Heavy Infantry Squad

**Type** Veteran: 4+
**Move** Infantry: 5cm
**Defence** F 8, S 8, R 8, T 7
**Weapons** Manta Light ATGW; May be fitted with additional 2cm Auto-cannon; Sh 2, FP 0/5 (no short range). May not carry infantry

**VARIANTS**
- **Light Attack Squad**: Defence Value 6, with Assault Rifle: Sh 1, FP 1/1 (range: Long) & Buzzbombs: Sh 1, FP 1/6 (short range only).
- **Light Anti-Tank Squad**: Defence Value 6, with Assault Rifle: Sh 1, FP 1/1 (range: Long) & Hypersonic Missile: Sh 3, FP 0/4

GIAT Tank Destroyer

**Type** Veteran: 4+
**Move** Slow, Wheeled: 5cm
**Defence** F 9, S 8, R 8, T 7
**Weapons** 9cm Electrochemical cannon (as per Railgun): Sh 1, FP 2/7. Support Weapon: Hypersonic Missile Launch: Sh 3, FP 0/4.

**Defence**
- **VARIANTS**
  - **GIAT Area Defence system**
    - 2 x 2cm Gatling: Sh 6, FP 2/4.
  - **GIAT Heavy APC & Missile Support**
    - Multi shot Kestral ATGW: Sh 2, FP 1/6. (no short range).
    - Hypersonic missile s’pt weapon: Sh 3, FP 0/4 and carries 3 TUs infantry.

**VARIANTS**
- **Command Vehicle**: As APC but NO ATGW and carries no Infantry
- **Missile Launcher**: May be fitted with additional multi-shot Manta Light ATGW: Sh 2, FP 0/5. (no short range). May not carry infantry

**Defence**
- **Hypersonnic Missile Calliope**: Defence: F 9, S 8, R 8, T 7. Fitted with AI and Hypersonic Missile Artillery Defence weapon: Sh 6, FP 0/4 and carries NO infantry or support weapon. AA as per 2 light lasers.

**POINTS COSTS**

Trojan APC: 140pts; missile launcher Trojan: 145pts; command Trojan: 100pts; Slingshot MICV: 195pts; hypersonic missile calliope: 200pts; GIAT Tank destroyer: 260pts; GIAT ADW: 300pts; GIAT heavy APC/misssile support: 260pts. All infantry types: 35pts.

Up to 1 additional sergeant could be purchased at 10pts.