


Hashemite Nation 

Assad 6x6 & Assad-2 8x8

Type	Trained: 5+
Move	Medium, Wheeled: 7cm
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: 7cm
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: 7cm
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: 7cm
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: 5cm
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** **80cm (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: 5cm
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: 5cm
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; **10cm**; 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: 5cm
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: 17cm
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 5cm , FP 3/1(3+)
Mine Clearance	Sh 2 at Point Blank 2cm 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: 17cm
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 5cm , FP 3/1(3+)
Mine Clearance	Sh 2 at Point Blank 2cm destroys 1 mine counter

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