### United Defence Batteries

**GD806 APC Calliope**

- **Type:** Elite: 3+
- **Move:** Fast, L/Hover: 30cm
- **Defence:** F 8, S 7, R 7, T 6
- **Weapons:** 2cm Assault rifle, Powergun: Sh 8, FP 3/4.

**VARIANTS**
- Artillery variant: 21cm launcher: Sh 1, FP 5/6 OR REDUCE -1 FOR DIRECT FIRE (so fire as Veteran: 4+); plus 2cm powergun: Sh 2, FP 2/2.
- Support/Command variant: 2cm tri-barrel powergun: Sh 3, FP 3/3.

### Han Black Banner

**Subaru/GIAT RA4-80 Tank**

- **Type:** Trained: 5+
- **Move:** Slow, Wheeled: 15cm
- **Defence:** F 8, S 7, R 7, T 7
- **Weapons:** Heavy 25cm Laser: Sh 2, FP 4/5, Can Carry 2 TUs Infantry

**VARIANTS**
- Weapon Systems: Either 2cm Auto cannon: Sh 2, FP 2/3 OR
- **Hindi Army only:** with Infantry Laser Sh 2, FP 2/1. (short/medium range only).

**Hindi Army only:** with Assault rifle and support weapon: Sh 2, FP 2/2. COMBINED FIRE

**VARIANTS**
- Support Squad: with Assault rifle and support weapon: Sh 2, FP 2/2. COMBINED FIRE

### Defence

**VARIANTS**
- Can Carry 2 TUs Infantry
- Sh, FP 2 1/1 Range: Long

### Weapons

**Move**
- Infantry: 15cm

**Type**
- Assault Rifle: 8 3/4 (no short range)

**Support Weapon:**
- 2cm Assault rifle

**Support Squad with 2cm Assault rifle**
- FP
- Sh 2, FP 2/2, & Powergun Support Weapon: Sh 2, FP 3/3.

**Tank Hunters:** Assault rifle (as above) & Buzzbomb Sh 1, FP 1/6 (short range only).

### Defence

**Weapons**
- 2cm Assault rifle

**Move**
- Infantry: 15cm

**Type**
- Support Squad: with Assault rifle and Buzzbomb EITHER Assault rifle, Sh 2, FP 1/1 OR Buzzbomb Sh 1, FP 1/6 (short range only). NO COMBINED or DUAL FIRE

**Tank Hunters:** with Assault rifle and Buzzbomb EITHER Assault rifle, Sh 2, FP 1/1 Range: Long OR Buzzbomb Sh 1, FP 1/6 (short range only). NO COMBINED or DUAL FIRE

### Move

**Type**
- Veteran: 4+

**Move**
- Very Fast, Lt NoE: 50cm

**Defence**
- F 8, S 7, R 7, T 6

**Weapons**
- 2cm tri-barrel powergun, F Arc ONLY Sh 3, FP 3/3.

**Support Weapon:**
- With 2cm Assault rifle

**Support Weapon:**
- Sh, FP 2 2/4. COMBINED FIRE ONLY

**Support Squad:**
- Assault rifle and Buzzbomb EITHER Assault rifle, Sh 2, FP 1/1 Range: Long OR Buzzbomb Sh 1, FP 1/6 (short range only). NO COMBINED or DUAL FIRE

**Tank Hunters:** with Assault rifle and Buzzbomb EITHER Assault rifle, Sh 2, FP 1/1 Range: Long OR Buzzbomb Sh 1, FP 1/6 (short range only). NO COMBINED or DUAL FIRE

### Defence

**Weapons**
- 2cm tri-barrel powergun, F Arc ONLY Sh 3, FP 3/3.

**Move**
- Fast, Lt NoE: 30cm

**Type**
- Veteran: 4+

**Move**
- Very Fast, Lt NoE: 50cm

**Defence**
- F 8, S 7, R 7, T 6

**Weapons**
- 2cm tri-barrel powergun, F Arc ONLY Sh 3, FP 3/3.

**Support Weapon:**
- With 2cm Assault rifle

**Support Weapon:**
- Sh, FP 2 2/4. COMBINED FIRE ONLY

**Support Squad:**
- Assault rifle and Buzzbomb EITHER Assault rifle, Sh 2, FP 1/1 Range: Long OR Buzzbomb Sh 1, FP 1/6 (short range only). NO COMBINED or DUAL FIRE

**Tank Hunters:** with Assault rifle and Buzzbomb EITHER Assault rifle, Sh 2, FP 1/1 Range: Long OR Buzzbomb Sh 1, FP 1/6 (short range only). NO COMBINED or DUAL FIRE

### Defence

**Weapons**
- 9cm Railgun: Sh 1, FP 2/7. Support Weapon: Sh 2, FP 1/3.

**Move**
- Slow, Tracked: 15cm

**Type**
- Veteran: 4+

**Move**
- Slow, Tracked: 15cm

**Defence**
- F 11, S 9, R 8, T 8

**Weapons**
- 9cm Railgun: Sh 1, FP 2/7. Support Weapon: Sh 2, FP 1/3.

**VARIANTS**
- Anti-Air & Support variant:
  - Twin 6cm Railgun: Sh 2, FP 2/5.
  - Manta Light ATGW: Sh 1, FP 0/5, (no short range).

**Defence Value:**
- F 10, S 9, R 8, T 8

**no anti-artillery defence**

**Anti-artillery variant:**
- Twin 17cm Medium Lasers: Sh 4, FP 3/5, Twin 6cm Light Lasers: Sh 4, FP 3/3, (short/medium range only). All weapons MUST fire at same target.