

Han Black Banner

15MM

Infantry Squad

Type	Trained: 5+ C/As't: 1
Move	Infantry: 8cm
Defence	5 , Light cov' +1 , Heavy +2
Weapons	High-tech Assault rifle: Sh 2, FP 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



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 2, FP 2/3
APCs carry 4 TUs Infantry



Saburu/GIAT RA4-80 Tank

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

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.

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**.