

# Hashemite Nation



15MM

## Infantry Squad

Type	Trained: 5+ C/As't: 1
Move	Infantry: 8cm
Defence	6, Light cov' +1, Heavy +2
Weapons	High Tech Assault Rifle: Sh 2, FP 1/1. (max range: long)
Suppress	remove suppression marker (UP TO 3) on 5+

### VARIANTS

**Anti-Tank Squad** with Assault Rifle: Sh 1, FP 1/1. Range: Long & Buzzbombs: Sh 1, FP 1/6 (short range only).

**Attack Squad** with Assault Rifle: Sh 1, FP 1/1 (max range: long); & Hypersonic Missile: Sh 3, FP 0/4.



## Assad-3 'Shahab' 6x6

Type	Trained: 5+
Move	Medium, Wheeled: 10cm
Defence	F 9, S 8, R 8, T 7
Weapons	2cm Gatling railgun: Sh 3, FP 2/4. Support Weapon: Sh 2, FP 1/3. Carries 1 TU infantry

### VARIANTS

**Missile Variant** multi shot Kestrel Medium ATGW Sh 2, FP 1/6. (no short range). Carries NO infantry.

**APC Variant** armed with only 1cm railgun: Sh 3, FP 1/3 but can carry 2TU infantry.



Assad-2 'Shahab' ATGW (6x6)

## LEADERS RANKS

### Major Zeid LV8

LPs is 2d6 + 8

Elite Skills: *Inspirational Leader* (6+2)  
*Command Material*, *Blitzkrieg*

### Assad-4 'Zulfiqar' 8x8

#### Assad-4 Gun Tank

Defence: F 10, S 9, R 8, T 7.

Twin 9cm ECAP cannon:

Sh 4, FP 3/6.

**Assad-4 MLRS** - 12 tubes as Mortars -

Sh 6 per turn, FP 5/4 (no

Short/Medium range). All Assad-4 vehicles also carry 2 TUs infantry.



Assad-4 Zulfiqar Gun truck (8x8)

### Captain LV4

LPs is 2d6 + 4

### Lieutenant LV2

LPs is 2d6 + 2

### Sergeant LV1

LPs is 2d6 + 1

## Mobarez 6x6 Heavy 'Technical'

Type	Trained: 5+
Move	Fast, Wheeled: 15cm
Defence	F 8, S 7, R 7, T 6
Weapons	1cm Railgun: Sh 3, FP 1/3 Carries 1 TU infantry

### VARIANTS

**Mobarez 6x6 Missile 'Technical'** Fitted with a "Kestrel" Medium ATGW Sh 1, FP 1/6, (no short range)

### NOTE:

The Elite skill of **Leadfoot** adds Slow to Fast movement for this vehicle in the **Desert Raider Detachment ONLY**, making movement 23cm



Mobarez 6x6

## Fajr 4x4 'Technical'

Type	Trained: 5+
Move	Fast, Wheeled: 15cm
Defence	F 7, S 6, R 6, T 6
Weapons	1cm Railgun: Sh 3, FP 1/3 Carries 1 TU infantry

### VARIANTS

**Missile Launcher:** May be fitted with Hypersonic Missile Launcher. Sh 3, FP 0/4. Carries 1 TU infantry.

### NOTE:

The Elite skill of **Leadfoot** adds Slow to Fast movement for this vehicle in the **Desert Raider Detachment ONLY**, making movement 23cm



Fajr with Hypersonic missile launcher

## DETACHMENTS

**Each Detachment is 15TUs.** Any infantry must be in vehicles at start of play. At least 5 TUs must be infantry, less than half the infantry TUs can have buzzbombs.

### National Brigade Detachment:

8 Infantry TUs (4 standard infantry, 2 with buzzbombs 2 attack squads), 1 Assad-3 APC; 2 Assad-4 gun trucks and 1 Assad-3 **OR** Assad-3 missile variant. 1 Assad-4 MLRS; 1 Fajr with railgun and 1 Mobarez with either armament.

**Total: 985pts. (Or 1005pts with missile Assad-3)**

Add a Lieutenant at 10pts.

### Desert Raider Detachment:

4 Infantry TUs (1 standard infantry, 2 with buzzbombs 1 attack squads), in 4 Fajr technicals with Hypersonic Missile Launchers and 3 Mobarez with railguns and 3 Mobarez with Kestrel Missiles. 1 Mobarez with a railgun and Major Zeid (80pts). All Desert Raiders detachment vehicles have Elite skills of **Pathfinder** an **Leadfoot** (100pts) as they are trained specifically in fast movement over any terrain. They **must** have one of the available paid for 'Insurance Sergeants'. (5pts) **Total: 1005pts.**

Treat this force as a SINGLE detachment during play. The first detachment must be the National Brigade. A second detachment can be added by including the Desert Raiders (with Major Zeid). A bigger force can be built with a third duplicated National detachment adding a captain (20pts) and a fourth with a major (50pts). Up to 2 additional sergeants could be purchased at 5pts each irrespective of the size of the force (but if the Desert raiders are used, one must be purchased for that detachment - it is included in the points cost above).

## POINTS COSTS

Assad-4 gun truck or MLRS (on table) variant: 180pts;

Assad-3 ATGW: 165pts,

Assad-3: 85pts; Assad-3 APC: 65pts; Fajr: 60pts; Mobarez: 75pts.

Infantry: 10pts; infantry with buzzbomb launcher or Hypersonic missiles: 15pts.

Up to 2 additional sergeants could be purchased at 5pts each. **Desert Raider detachment Elite skills (Pathfinder and Leadfoot) costs: +100pts for the detachment**