

United Defence Batteries 	Texian Light Airborne 	Texian Light Airborne 	Texian Light Airborne 	Lightning Division 																																												
<p><b>GD806 APC Calliope</b></p> <table border="1"> <tr><td>Type</td><td>Elite: 3+</td></tr> <tr><td>Move</td><td>Fast, Lt Hover: 15cm</td></tr> <tr><td>Defence</td><td>F 8, S 7, R 7, T 6</td></tr> <tr><td>Weapons</td><td>Calliope: 8 x 3cm Powergun: Sh 8, FP 3/4. </td></tr> </table> <p><b>VARIANTS</b>  <b>Artillery variant:</b>  21cm launcher: Sh 1, FP 5/6 QR <b>REDUCE -1 FOR DIRECT FIRE</b> (so fire as Veteran: 4+); plus 2cm powergun: Sh 2, FP 2/2.</p> <p><b>Support/Command variant:</b>  2cm tri-barrel powergun: Sh 3, FP 3/3. </p>	Type	Elite: 3+	Move	Fast, Lt Hover: 15cm	Defence	F 8, S 7, R 7, T 6	Weapons	Calliope: 8 x 3cm Powergun: Sh 8, FP 3/4. 	<p><b>Infantry Squad</b></p> <table border="1"> <tr><td>Type</td><td>Veteran: 4+ C/As'l't: 3</td></tr> <tr><td>Move</td><td>Infantry: 8cm</td></tr> <tr><td>Defence</td><td>6, Light cov' +1, Heavy +2</td></tr> <tr><td>Weapons</td><td>2cm Assault rifle powerguns, Sh 2, FP 2/2.</td></tr> <tr><td>Suppress</td><td>remove suppression marker (UP TO 4) on 4+</td></tr> </table> <p><b>VARIANTS</b>  <b>Support Squad</b> with 2cm Assault rifle powerguns, Sh 1, FP 2/2, &amp; Powergun Support Weapon: Sh 2, FP 3/3.</p> <p><b>Tank Hunters:</b> Assault rifle (as above) &amp; Buzzbomb Sh 1, FP 1/6 (short range only).</p>	Type	Veteran: 4+ C/As'l't: 3	Move	Infantry: 8cm	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+	<p><b>Panavia Raven Gunship</b></p> <table border="1"> <tr><td>Type</td><td>Veteran: 4+</td></tr> <tr><td>Move</td><td>Very Fast, Lt NoE: 25cm</td></tr> <tr><td>Defence</td><td>F 8, S 7, R 7, T 6</td></tr> <tr><td>Weapons</td><td>2cm tri-barrel powergun, F-Arc ONLY Sh 3, FP 3/3.   Brumbar Heavy ATGW Launcher. F-Arc ONLY Sh 1 shot, FP 3/8. (no short range)  4 Hypersonic Rocket pods (firing in pairs) F-Arc ONLY: Sh 6, FP 0/4.  <b>May only fire 2 weapons systems</b></td></tr> </table> <p><b>VARIANTS</b>  <b>Lockheed Sioux Gunship:</b>  Tri-barrel F-Arc ONLY Sh 3, FP 3/3.   Plus 2 Cone-bore underwing pods  F-Arc ONLY: Sh 2, FP 0/5.</p>	Type	Veteran: 4+	Move	Very Fast, Lt NoE: 25cm	Defence	F 8, S 7, R 7, T 6	Weapons	2cm tri-barrel powergun, F-Arc ONLY Sh 3, FP 3/3.  Brumbar Heavy ATGW Launcher. F-Arc ONLY Sh 1 shot, FP 3/8. (no short range) 4 Hypersonic Rocket pods (firing in pairs) F-Arc ONLY: Sh 6, FP 0/4. <b>May only fire 2 weapons systems</b>	<p><b>Panavia Black Crow APC</b></p> <table border="1"> <tr><td>Type</td><td>Veteran: 4+</td></tr> <tr><td>Move</td><td>Very Fast, Lt NoE: 25cm</td></tr> <tr><td>Defence</td><td>F 8, S 7, R 7, T 6</td></tr> <tr><td>Weapons</td><td>2cm tri-barrel powergun, F-Arc ONLY Sh 3, FP 3/3.   May carry 2 Hypersonic Rocket pods F-Arc ONLY: Sh 3, FP 0/4.  <b>Carries 1 TU Infantry</b></td></tr> </table> <p><b>VARIANTS</b>  <b>Lockheed Trailblazer APC:</b> Tri-barrel F-Arc ONLY Sh 3, FP 3/3.   Plus 2 Cone-bore underwing pods  F-Arc ONLY: Sh 2, FP 0/5.  <b>Carries 3 TUs Infantry.</b></p>	Type	Veteran: 4+	Move	Very Fast, Lt NoE: 25cm	Defence	F 8, S 7, R 7, T 6	Weapons	2cm tri-barrel powergun, F-Arc ONLY Sh 3, FP 3/3.  May carry 2 Hypersonic Rocket pods F-Arc ONLY: Sh 3, FP 0/4. <b>Carries 1 TU Infantry</b>	<p><b>Kraus Medium Tank</b></p> <table border="1"> <tr><td>Type</td><td>Veteran: 4+</td></tr> <tr><td>Move</td><td>Slow, Tracked: 8cm</td></tr> <tr><td>Defence</td><td>F 11, S 9, R 8, T 8</td></tr> <tr><td>Weapons</td><td>9cm Railgun: Sh 1, FP 2/7. Support Weapon: Sh 2, FP 1/3.</td></tr> </table> <p><b>VARIANTS</b>  <b>Anti-Air &amp; support variant:</b>  Twin 6cm Railgun: Sh 2, FP 2/5.  Manta Light ATGW: Sh 1, FP 0/5. (no short range).  <b>Defence Value:</b> F 10, S 9, R 8, T 8.  <b>No anti-artillery defence</b>  <b>Anti-artillery variant:</b> Twin 17cm Medium Lasers: Sh 4, FP 3/5. Twin 6cm Light Lasers: Sh 4, FP 3/3.  (short/medium range only). <b>All weapons MUST fire at same target.</b></p>	Type	Veteran: 4+	Move	Slow, Tracked: 8cm	Defence	F 11, S 9, R 8, T 8	Weapons	9cm Railgun: Sh 1, FP 2/7. Support Weapon: Sh 2, FP 1/3.		
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<p><b>Han Black Banner/Hindi </b></p> <p><b>Subaru/GIAT RA4-80 Tank</b></p> <table border="1"> <tr><td>Type</td><td>Trained: 5+</td></tr> <tr><td>Move</td><td>Slow, Wheeled: 8cm</td></tr> <tr><td>Defence</td><td>F 9, S 7, R 7, T 7.</td></tr> <tr><td>Weapons</td><td>Heavy 25cm Laser: Sh 2, FP 4/5.  <b>Can Carry 2 TUs Infantry</b></td></tr> </table> <p><b>VARIANTS</b>  <b>APC:</b>  DV: F 7, S 7, R 7, T 7.  <b>Weapon Systems:</b> <b>Either</b> 2cm Auto cannon: Sh 2, FP 2/3 <b>OR</b>  <b>Hindi Army only:</b> Light 6cm Laser: Sh 2, FP 3/3.   <b>Lasers CANNOT provide anti-artillery support as no AI fitted!</b>  <b>All APCs carry 4 TUs Infantry</b></p>	Type	Trained: 5+	Move	Slow, Wheeled: 8cm	Defence	F 9, S 7, R 7, T 7.	Weapons	Heavy 25cm Laser: Sh 2, FP 4/5. <b>Can Carry 2 TUs Infantry</b>	<p><b>Hindi/Han Black Banner </b></p> <p><b>Infantry Squad</b></p> <table border="1"> <tr><td>Type</td><td>Trained: 5+ C/As'l't: 1</td></tr> <tr><td>Move</td><td>Infantry: 8cm</td></tr> <tr><td>Defence</td><td>5, Light cov' +1, Heavy +2</td></tr> <tr><td>Weapons</td><td>High-tech Assault rifle: Sh 2, FP 1/1 <b>Range: Long</b></td></tr> <tr><td>Suppress</td><td>remove suppression marker (UP TO 3) on 5+</td></tr> </table> <p><b>VARIANTS</b>  <b>Hindi Army only:</b> with Infantry Laser Sh 2, FP 2/1. (short/medium range only).  <b>Han or Hindi:</b> with Assault rifle and Buzzbomb <b>EITHER</b> Assault rifle, Sh 2, FP 1/1 <b>OR</b> Buzzbomb Sh 1, FP 1/6 (short range only).  <b>NO COMBINED or DUAL FIRE</b></p>	Type	Trained: 5+ C/As'l't: 1	Move	Infantry: 8cm	Defence	5, Light cov' +1, Heavy +2	Weapons	High-tech Assault rifle: Sh 2, FP 1/1 <b>Range: Long</b>	Suppress	remove suppression marker (UP TO 3) on 5+	<p><b>Prosperity RNAR </b></p> <p><b>Infantry Squad</b></p> <table border="1"> <tr><td>Type</td><td>Trained: 5+ C/As'l't: 1</td></tr> <tr><td>Move</td><td>Infantry: 8cm</td></tr> <tr><td>Defence</td><td>5, Light cov' +1, Heavy +2</td></tr> <tr><td>Weapons</td><td>High-tech Assault rifle: Sh 2, FP 1/1 <b>Range: Long</b></td></tr> <tr><td>Suppress</td><td>remove suppression marker (UP TO 3) on 5+</td></tr> </table> <p><b>VARIANTS</b>  <b>Support Squad:</b> with Assault rifle and support weapon: Sh 2, FP 2/2. <b>COMBINED FIRE ONLY</b></p> <p><b>Tank Hunters:</b> with Assault rifle and Buzzbomb <b>EITHER</b> Assault rifle, Sh 2, FP 1/1 <b>Range: Long OR</b> Buzzbomb Sh 1, FP 1/6 (short range only). <b>NO COMBINED or DUAL FIRE</b></p>	Type	Trained: 5+ C/As'l't: 1	Move	Infantry: 8cm	Defence	5, Light cov' +1, Heavy +2	Weapons	High-tech Assault rifle: Sh 2, FP 1/1 <b>Range: Long</b>	Suppress	remove suppression marker (UP TO 3) on 5+	<p><b>Prosperity RNAR </b></p> <p><b>Wheeled Truck</b></p> <table border="1"> <tr><td>Type</td><td>Trained: 5+</td></tr> <tr><td>Move</td><td>Slow, Wheeled: 8cm</td></tr> <tr><td>Defence</td><td>F 6, S 6, R 6, T 6</td></tr> <tr><td>Weapons</td><td>Usually none. <b>Can carry up to 8 infantry TUs</b></td></tr> </table> <p><b>VARIANTS</b>  <b>Mortar Truck:</b>  Heavy Mortar: Sh 1, FP 5/4 (no short/medium range). Cannot carry infantry.</p>	Type	Trained: 5+	Move	Slow, Wheeled: 8cm	Defence	F 6, S 6, R 6, T 6	Weapons	Usually none. <b>Can carry up to 8 infantry TUs</b>	<p><b>Prosperity RNAR </b></p> <p><b>Thyssen Colonial Light Tank</b></p> <table border="1"> <tr><td>Type</td><td>Trained: 5+</td></tr> <tr><td>Move</td><td>Slow, Tracked: 8cm</td></tr> <tr><td>Defence</td><td>F 9, S 7, R 7, T 7</td></tr> <tr><td>Weapons</td><td>6cm Auto-cannon: Sh 2, FP 2/4. Support Weapon: Sh 2, FP 1/3.</td></tr> </table> <p><b>VARIANTS</b>  <b>Light Support Tank.</b>  10cm artillery howitzer Sh 1, FP 4/4 in direct fire mode <b>QR REDUCE -1 FOR DIRECT FIRE</b> (so fire as Untrained: 6+)</p>	Type	Trained: 5+	Move	Slow, Tracked: 8cm	Defence	F 9, S 7, R 7, T 7	Weapons	6cm Auto-cannon: Sh 2, FP 2/4. Support Weapon: Sh 2, FP 1/3.
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