

Friesland Defence Force (or post 345 Slammers)



Infantry Squad

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|----------|---|
| Type | Elite: 3+ C/As/lt: 4 |
| Move | Infantry: 15cm |
| Defence | 6 , Light cov' +1, Heavy +2 |
| Weapons | 2cm Assault Rifle powerguns: Sh 2, FP 2/2 . |
| Suppress | remove suppression marker (UP TO 5) on 3+ |

VARIANTS

On **Skimmers Move**: Very Fast, Lt NoE: **25cm** with 2cm Ass't Rifle powerguns: **Sh 1, FP 2/2**, Micro Buzzbombs: **Sh 1, FP 1/7 (med range)**
White Mice Unit: 1cm SMG power-guns, **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)**



M2A4UA Blower Tank

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|---------|---|
| Type | Elite: 3+ |
| Move | Medium, Hv Hover: 20cm |
| Defence | F 12, S 11, R 10, T 10 |
| Weapons | 20cm HI powergun: Sh 1, FP 3/9 ; 1 x 2cm tribarrel powergun: Sh 3, FP 3/3. ▲ |

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|-----------------|--|
| Defence Systems | Strip mines, Sh 1 all up to Close 15cm, FP 3/1(3+) |
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| Mine Clearance | Sh 1 at Point Blank 5cm destroys 1 mine counter |
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VARIANTS

M4FUA Command Tank: same stats but with an additional tribarrel **1 x 2cm tribarrel powergun: Sh 3, FP 3/3.** ▲



Icarus M2A4UA Blower Tank

M53A4 'Hog' Artillery

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|---------|---|
| Type | Elite: 3+ |
| Move | Slow, Lt Hover: 15cm |
| Defence | F 9, S 8, R 7, T 7 |
| Weapons | 20cm launcher: Sh 1, FP 5/6 ; QR REDUCE -1 FOR DIRECT FIRE 1 x 2cm tribarrel powergun: Sh 3, FP 3/3. ▲ |

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| Defence Systems | Strip mines, Sh 1 all up to Close 15cm, FP 3/1(3+) |
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| Off Table | 6 shots per battery. <i>Not observed: quality -1. Radius from target point 10cm.</i> |
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VARIANTS

None



Icarus Industries M53A1 Hog

RANKS

Major LV10
LPs is 2d6 + 10

Captain LV8
LPs is 2d6 + 8

Lieutenant LV6
LPs is 2d6 + 6

Sergeant LV4
LPs is 2d6 + 4

M9A7 Combat Car

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|---------|---|
| Type | Elite: 3+ |
| Move | Fast, Lt Hover: 30cm |
| Defence | F 10, S 10, R 10, T 8 |
| Weapons | 3 x 2cm tribarrel powerguns, firing LEFT, RIGHT and FRONT (both L&R) (see FArcs below): each of Sh 3, FP 3/3. ▲▲▲ Replace any 1 weapon with infantry powergun Sh 1, FP 2/2 360 degree |

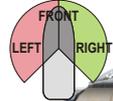
| | |
|-----------------|--|
| Defence Systems | Strip mines, Sh 1 all up to Close 15cm, FP 3/1(3+) |
|-----------------|--|

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|----------------|--|
| Mine Clearance | Sh 1 at Point Blank 5cm destroys 1 mine counter |
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VARIANTS

M9A4 Command Car: minus 1 **Defensive Value** on sides and rear. **Weapon 1x 360 tribarrel.** ▲

FIRING ARCS



Icarus M9A7 Combat Car

A21 Jeep

| | |
|---------|--|
| Type | Elite: 3+ |
| Move | Fast, Lt Hover: 30cm |
| Defence | F 6, S 6, R 6, T 5 |
| Weapons | 2cm tribarrel powergun, FArc: Sh 3, FP 3/3. ▲ |

VARIANTS

Mortar Jeep: **Sh 3, FP 3/1. (no short range).** Observed by any TU with a line of sight, die versus quality to hit. *Not observed: quality -1. Radius from target point 20cm.*

M6 (obsolete) Combat Car: 2 x 2cm tri-barrels arcs left/front & right/front respectively. ▲▲ 1 x 1cm SMG powergun, **Sh 3, FP 1/1 firing rear arc only. (short/medium range only).**
Defence: F 8, S 7, R 7, T 6.



Fabrique Nationale A21 1100K Jeep

DETACHMENTS

Each Detachment is 8 TUs.

All Arms detachment: 3 combat cars, 1 command car, 2 tanks, 2 TUs infantry on Skimmers. **Total: 2860pts** or...

Armour detachment: 4 combat cars, 1 command tank, 3 tanks. **Total: 4065pts** or...

Infantry detachment: 6 TUs infantry 2 Regular, 2 Grenade Launcher, 2 with Buzzbombs, 1 mortar jeep, 1 tribarrel jeep. **Total: 440pts** or...

Mobile Infantry detachment: 6 TUs infantry on Skimmers, 1 mortar jeep, 1 tribarrel jeep. **Total: 650pts** or...

Support detachment: 1 M53 Hog on the table, 1 command car, 1 mortar jeep, 2 TUs infantry on Skimmers, 1 TU other infantry. **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).

POINTS COSTS

M2A4UA tank: **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: **40pts**, 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.