Huber’s Select Detachment

**Huber’s M9A1 Combat Car**

<table>
<thead>
<tr>
<th>Type</th>
<th>Elite: 3+</th>
</tr>
</thead>
<tbody>
<tr>
<td>Move</td>
<td>Fast, Lt Hover: 15cm</td>
</tr>
<tr>
<td>Defence</td>
<td>F 10, S 10, R 10, T 8</td>
</tr>
<tr>
<td>Weapons</td>
<td>3 x 2cm tribarrel powerguns, firing LEFT, RIGHT and FRONT (both L&amp;R)</td>
</tr>
</tbody>
</table>

*Replace any 1 weapon with infantry powergun Sh 1, FP 2/2 360 degree*

**Defence Systems**

Strip mines: Sh 1 all within Close, FP 3/1(3+)

**Mine Clearance**

Sh 1 at Point Blank 3cm destroys 1 mine counter

**VARIANTS**

None

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**Tranter’s M9A1 Combat Car**

<table>
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<th>Type</th>
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<tbody>
<tr>
<td>Move</td>
<td>Leadfoot, Lt Hover: 23cm</td>
</tr>
<tr>
<td>Defence</td>
<td>F 10, S 10, R 10, T 8</td>
</tr>
<tr>
<td>Weapons</td>
<td>3 x 2cm tribarrel powerguns, firing LEFT, RIGHT and FRONT (both L&amp;R)</td>
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*Replace any 1 weapon with infantry powergun Sh 1, FP 2/2 360 degree*

**Defence Systems**

Strip mines: Sh 1 all within Close, FP 3/1(3+)

**Mine Clearance**

Sh 1 at Point Blank 3cm destroys 1 mine counter

**VARIANTS**

None

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**Other M9A1 Combat Car**

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*Replace any 1 weapon with infantry powergun Sh 1, FP 2/2 360 degree*

**Defence Systems**

Strip mines: Sh 1 all within Close, FP 3/1(3+)

**Mine Clearance**

Sh 1 at Point Blank 3cm destroys 1 mine counter

**VARIANTS**

None

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**ELITE SKILLS**

For the Whole Detachment:

Each vehicle may

**Double tap** (Rapid Fire for only 1LP per weapon).

*This is noted on the cards as a reminder Sh 3 (x2)*

**Field Mechanic** (a QR success on any damage 1-4 on Damage chart is ignored),

**Snapshot** (may fire 1 tribarrel at any point in a move),

**Hull down** (plus one DV from all angles - this is already built into the DV).

**Huber’s Car only** has

**Dead Eye:** +1 QR on any 1 weapon once per turn

**Tranter’s Car only** has

**Leadfoot,** Add SLOW to any move: standard move becomes 23cm

**Pathfinder:** ALL Difficult Terrain is clear

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**POINTS COSTS**

Selected combat cars: 550pts each

Lt Huber: 150pts

Sgt Tranter or Sgt Deseau: 100pts each

Up to 2 additional Sergeants (over and above Tranter and Deseau) may be purchased at 20pts each.

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**LEADERS**

**Lt Arne Huber**

LV6

LPs is 2d6 + 8

**Elite skills:**

Shaper of men (+1QV for 1TU per turn on every roll it makes)

Inspirational Leader (+2 leadership - already included in total)

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**Sgt Deseau**

LV2

LPs is 2d6 + 2

**Elite skills:**

Dead Eye: +1 QR on 1 weapon

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**Sgt Tranter**

LV2

LPs is 2d6 + 2

**Elite skills:**

Pathfinder: all Difficult Terrain becomes Clear but impassable is still impassable

Leadfoot: Add Slow (8cm) to all moves

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**DETACHMENTS**

This Detachment is 8 TUs.

Select Combat Car detachment: 8 combat cars; With Lt Huber and Sgts Tranter and Deseau

**Total:** 4750pts

Treat this force as a SINGLE detachment during play. Build a bigger force with an additional detachment from the standard detachment sheet(s) and add a captain (80pts). Add a third detachment and a major (200pts). Add a fourth detachment with a specialist Major Pritchard or Steuben) or Colonel Hammer.

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**NOTES**

Sgt Deseau is situated in Lt Huber’s Combat Car so, if the car is destroyed the force loses both the Lt and one paid for Insurance Sergeant.

All Combat Cars use the Up-rating Combat Cars fire arcs (UCCF). The Left tribarrel may fire in the LEFT/Red arc, the Right Tribarrel in the RIGHT/Green arc and the FRONT tribarrel in both the Red AND Green arcs.

In addition, if any single weapon mount is lost (or for any other reason), the weapon may be replaced by a single shot infantry weapon (in the slammers case, for example, a powergun rifle: Sh1 FP 2/2).

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