### 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.

### INFANTRY SQUAD

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

### M2A4UA Blower Tank

<table>
<thead>
<tr>
<th>Type</th>
<th>Move</th>
<th>Defence</th>
<th>Weapons</th>
</tr>
</thead>
<tbody>
<tr>
<td>Elite: 3+</td>
<td>Medium, Hv Hover: 7cm</td>
<td>F 12, S 11, R 10, T 10</td>
<td>20cm HI powersgun: Sh 1, FP 3/9, 1 x 2cm tribarrel powersgun: Sh 3, FP 3/3</td>
</tr>
</tbody>
</table>

### M53A4 ‘Hog’ Artillery

<table>
<thead>
<tr>
<th>Type</th>
<th>Move</th>
<th>Defence</th>
<th>Weapons</th>
</tr>
</thead>
<tbody>
<tr>
<td>Elite: 3+</td>
<td>Slow, Lt Hover: 5cm</td>
<td>F 9, S 8, R 7, T 7</td>
<td>20cm launcher: Sh 1, FP 3/9, QR REDUCE -1 FOR DIRECT FIRE 1 x 2cm tribarrel powersgun: Sh 3, FP 3/3</td>
</tr>
</tbody>
</table>

### VARIANTS

- On Skimmers **Move:** Very Fast, Lt NoE: 15cm with 2cm Ass’lt Rifle powersguns: Sh 1, FP 2/2, Micro Buzzbombs: Sh 1, FP 1/7 (med range) White Mice Unit: 1cm SMG powersguns: Sh 3, FP 1+1/1 (med range) Grenade Launcher + 2cm powergun Launchers: 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) 

### VARIANTS

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

### 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).