

# Harris' Commando



15MM

## Infantry Squad

<b>Type</b>	Veteran: <b>4+</b> C/As't: <b>3</b>
<b>Move</b>	Infantry: <b>8cm</b>
<b>Defence</b>	<b>6</b> , Light cov' +1, Heavy +2
<b>Weapons</b>	Cone-bore Assault Rifle Sh 1, FP 1/3 plus Grenade Launcher: Sh 1, FP 3/1
<b>Suppress</b>	remove suppression marker (UP TO 4) on 4+
<b>VARIANTS</b>	
<b>Anti Tank Squad:</b> Cone-bore Assault Rifle: Sh 1, FP 1/3, & Buzzbombs: Sh 1, FP 1/6 (short range only)	
<b>Support Squad:</b> Cone-bore Assault Rifle & HSW: Sh 2, FP 1/3. <b>COMBINED FIRE ONLY</b>	



## M9A3 Combat Car

<b>Type</b>	Veteran: <b>4+</b>
<b>Move</b>	Fast, Lt Hover: <b>15cm</b>
<b>Defence</b>	F 9, S 9, R 9, T 7
<b>Weapons</b>	2 x 1cm Gatling railguns, firing <b>LEFT</b> and <b>RIGHT</b> (see <b>FArcs</b> below): each of Sh 3, FP 1/3. 1 Light Laser firing <b>FRONT</b> (both <b>L&amp;R</b> ) (see <b>FArcs</b> below): Sh 2, FP 3/3 Long.
	Replace any 1 weapon with infantry Cone-bore Sh 1, FP 1/3 <b>360 degree</b>
<b>Defence Systems</b>	Strip mines, Sh 1 all up to <b>Close 8cm, FP 3/1(3+)</b>
<b>VARIANTS:</b> <b>M9A10 Flatbed:</b> 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. <b>COMBINED FIRE ONLY</b>	
<b>M9A10 may pull Extra Towed weapon: - see right</b>	



## 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.**



## 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.