## Garrison Infantry Squad
- **Type:** Trained: 5+/C/As/lt:1
- **Move:** Infantry: 8cm
- **Defence:** 5, Light cov' +1, Heavy +2
- **Weapon:** High-Tech Assault Rifle (max range: Long)
- **Supress:** remove suppression (UP TO 3) on 5+

### Variants
- **Mortar & Grenade Squad:** Combined Grenade Launcher and Light Mortar. Sh 4, FP 3/1 (no short range)
- **Anti Tank Squad:** Assault Rifle Sh 1, FP 1/1 & Advanced Micro Buzzbombs. Sh 1, FP 1/7 (short and medium range only)

## Emplaced Laser
- **Type:** Trained: 5+
- **Move:** None
- **Defence:** 10 (8 if fired) any cover +2
- **Weapon:** Heavy 25cm Laser with enhanced Laser Burn through. Firing arc: all EXCEPT rear arc. Sh 2, FP 4/5 +1B. The weapon is treated as a vehicle TU in a Static Deployment. If it fires it exposes itself and has a DV10. Any additional cover (gun pits/sandbags etc) is Heavy +2.
- **Suwalska ATGW:** 25cm Laser Cannon

### Variants
- **'Hetman' Command Vehicle:** as per standard vehicle.
- **Combat Support Vehicle:** Dual-Feed Auto cannon Sh1 FP4-2-0-NA/5
- **Suwalska APC:** no Infantry.

## Suwalska APC
- **Type:** Trained: 5+
- **Move:** Fast, Tracked: 15cm
- **Defence:** F 9, S 8, R 7, T 7
- **Weapon:** Twin Heavy support weapon Sh 4, FP 1/3. Carries 2TUs of Infantry.

## Suwalska ATGW Tank Hunter
- **Type:** Trained: 5+
- **Move:** Fast, Tracked: 15cm
- **Defence:** F 9, S 8, R 7, T 7
- **Weapon:** Kestral Medium Anti-tank ATGW Sh2, FP/1/6 No Short Range. No Infantry.

### Variants
- **'Lucznik' Light Tank Destroyer:** 6cm Railgun Sh 1. FP 2/5
- **'Mlot' Fire Support Vehicle:** Mortar/launcher: Fires as Mortar Sh 1, FP 5/4 No Short or Medium range OR On Table Artillery Sh 1, FP 5/4, minus 10R in direct fire mode

All carry no Infantry.

## Points Costs
- **APC:** 65pts; Command: 40pts; Lucznik/Mlot/CSV/ATGW: 70pts; Emplaced Laser: 200pts.
- **Infantry:** 10pts; Mortar & Grenade squad: 20pts; Anti-tank squad: 20pts. Add 1 additional trained sergeant per detachment at 5pts.

### Elite Skills when Commandant Friis is fielded
- **A Shaper of Men:** Select one TU each turn to give +1 Quality Value on everything until the end of the turn
- **Morale Officer:** Check for morale takes place at 25% not 50% plus each TU gains +1 on morale check to remain in the field (as Commisars, they are already 3+)
- **Inspirational Leader:** +2 LPs (already built in).

## Leader
### Commandant Friis
- **LV14**
- LPs is 2d6 + 12+2
- **Elite Skills:** A Shaper of Men
- **Morale Officer:** Inspirational Leader

### Ranks
- **Captain LV4**
- LPs is 2d6 + 4
- **Lieutenant LV2**
- LPs is 2d6 + 2
- **Major Lichtenstein LV6**
- LPs is 2d6 + 6
- **Sergeant LV1**
- LPs is 2d6 + 1

## Detachments
- Each Detachment is 15TUs. All infantry must emplaced or be in vehicles at the start of the game.

### Emplaced Garrison Detachment
- 4 Emplaced lasers, 6 TUs of infantry (2 of each); 1 Hetman Command, 2 Mlot Fire Support; 2 Suwalska ATGW. 1 Insurance Sergeant.
- **Total: 1225pts. Or...**

### Mechanised Garrison Support Detachment
- 2 Combat Support Suwalskas, 2 Suwalska APCs, 4 TUs of infantry (1 regular, 1 Mortar, 2 Tank Hunter); 1 Hetman Command, 2 Mlot Fire Support; 2 Suwalska ATGW; 2 Lucznik Tank Destroyers. 1 Insurance Sergeant.
- **Total: 805pts.**

### Points Costs
- Instead of two shots, adding a second die roll (indicated by the +1B) to the first shot and applying the following formula means that a penetration may happen. On the second dice:

  - 6 = Add the infantry FP to the first dice
  - 2 - 5 = Add 1 to the first dice
  - 1 = Burn out Barrel (as if using the Rapid Fire rule). Weapon may no longer fire.

### Laser Burn Through
- All lasers capable of firing two shots may sacrifice their second shot for added penetration (FP). Before firing - designate that they intend to 'Burn through' and simultaneously roll a second dice for FP. See above for added FP result.

### Enhanced Laser Burn Through
- The S’wiatlo laser canon has Enhanced Weapon systems with Boosted Laser Burn Through. **Always add 2** to Burn through dice result, so:

  - 6 - 8 = Add the infantry FP to the first dice
  - 3 - 5 = Add 1 to the first dice

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Revision 3 30/09/16