

## Infantry Squad

|          |   |
|----------|---|
| Type     | Elite: <b>3+</b> C/As'lt: <b>4</b>                            |
| Move     | Infantry: <b>8cm</b>  |
| Defence  | <b>6</b> , Light cov' <b>+1</b> , Heavy <b>+2</b>             |
| Weapons  | 2cm Assault Rifle<br>powerguns: <b>Sh 2</b> , <b>FP 2/2</b> . |
| Suppress | remove suppression<br>marker (UP TO 5) on <b>3+</b>           |

### 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

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

|                 |   |
|-----------------|---|
| Defence Systems | Strip mines, <b>Sh 1</b> all up to <b>Close 8cm</b> , <b>FP 3/1(3+)</b> |
|-----------------|---|

|                |   |
|----------------|---|
| Mine Clearance | <b>Sh 1</b> at <b>Point Blank 3cm</b> destroys 1 mine counter |
|----------------|---|

### 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

## M2A1-4 Blower Tank

|         |  |
|---------|--|
| Type    | Elite: <b>3+</b>   |
| Move    | Medium, Hv Hover: <b>10cm</b>  |
| Defence | <b>F 12</b> , <b>S 10</b> , <b>R 9</b> , <b>T 9</b>  |
| Weapons | 20cm powergun:<br><b>Sh 1</b> , <b>FP 2/8</b> ; <b>1 x 2cm tribarrel</b><br>powergun: <b>Sh 3</b> , <b>FP 3/3</b> . <b>▲</b> |

|                 |  |
|-----------------|--|
| Defence Systems | Strip mines: <b>Sh 1</b> all within <b>Close</b> , <b>FP 3/1(3+)</b> |
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|                |   |
|----------------|---|
| Mine Clearance | <b>Sh 1</b> at <b>Point Blank 3cm</b> destroys 1 mine counter |
|----------------|---|

### VARIANTS

**M2-4F Command Tank**: same stats.



Icarus M2A4 Blower Tank

## M9A7 Combat Car

|         |  |
|---------|--|
| Type    | Elite: <b>3+</b>   |
| Move    | Fast, Lt Hover: <b>15cm</b>  |
| Defence | <b>F 10</b> , <b>S 10</b> , <b>R 10</b> , <b>T 8</b>   |
| Weapons | <b>3 x 2cm tribarrel</b><br>powerguns, firing <b>LEFT</b> , <b>RIGHT</b> and <b>FRONT</b> (both L&R) (see <b>FARcs</b> below);<br>each of <b>Sh 3</b> , <b>FP 3/3</b> . <b>▲▲▲▲</b><br>Replace any 1 weapon with infantry<br>powergun <b>Sh 1</b> , <b>FP 2/2 360 degree</b> |

|                 |   |
|-----------------|---|
| Defence Systems | Strip mines, <b>Sh 1</b> all up to <b>Close 8cm</b> , <b>FP 3/1(3+)</b> |
|-----------------|---|

|                |   |
|----------------|---|
| Mine Clearance | <b>Sh 1</b> at <b>Point Blank 3cm</b> destroys 1 mine counter |
|----------------|---|

### VARIANTS

**M9A6 Command Car**: minus 1 **Defensive Value** on sides and rear.  
**Weapon** 1x 360 tribarrel. **▲**

### FIRING ARCS



Icarus M9A7 Combat Car

## M9A1-3 Combat Car

|         |  |
|---------|--|
| Type    | Elite: <b>3+</b>   |
| Move    | Fast, Lt Hover: <b>15cm</b>  |
| Defence | <b>F 9</b> , <b>S 9</b> , <b>R 9</b> , <b>T 7</b>  |
| Weapons | <b>3 x 2cm tribarrel</b><br>powerguns, firing <b>LEFT</b> , <b>RIGHT</b> and <b>FRONT</b> (both L&R) (see <b>FARcs</b> below);<br>each of <b>Sh 3</b> , <b>FP 3/3</b> . <b>▲▲▲▲</b><br>Replace any 1 weapon with infantry<br>powergun <b>Sh 1</b> , <b>FP 2/2 360 degree</b> |

|                 |  |
|-----------------|--|
| Defence Systems | Strip mines: <b>Sh 1</b> all within <b>Close</b> , <b>FP 3/1(3+)</b> |
|-----------------|--|

|                |   |
|----------------|---|
| Mine Clearance | <b>Sh 1</b> at <b>Point Blank 3cm</b> destroys 1 mine counter |
|----------------|---|

### VARIANTS

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

### FIRING ARCS



Icarus M9A2 Combat Car

## A21 Jeep

|         |   |
|---------|---|
| Type    | Elite: <b>3+</b>  |
| Move    | Fast, Lt Hover: <b>15cm</b>   |
| Defence | <b>F 6</b> , <b>S 6</b> , <b>R 6</b> , <b>T 5</b>                               |
| Weapons | 2cm tribarrel powergun,<br><b>FARc</b> : <b>Sh 3</b> , <b>FP 3/3</b> . <b>▲</b> |

### 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 **10cm**.

**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

## LEADERS & RANKS

**Sgt Dubois**  
**LV4+2 (6)**  
LPs is 2d6 + 6  
**Elite skills:**  
*Inspirational Leader*

**Lt Margulies**  
**LV6**  
LPs is 2d6 + 6  
**Elite skills:**  
*Tactical Genius*

**Tech Duan**  
**Elite skills:**  
*Comm Technician*  
*Field Mechanic*

**Sergeant**  
**LV4**  
LPs is 2d6 + 4

## ELITE SKILLS

**For the Detachment:**  
**Field Mechanic** (a QR success on any damage 1-4 on Damage chart is ignored).  
**Comm Technician** (S4): All officers in detachment gain +2 LPs  
**Inspirational Leader**: Add +2 to Leadership Value.  
**Tactical Genius**: When making the leadership roll to determine turn order, the player may roll 2d6 and pick the one he wishes to use.

## POINTS COSTS

M2A4UA tank: **560pts**; M4FUA command tank: **585pts**; M9A7 combat car: **450pts**; M9A6 command car: **240pts**; M2A1-4 Blower tank (including command tank): **500pts**; M9A1-3 combat car: **400pts**; Command car **200pts**; jeep with tribarrel or light mortar: **100pts**; Infantry on fast skimmers with micro-buzzbombs: **75pts**; standard infantry: **35pts**; White Mice and grenade launcher equipped infantry: **40pts**; buzzbomb equipped infantry: **45pts**.

The following leaders may be substituted for a regular sergeant  
**Sgt Dubois**: + **40pts**;  
The following leaders may be added:  
Add **Lt Mary Margulies** or **Tech Duan** at + **80pts** each

## TROOPS

Each Troop is 4 TUs and is led by a Sergeant.

**Single Armoured troop**: 1 combat car (M9A1-3);  
1 combat car (M9A7); 1 Blower tank (M2A1-4); 1 Blower tank (M2A4UA). Plus a standard Sergeant.

**Additionally**, 1 command car or 1 jeep may be assigned to a troop. One of the tanks may be a command tank.

**Total: 1930pts or up to up to 2195pts**