Harris’ Commando

Infantry Squad

Type: Veteran: 4+ C/As’lt: 3
Move: Infantry: 5cm
Defence: 6, Light cov’+1, Heavy +2
Weapons: Cone-bore Assault Rifle
Sh, FP
Suppress

Support Squad:

Cone-bore Assault Rifle & HSW:
Sh, FP

VARIANTS

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

Defence

Systems

Strip mines, Sh 1 all up to Close 5cm, FP 3/1(3+)

VARIANTS:

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

Defence

Systems

2 x 1cm Gatling railguns, firing LEFT and RIGHT (see FArcs below); each of Sh 1, 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

M9A10 may pull Extra Towed weapon: - see right

Extra Towed Weapon Details

M9A10 Flattened: 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)


Vehicle move when towing is Med, Wheeled 7cm. 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.

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.

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).