# M9A1-3 Combat Car
- **Type**: Elite: 3+
- **Move**: Fast, Lt Hover: 10cm
- **Defence**: F 9, S 9, R 9, T 7
- **Weapons**: 3 x 2cm tribarrel powerguns, firing left, front and right fire arcs respectively: each of Sh 3, FP 3/3.
- **Defence Systems**: Mine Clearance: Sh 1 at Point Blank 2cm destroys 1 mine counter.

## VARIANTS
- **M9A4 Command Car**: minus 1 Defensive Value on sides and rear. Weapon 1x 360 tribarrel. M9A7 Up-rated Combat Car: as above but plus 1 DV all round.

# A21 Jeep
- **Type**: Elite: 3+
- **Move**: Fast, Lt Hover: 10cm
- **Defence**: F 6, S 6, R 6, T 5
- **Weapons**: 2cm tribarrel powergun, F/R: Sh 3, FP 3/3.

## VARIANTS
- **Mortar Jeep**: Sh 3, FP 3/3, (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 7cm.
- **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.

# M53 ‘Hog’ Artillery
- **Type**: Elite: 3+
- **Move**: Slow, Lt Hover: 5cm
- **Defence**: F 9, S 8, R 7, T 7
- **Weapons**: 20cm launcher: Sh 10, FP 7, QC - REDUCE -1 FOR DIRECT FIRE.
- **Defence Systems**: Strip mines, Sh 1 all up to Close 5cm, FP 3/1(3+).

## VARIANTS
- **Older 15cm Hog**: on M18 chassis - same stats but: Move: Medium, Lt Hover: 7cm, DV: F 6, S 8, R 7, T 7.

# ACV Truck & other vehicles
- **Type**: Elite: 3+
- **Move**: Fast, Lt Hover: 10cm
- **Defence**: F 6, S 6, R 6, T 6
- **Weapons**: 2cm Tribarrel powergun: Sh 3, FP 3/3. Can carry stores or equipment. No defensive Strip mines.

## VARIANTS
- **Enhanced Comms variant** DV: F 8, S 7, R 7, T 6 and has no defence systems or weapons. Recovery Vehicle DV: F 9, S 8, R 8, T 7. Move: Slow, Tracked. 5cm. Has mine clearance - Sh 2 at detection range (Point Blank) destroys 1 mine counter each.

# DETACHMENTS

450pts; command car 200pts; hog (on table): 225pts; jeep with tribarrel or light mortar: 100pts; support trucks (without weapons): 15pts (with weapon, as jeep); recovery vehicle: 100pts.

Additional leaders and other characters may be added to detachments or substituted for regular leaders as scenarios permit:
- Captain Brioglie: 250pts
- Sgt Major Scratchard: 50pts
- Warrant Leader Ortnahme: 20pts
- Tech Simkins: 25pts
- Captain Ranson: 100pts
- Captain Koopman: 100pts
- Sergeant Sparrow: 40pts

Each Detachment is 8 TUs.

Artillery detachment: 3 Hogs; 1 command car; 1 tribarrel armed recovery vehicle; 2 tribarrel armed hover support vehicles, 1 tribarrel or mortar Jeep. Total: 1325pts

Add a Lt. to this detachment at 40pts.

Add a Lt. to this detachment at 40pts. Treat this force - whatever option is selected - as a SINGLE detachment during play. Build a bigger force with an additional detachment of any kind with a captain (80pts).

# POINTS COSTS

<table>
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<tr>
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# RANKS

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</tr>
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<tbody>
<tr>
<td>Captain</td>
<td>LV8</td>
<td>LPs is 2d6 + 8</td>
<td>Elite skills: Dead Eye, Tactical Genius, Command Material</td>
<td></td>
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<tr>
<td>Lieutenant</td>
<td>LV6</td>
<td>LPs is 2d6 + 6</td>
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<tr>
<td>Sergeant</td>
<td>LV4</td>
<td>LPs is 2d6 + 4</td>
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# LEADERS

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<tr>
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<tr>
<td>Captain Brioglie</td>
<td>LV8</td>
<td>0</td>
<td>Elite skills: Dead Eye, Tactical Genius, Command Material</td>
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<tr>
<td>Sgt Major Scratchard</td>
<td>LV4</td>
<td>0</td>
<td>Elite skills: Dead Eye, Snap shot. May be an Insurance Sgt</td>
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<tr>
<td>Warrant Leader Ortnahme</td>
<td>LV0 - Elite skills: Field mechanic</td>
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<tr>
<td>Tech Simkins</td>
<td>LV0 - Elite skills: Hull Down</td>
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<tr>
<td>Captain Ranson</td>
<td>LV8</td>
<td>(4 on a d6 1-2)</td>
<td>LPs is 2d6 + 8 (or 4) - Elite skills: Tactical Genius, Command Material</td>
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<tr>
<td>Captain Koopman</td>
<td>LV8</td>
<td>LPs is 2d6 + 8</td>
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<td>Sergeant Sparrow</td>
<td>LV4</td>
<td>LPs is 2d6 + 4</td>
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# Warrant Leader Ortnahme
- **Rank**: LV0
- **Type**: Elite skills: Field mechanic

- **Tech Simkins**: LV0 - Elite skills: Hull Down
  - add Tribarrel to Tank: S3 FP 3/3 F/Rc

- **Captain Ranson**: LV8
  - (4 on a d6 1-2)
  - LPs is 2d6 + 8 (or 4) - Elite skills: Tactical Genius, Command Material

- **Captain Koopman**: LV8
  - LPs is 2d6 + 8
  - Elite skills: Blitzkrieg, Shaper of men

- **Sergeant Sparrow**: LV4
  - LPs is 2d6 + 4
  - Elite skills: Snapshot, Dead-Eye