Han Black Banner

**Infantry Squad**

- **Type:** Trained: 5+ C/A: Lt: 1
- **Move:** Infantry: 8cm
- **Defence:** 5, Light cov +1, Heavy +2
- **Weapons:** High-tech Assault rifle: Sh 2, FF 1/1; Range: Long
- **Suppress:** remove suppression marker (UP TO 3) on 5+

**VARIANTS**

- **Anti Tank Squad:**
  - Fire one weapon type only
  - With Assault rifle: Sh 2, FP 1/1 OR and Buzzbomb
  - Sh 1, FP 1/6 (short range only).
  - NO COMBINED or DUAL FIRE

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**Subaru/GIAT RA4-80 Tank**

- **Type:** Trained: 5+
- **Move:** Slow, Wheeled: 8cm
- **Defence:** F 9, S 7, R 7, T 7
- **Weapons:** Heavy 25cm Laser: Sh 2, FP 4/5; Can Carry 2 TUs Infantry

**VARIANTS**

- **APC with Auto Cannon:**
  - DV: F 7, S 7, R 7, T 7
  - Weapon Systems: Either 2cm Auto cannon: Sh 3, FP 2/3
  - APCs carry 4 TUs Infantry

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**RANKS**

- **Major**
  - **LV6**
  - LPs is 2d6 + 6
- **Captain**
  - **LV4**
  - LPs is 2d6 + 4
- **Lieutenant**
  - **LV2**
  - LPs is 2d6 + 2
- **Sergeant**
  - **LV1**
  - LPs is 2d6 + 1

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**DETACHMENTS**

Each Detachment is 15 TUs. At least 5 TUs must be infantry, less than half the infantry TUs can have buzzbombs and all must start the game in APCs.

Armoured Grenadier detachment:

8 Infantry TUs (2 with buzzbombs) in 2 Subaru APCs with 3 TUs of infantry (all with buzzbombs) in 2 Subaru light tanks. **Total: 435pts.**

Add a Lt. to this detachment at 10pts or a Captain for 20pts.

Treat this force as a SINGLE detachment during play. The Han employ a lot of officers - they may buy one level higher per detachment (so a single detachment could have a captain for +10pts instead of a lieutenant). Duplicate this detachment for a bigger force and add a captain (20pts) and a major (50pts) to reflect the higher level of command per detachment.

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**POINTS COSTS**

- Subaru light tank: **100 pts**; Subaru APC with light laser: **50pts**.
- Infantry: **10pts**; infantry with buzzbomb launcher or with laser support weapon: **15pts**.

Up to 1 additional sergeant could be purchased at **5pts**.

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