


Hashemite Nation 

Assad 6x6 & Assad-2 8x8

Type	Trained: 5+
Move	Medium, Wheeled: 20cm
Defence	F 7, S 6, R 6, T 6
Weapons	2cm Gatling railgun: Sh 3, FP 2/4. Support Weapon: Sh 2, FP 1/3. Cannot carry infantry

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: 5+
Move	Fast, Wheeled: 30cm
Defence	F 7, S 6, R 6, T 6
Weapons	1cm Railgun: Sh 3, FP 1/3 Cannot carry infantry


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: 4+
Move	Fast, Lt Hover: 30cm
Defence	F 8, S 7, R 7, T 6
Weapons	2cm Powergun: Sh 2, FP 2/2. Coil Gun: Sh 1, FP 1/4. Can carry 3 infantry sections.


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: **FArc** Sh 1, FP 2/6 (same stats for either weapon)

Sincanmo Federation 

Gecko 4x4 'Technical'

Type	Trained: 5+
Move	Fast, Wheeled: 30cm
Defence	F 7, S 6, R 6, T 6
Weapons	Manta Light ATGW Launcher: Sh 1, FP 0/5 (no short range). Cannot carry infantry


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: 3+ C/As't: 4
Move	Infantry: 15cm
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 **240cm (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: 5+ C/As't: 1
Move	Infantry: 15cm
Defence	6, Light cov' +1, Heavy +2
Weapons	High Tech Assault Rifle: 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: 4+ C/As't: 3
Move	Infantry: 15cm
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; **30cm**; 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: 5+ C/As't: 1
Move	Infantry: 15cm
Defence	5, Light cov' +1, Heavy +2
Weapons	High-Tech Assault Rifle: 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: 3+
Move	Very Fast, Hv. NoE: 50cm
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 Close 15cm , FP 3/1(3+)
Mine Clearance	Sh 2 at Point Blank 5cm 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: 3+
Move	Very Fast, Hv. NoE: 50cm
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). Carries 4 TUs infantry.
Defence Systems	Strip mines, Sh 1 all up to Close 15cm , FP 3/1(3+)
Mine Clearance	Sh 2 at Point Blank 5cm destroys 1 mine counter

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