

Harris' Commando



6MM

Infantry Squad

Type	Veteran: 4+ C/As't: 3
Move	Infantry: 5cm
Defence	6 , Light cov' +1 , Heavy +2
Weapons	Cone-bore Assault Rifle Sh 1, FP 1/3 plus Grenade Launcher: Sh 1, FP 3/1
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. COMBINED FIRE ONLY	



M9A3 Combat Car

Type	Veteran: 4+
Move	Fast, Lt Hover: 10cm
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 5cm, FP 3/1(3+)
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	



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 7cm.** 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.