**Harris’ Commando**

**Infantry Squad**

- **Type:** Veteran: 4+ C/As’llt: 3
- **Move:** Infantry: 8cm
- **Defence:** 6, Light cov’’ +1, Heavy +2
- **Weapons:** Cone-bore Assault Rifle Sh T, FP 1/3 plus 
  Grenade Launcher: Sh 1, FP 3/1
- **Supress:** remove suppression marker (UP TO 4) on 4+

**VARIANTS**

- **Anti Tank Squad:** Cone-bore Assault Rifle: Sh 1, FP 1/3, & Buzzbombs: Sh 1, FP 1/6 (short range only)

- **Support Squad:** Cone-bore Assault Rifle & HSW: Sh 2, FP 1/3.

**M9A3 Combat Car**

- **Type:** Veteran: 4+
- **Move:** Fast, Lt Hover: 15cm
- **Defence:** F 9, S 9, R 9, T 7
- **Weapons:** 2 x 1cm Gatling railguns, firing LEFT and RIGHT (see FArcs below); each of Sh 3, FP 1/3.
  1 Light Laser firing FRONT (both L&R) (see FArcs below): Sh 2, FP 3/3 Long.
  Replace any 1 weapon with infantry Cone-bore Sh 1, FP 1/3 360 degree
- **Defence Systems:** Strip mines, Sh 1 all up to Close 8cm, FP 3/1(3+)

**VARIANTS:**

- **M9A10 Flatbed:** May carry 2 TUs Inf who may fire from vehicle: Cone-bore & HSW: Sh 2, FP 1/3.
  Alternatively, it may tow a Laser anti-tank weapon.
  This may NOT carry infantry TUs (the gun crew only)

- **Extra Towed weapon:** Med Laser: Sh 2, FP 3/5. FArc. Static Deployment with 1TU guncrew.

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

**Extra Towed Weapon Details**

- **M9A10 Flatbed:** May carry 2 TUs Inf who may fire from vehicle: Cone-bore & HSW: Sh 2, FP 1/3.

**Extra Towed Weapon**

**FIRING ARCS**

**M9A3 Combat Car**

**RANKS**

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<th>Rank</th>
<th>LV</th>
<th>Points</th>
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<tr>
<td>Major</td>
<td>8</td>
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<td>Captain</td>
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<tr>
<td>Sergeant</td>
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**POINTS COSTS**

- **M9A3 combat car:** 290pts
- **M9A10 flatbed:** 175pts
- **Additional towed medium laser (including crew):** 80pts
- **Infantry:** 30pts
- **Anti-tank and support squads:** 35pts

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

**DETACHMENTS**

Each Detachment is 10 TUs. At least 4 of the TUs should be infantry. At least half of the infantry should be regularly armed troops or Support squads (ie NOT Anti-Tank).

- **Armoured Detachment:** 3 M9A3 combat cars, 3 M9A10 flatbed transporters, one with a towed laser (counting as three TUs in total), 4 Infantry TUs (2 regular infantry TUs; 1 tank hunter armed TU and 1 support squad TU) placed on two of the M9A10 flatbeds or deployed. **Total 1625pts.**

  Or…

- **Infantry Detachment:** 1 M9A10 flatbed transporter with towed laser (count as one TU in total), 3 M9A10 flatbed transporters, 6 infantry TUs (2 regular infantry TUs; 2 tank hunter TUs and 2 support squad TUs) placed on two of the M9A10 flatbeds or deployed. **Total 980pts.**

**Add a Lt. to any of these detachments at 20pts.**

Treat this force - whatever option is selected - as a SINGLE detachment during play. Build a bigger force with a second detachment and a Captain (40pts) or third (by repeating one of the detachments above) with a Major (100pts).