Infantry Squad

<table>
<thead>
<tr>
<th>Type</th>
<th>Veteran: 4+</th>
<th>C/As’lt: 3</th>
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</thead>
<tbody>
<tr>
<td>Move</td>
<td>Infantry: 15cm</td>
<td></td>
</tr>
<tr>
<td>Defence</td>
<td>6, Light cov’, +1, Heavy +2</td>
<td></td>
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<tr>
<td>Weapons</td>
<td>2cm Assault Rifle &amp; Powerguns: 8 x Sh 1, FP 2/2</td>
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<tr>
<td>Suppress</td>
<td>remove suppression marker (UP TO 4) on 4+</td>
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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: 30cm: Lt. NoE or Two Wheeled, but still fight as infantry. Assault Rifle (as above) & Buzzbomb Sh 1, FP 1/6 (short range only).

GD800 APC & SP Gun

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<th>Veteran: 4+</th>
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<tr>
<td>Move</td>
<td>Fast, Lt Hover: 30cm</td>
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<tr>
<td>Defence</td>
<td>F 6, S 7, R 7, T 6</td>
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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: Arc Sh 1, FP 2/6 (same stats for either weapon).

LEADERS

Colonel Barthe
LV10
LPs is 2d6 + 10

Elite skills:
Defensive Stalwart
Morale Officer

RANKS

Major
LV8
LPs is 2d6 + 8

Captain
LV6
LPs is 2d6 + 6

Lieutenant
LV4
LPs is 2d6 + 4

Sergeant
LV2
LPs is 2d6 + 2

DETACHMENTS

Each Detachment is 10 TUs.

Defensive Infantry detachment: 10 TUs of infantry (3 Skimmer tank hunters, 4 support squad and 3 regular): Total: 335pts. Or...

Mobile Infantry detachment: 1 APC, 9 TUs of infantry (6 Skimmer tank hunters, 1 support squad and 2 regular): Total: 475pts. Or...

Light Armoured detachment: 4 calliopes, 6 tank destroyers: Total: 3050pts.

Add a Lt. to any of these detachments at 20pts.

Treat this force - whatever option is selected - as a SINGLE detachment during play. Build a bigger force with an additional detachment and add a captain (40pts). Add a third detachment with a major (100pts) or Colonel Jean Paul Barthe. (250pts)

The force may swap a sniper for an infantry TU providing the defensive infantry detachment is in use. Snipers cost 70pts

POINTS COSTS

Giat self propelled gun or calliope: 305pts; Giat APC: 150pts; Infantry: 25pts; Infantry with support weapon or buzzbomb launcher: 35pts; Infantry with buzzbomb launcher and bikes/skimmers: 40pts.

Up to 2 additional sergeants could be purchased at 10pts each.