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<p>Han Black Banner/Hindi </p> <p>Subaru/GIAT RA4-80 Tank</p> <table border="1"> <tr><td>Type</td><td>Trained: 5+</td></tr> <tr><td>Move</td><td>Slow, Wheeled: 15cm</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. Can Carry 2 TUs Infantry</td></tr> </table> <p>VARIANTS APC: DV: F 7, S 7, R 7, T 7. Weapon Systems: Either 2cm Auto cannon: Sh 2, FP 2/3 OR Hindi Army only: Light 6cm Laser: Sh 2, FP 3/3.  Lasers CANNOT provide anti-artillery support as no AI fitted! All APCs carry 4 TUs Infantry</p>	Type	Trained: 5+	Move	Slow, Wheeled: 15cm	Defence	F 9, S 7, R 7, T 7.	Weapons	Heavy 25cm Laser: Sh 2, FP 4/5. Can Carry 2 TUs Infantry	<p>Hindi/Han Black Banner </p> <p>Infantry Squad</p> <table border="1"> <tr><td>Type</td><td>Trained: 5+ C/As'l't: 1</td></tr> <tr><td>Move</td><td>Infantry: 15cm</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 Range: Long</td></tr> <tr><td>Suppress</td><td>remove suppression marker (UP TO 3) on 5+</td></tr> </table> <p>VARIANTS Hindi Army only: with Infantry Laser Sh 2, FP 2/1. (short/medium range only). Han or Hindi: 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</p>	Type	Trained: 5+ C/As'l't: 1	Move	Infantry: 15cm	Defence	5, Light cov' +1, Heavy +2	Weapons	High-tech Assault rifle: Sh 2, FP 1/1 Range: Long	Suppress	remove suppression marker (UP TO 3) on 5+	<p>Prosperity RNAR </p> <p>Infantry Squad</p> <table border="1"> <tr><td>Type</td><td>Trained: 5+ C/As'l't: 1</td></tr> <tr><td>Move</td><td>Infantry: 15cm</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 Range: Long</td></tr> <tr><td>Suppress</td><td>remove suppression marker (UP TO 3) on 5+</td></tr> </table> <p>VARIANTS Support Squad: with Assault rifle and support weapon: Sh 2, FP 2/2. COMBINED FIRE ONLY</p> <p>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</p>	Type	Trained: 5+ C/As'l't: 1	Move	Infantry: 15cm	Defence	5, Light cov' +1, Heavy +2	Weapons	High-tech Assault rifle: Sh 2, FP 1/1 Range: Long	Suppress	remove suppression marker (UP TO 3) on 5+	<p>Prosperity RNAR </p> <p>Wheeled Truck</p> <table border="1"> <tr><td>Type</td><td>Trained: 5+</td></tr> <tr><td>Move</td><td>Slow, Wheeled: 15cm</td></tr> <tr><td>Defence</td><td>F 6, S 6, R 6, T 6</td></tr> <tr><td>Weapons</td><td>Usually none. Can carry up to 8 infantry TUs</td></tr> </table> <p>VARIANTS Mortar Truck: Heavy Mortar: Sh 1, FP 5/4 (no short/medium range). Cannot carry infantry.</p>	Type	Trained: 5+	Move	Slow, Wheeled: 15cm	Defence	F 6, S 6, R 6, T 6	Weapons	Usually none. Can carry up to 8 infantry TUs	<p>Prosperity RNAR </p> <p>Thyssen Colonial Light Tank</p> <table border="1"> <tr><td>Type</td><td>Trained: 5+</td></tr> <tr><td>Move</td><td>Slow, Tracked: 15cm</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>VARIANTS Light Support Tank. 10cm artillery howitzer Sh 1, FP 4/4 in direct fire mode QR REDUCE -1 FOR DIRECT FIRE (so fire as Untrained: 6+)</p>	Type	Trained: 5+	Move	Slow, Tracked: 15cm	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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