Han Black Banner



Infantry Squad

| Туре | Trained: 5+ C/As'lt: 1 |
|--------------------------|----------------------------|
| Move | Infantry: 5cm |
| 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

| Туре | Trained: 5+ |
|--------------------------|---------------------|
| Move | Slow, Wheeled: 5cm |
| Defence | F 9, S 7, R 7, T 7. |
| Weapons | Heavy 25cm Laser: |
| Sh 2, FP 4/5. | |
| Can Carry 2 THs 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



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.