<table>
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<th>Type</th>
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<td>Terran Authority</td>
<td>Infantry: 5cm</td>
<td>Fast, Wheeled: 7cm</td>
<td>2cm Advanced Assault Rifle: Sh 3, FP 2/2 &amp; Support Tri-barrel powergun: Sh 3, FP 3/5</td>
<td>remove suppression marker (UP TO 5) on 3+</td>
<td>Heavy Infantry Squad</td>
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**Hashemite Nation**

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

- **Type**: VARIANTS
- **Movement**: Medium, Wheeled: 7cm
- **Defence**: F 7, S 6, R 6, T 6

**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.

**Compagnie de Barthe**

**Infantry Squad**

- **Type**: Veteran: 4+
- **Move**: Infantry: 5cm
- **Defence**: 6, Light cov' +1, Heavy +2
- **Weapons**: 2cm Assault Rifle Powerguns, Sh 2, FP 1/1. (max range: long)
- **Suppression**: 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 1/8 (short range only).
- **Attack Squad with Assault Rifle**: Sh 1, FP 1/1 (max range: long) & Hypersonic Missile: Sh 3, FP 0/4.

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**Hashemite Nation**

**Gecko 4x4 ‘Technical’**

- **Type**: VARIANTS
- **Move**: Fast, Wheeled: 7cm
- **Defence**: F 8, S 7, R 7, T 6
- **Weapons**: 2cm Powergun: Sh 2, FP 2/2. Coin Gun: Sh 1, FP 1/4. Can carry infantry sections.

**VARIANTS**

- **Calliope Variant**: Carries no infantry but only weapon is: Calliope: 8 x 3cm Powergun: Sh 8, FP 7/3. CanAnti-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: Arc Sh 1, FP 2/6 (same stats for either weapon).

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**Compagnie de Barthe**

**GD800 APC & SP Gun**

- **Type**: Veteran: 4+
- **Move**: Fast, Li Hover: 7cm
- **Defence**: F 8, S 7, R 7, T 6
- **Weapons**: 2cm Powergun: Sh 2, FP 2/2. Coin Gun: Sh 1, FP 1/4. Can carry infantry sections.

**VARIANTS**

- **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).

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**Sicament Federation**

**Gecko 4x4 ‘Technical’**

- **Type**: Veteran: 4+
- **Move**: Fast, Wheeled: 7cm
- **Defence**: F 8, S 7, R 8, T 8
- **Weapons**: 2cm Powergun: Sh 2, FP 2/2. Coin Gun: Sh 1, FP 1/4. Can carry infantry sections.

**VARIANTS**

- **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).