**Harris’ Commando**

**Infantry Squad**

- **Type:** Veteran: 4+
- **Move:** Infantry: 15cm
- **Defence:** 6, Light cov’ +1, Heavy +2
- **Weapons:** Cone-bore Assault Rifle, Grenade Launcher: Sh 1, FP 1/3
- **Suppress:** 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

**Defence**

- Strip mines, Sh 1 all up to Close 15cm, 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.

**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.

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**M9A3 Combat Car**

- **Type:** Veteran: 4+
- **Move:** Fast, L1 Hover: 30cm
- **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.

**Defence Systems**

- Strip mines, Sh 1 all up to Close 15cm, 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. All firing arcs. COMBINED FIRE ONLY

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

**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.

**DOTS**

- Vehicle move when towing is Med, Wheeled 20cm. Weapon counts as Hvy Inf DV’ in Light Cov’ +1.
- Any additional cover is Heavy +2

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

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**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

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**Extra Towed Weapon**

- **Harris’ Commando**

**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.

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**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.**

**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).