

# Harris' Commando



15MM

## Infantry Squad

Type	Veteran: <b>4+</b> C/As't: <b>3</b>
Move	Infantry: <b>8cm</b>
Defence	<b>6</b> , Light cov' <b>+1</b> , Heavy <b>+2</b>
Weapons	Cone-bore Assault Rifle <b>Sh 1, FP 1/3</b> plus Grenade Launcher: <b>Sh 1, FP 3/1</b>
Suppress	remove suppression marker ( <b>UP TO 4</b> ) on <b>4+</b>

### 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.**  
**COMBINED FIRE ONLY**



## M9A3 Combat Car

Type	Veteran: <b>4+</b>
Move	Fast, Lt Hover: <b>15cm</b>
Defence	<b>F 9, S 9, R 9, T 7</b>
Weapons	



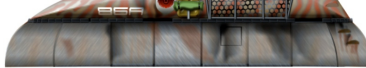
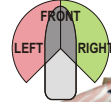
Defence Systems	Strip mines, <b>Sh 1</b> all up to <b>Close 8cm, FP 3/1(3+)</b>
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### VARIANTS:

**M9A10 Flatbed:** May carry 2 TUs Inf who may fire from vehicle using infantry side arm weapons:  
Cone-bore & HSW: **Sh 2, FP 1/3.** All firing arcs.  
**COMBINED FIRE ONLY**

**M9A10 may pull Extra Towed weapon: - see right**

### FIRING ARCS



M9A3 Combat Car

## Extra Towed Weapon Details

**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.**

Vehicle move when towing is **Med, Wheeled 10cm.** Weapon counts as **Hvy Inf DV7 in Light Cov'+1.** Any additional cover is **Heavy +2**

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



Extra Towed weapon

## 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

**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).

## 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.