

**Infantry Squad**

|          |   |
|----------|---|
| Type     | Trained: <b>5+</b> C/As't: <b>1</b>                         |
| Move     | Infantry: <b>8cm</b>  |
| Defence  | 6, Light cov' +1, Heavy +2                                  |
| Weapons  | High Tech Assault Rifle:<br>Sh 2, FP 1/1. (max range: long) |
| Suppress | remove suppression marker (UP TO 3) on 5+                   |


**VARIANTS**  
**Anti-Tank Squad** with Assault Rifle: Sh 1, FP 1/1. **Range: Long** & Buzzbombs: Sh 1, FP 1/6 (short range only).  
**Attack Squad** with Assault Rifle: Sh 1, FP 1/1 (max range: long); & Hypersonic Missile: Sh 3, FP 0/4.

**Compagnie de Barthe** 

**Infantry Squad**

|          |   |
|----------|---|
| Type     | Veteran: <b>4+</b> C/As't: <b>3</b>       |
| Move     | Infantry: <b>8cm</b>                      |
| Defence  | 6, Light cov' +1, Heavy +2                |
| Weapons  | 2cm Assault Rifle powerguns, Sh 2, FP 2/2 |
| Suppress | remove suppression marker (UP TO 4) on 4+ |

**VARIANTS**  
**Support Squad** 2cm Assault Rifle Powerguns: Sh 1, FP 2/2 & Powergun Support Weapon: Sh 2, FP 3/3.  
**Tank Hunters** on **Skimmers** or 2 **Wheeled Bikes** move Fast; **15cm**; Lt. NoE or Two Wheeled; but still fight as infantry. Assault Rifle (as above) & Buzzbomb Sh 1, FP 1/6 (short range only).

**Sincanmo Federation** 

**Infantry Squad**

|          |   |
|----------|---|
| Type     | Trained: <b>5+</b> C/As't: <b>1</b>                         |
| Move     | Infantry: <b>8cm</b>  |
| Defence  | 5, Light cov' +1, Heavy +2                                  |
| Weapons  | High-Tech Assault Rifle:<br>Sh 2, FP 1/1. (max range: long) |
| Suppress | remove suppression marker (UP TO 3) on 5+                   |


**VARIANTS**  
**Anti-Tank Squad** with Assault Rifle: Sh 1, FP 1/1. (max range: long) & Buzzbombs: Sh 1, FP 1/6 (short range only).  
**Attack Squad** with Assault Rifle Sh 1, FP 1/1. (max range: long) & Hypersonic Missile Sh 3, FP 0/4

**Terran Authority** 


**HALO HSAG13 'Angel'**

|                 |   |
|-----------------|---|
| Type            | Elite: <b>3+</b>  |
| Move            | Very Fast, Hv. NoE: <b>25cm</b>   |
| Defence         | F 12, S 11, R 10, T 10  |
| Weapons         | Twin-barrel 10cm HI powergun: Sh 2 shots, FP 3/8. 2cm tri-barrel powergun: Sh 3, FP 3/3.  Kestrel Medium ATGW Sh 1, FP 1/6 (no short range). |
| Defence Systems | Strip mines, Sh 1 all up to <b>Close 8cm</b> , FP 3/1(3+)   |
| Mine Clearance  | Sh 2 at <b>Point Blank 3cm</b> destroys 1 mine counter  |

**VARIANTS**  
**HSAG19 Air defence variant:** Same stats but only weapon is 25cm laser: Sh 2 shots, FP 4/5: 2 shots in AA mode 

**Terran Authority** 

**HALO HSAG16 Heavy APC**

|                 |   |
|-----------------|---|
| Type            | Elite: <b>3+</b>  |
| Move            | Very Fast, Hv. NoE: <b>25cm</b>   |
| Defence         | F 12, S 11, R 10, T 10  |
| Weapons         | 2cm tri-barrel powergun: Sh 3, FP 3/3.  Kestrel Medium ATGW Sh 1, FP 1/6. (no short range). <b>Carries 4 TUs infantry.</b> |
| Defence Systems | Strip mines, Sh 1 all up to <b>Close 8cm</b> , FP 3/1(3+)   |
| Mine Clearance  | Sh 2 at <b>Point Blank 3cm</b> destroys 1 mine counter  |

**VARIANTS**  
**HSAG21 Command Variant:** Has same weapons and stats but no Infantry 