Friesland Defence Force (or post 345 Slammers)

**Infantry Squad**

<table>
<thead>
<tr>
<th>Type</th>
<th>Elite: 3+ C/As/I: 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>Move</td>
<td>Infantry: 8cm</td>
</tr>
<tr>
<td>Defence</td>
<td>6, Light cov +1, Heavy +2</td>
</tr>
<tr>
<td>Weapons</td>
<td>2cm Assault Rifle powerguns: Sh 2, FP 2/2</td>
</tr>
<tr>
<td>Suppress</td>
<td>remove suppression marker (UP TO 5) on 3+</td>
</tr>
</tbody>
</table>

**VARIANTS**

On **Skimmers** Move: Very Fast, Lt NoE: 25cm with 2cm Ass’l Rifle powerguns: Sh 1, FP 2/2, Micro Buzzbombs: Sh 1, FP 1/7 (med range) White Mice Unit: 1cm SMG powerguns: Sh 3, FP 1+1/1 (med range) Grenade Launcher + 2cm powergun Launcher: Sh 1, FP 3/1 + 2cm. (no short range); Powergun 1 Sh, FP 2/2. Tank Hunters: with Assault Rifle Sh 2, FP 2/2 Micro Buzzbombs: Sh 1, FP 1/7 (med range)

**Defence**

**Clearance**

**Systems**

**Defence**

**Weapons**

**VARIANTS**

**Icarus M9A7 Artillery**

**Type** Elite: 3+

**Move** Medium, Hv Hover: 10cm

**Defence** F 12, S 11, R 10, T 10

**Weapons** 20cm HI powergun: Sh 1, FP 3/5; 1 x 2cm tribarrel powergun: Sh 3, FP 3/3.

**Defence Systems**

**M53A4 'Hog' Artillery**

**Type** Elite: 3+

**Move** Slow, Lt Hover: 8cm

**Defence** F 9, S 8, R 7, T 7

**Weapons** 20cm launcher:

**Defence Systems**

**M2A4UA Blower Tank**

**Type** Elite: 3+

**Move** Medium, Hv Hover: 10cm

**Defence** F 12, S 11, R 10, T 10

**Weapons** 20cm HI powergun: Sh 1, FP 3/5; 1 x 2cm tribarrel powergun: Sh 3, FP 3/3.

**Defence Systems**

**Mine Clearance**

**Systems**

**VARIANTS**

**M4FUA Command Tank:**

**Type** Elite: 3+

**Move** Medium, Hv Hover: 10cm

**Defence** F 12, S 11, R 10, T 10

**Weapons** 20cm HI powergun: Sh 1, FP 3/5; 1 x 2cm tribarrel powergun: Sh 3, FP 3/3.

**Defence Systems**

**Mine Clearance**

**Systems**

**VARIANTS**

**Support detachment:**

1 M53 Hog on the table, 1 command car, 1 mortar jeep, 1 tribarrel jeep. **Total: 800-805pts**, depending on infantry choice of 'other infantry'

**Add a Lt. to any of these detachments at 40pts.**

Treat this force as a SINGLE detachment during play. Build a bigger force with an additional detachment and add a captain (80pts). Add a third detachment and a major (200pts).

**POUNTS COSTS**

- M2A4UA: 560pts; M4FUA command tank: 585pts; M9A7 combat car: 450pts; M9A6 command car: 240pts; Infantry on fast skimmers with micro-buzzbombs: 75pts; standard infantry: 35pts; White Mice and grenade launcher equipped infantry: 45pts, buzzbomb equipped infantry: 45pts, jeep with tribarrel or light mortar: 100pts; Hog (on table): 240pts; support trucks (without weapons): 15pts (with weapon, as jeep); Recovery vehicle: 100pts.

Up to 4 additional Sergeants may be purchased at 20pts each.