### Infantry Squad

<table>
<thead>
<tr>
<th>Type</th>
<th>Move</th>
<th>Defence</th>
<th>Weapons</th>
<th>Suppress</th>
</tr>
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<tbody>
<tr>
<td>Veteran: 4+ C/As&quot;l: 3</td>
<td>Infantry: 15cm</td>
<td>6, Light cov' +1, Heavy +2</td>
<td>High-tech Assault Rifle, (max range: long)</td>
<td>remove suppression (MARK UP TO 4) on 4+</td>
</tr>
</tbody>
</table>

**VARIANTS**

- On Skimmers Move: Fast, Lt No:E: 30cm but still fight as infantry.
- Assault Group: HT Assault Rifle: Sh 2, FP 1/1 (range: long) plus Flamethrower: (+1 C/As"l - So C/As"l: 4).
- Tank Hunters: with High-tech Assault Rifle: Sh 1, FP 1/1, (range: Long) & light ATGW: Sh 1,FP 0/5 (no short)

### GD806 APC & Support

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<tr>
<td>Veteran: 4+</td>
<td>Fast, Lt Hover: 30cm</td>
<td>F 8, S 7, R 7, T 6</td>
<td>2cm Auto-cannon: Sh 2, FP 2/3 Carries 3TUs Infantry</td>
<td></td>
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</table>

**VARIANTS**

- NONE carry INFANTRY
- Flamethrower Vehicle: As APC plus MW815-88M ATGW System
- Towed Hypersonic Missile Calliope: See right

### Extra Towed Weapon Details

**GD806 towing vehicle:** same stats as card, left, but NO Infantry and towed Hypersonic Calliope weapon with gun crew.

**Extra Towed Hypersonic Missile Calliope:** F Arc Sh 6, FP 0/4

Vehicle move when towing is Med, Wheeled 20cm.

Weapon counts as Hvy Inf DVT in Light Cover +1.

Any additional cover is Heavy +2

**No Movement when deployed.**

Turning deployed weapon costs 1LP. Hitching or unhitching costs 2LPs.

### Points Costs

GD806 with Towed calliope: **200pts**; GD806 flame thrower: **175pts**; GD806 APC: **150pts**; Hover MLRS truck: **200pts** (on table); jeep: **75pts**; mortar jeep: **100pts**; GD806 command vehicle: **100pts**

Infantry: **25pts**; close assault: **30pts**; tank hunters: **35pts**; infantry with skimmers: **35pts**.

Up to 2 additional sergeants could be purchased at **10pts**.

### Ranks

**Major**

- LV8
  - LPS is 2d6 + 8

**Captain**

- LV6
  - LPS is 2d6 + 6

**Lieutenant**

- LV4
  - LPS is 2d6 + 4

**Sergeant**

- LV2
  - LPS is 2d6 + 2

### Detachments

All Detachments are 10 TUs. At least 3 of the TUs should be infantry. At least half of the infantry should be regularly armed troops and there must either be sufficient carrying capacity within the vehicles to move all infantry or they need to be on skimmers.

**Infantry Detachment:**

1 APC, 3 tank hunter infantry TUs; 3 regular infantry TUs on skimmers; 1 towed missile calliope with GD806 hover OR 815-88 wheeled transporter; 2 jeeps. Include a lieutenant (20pts). Total 730pts. Or...

**Assault Detachment:**

1 APC, 2 regular infantry TUs, 1 assault squad TU. 1 command vehicle; 3 flamethrower vehicles; 1 mortar jeep; 1 MLRS OR 1 ATGW (815-88). Include a lieutenant (20pts). Total 1175pts.

Treat this force - whatever option is selected - as a SINGLE detachment during play. Build a bigger force with both detachments and swap a lieutenant for a captain (+20pts).