

Hashemite Nation



28MM

Infantry Squad

Type	Trained: 5+ C/As't: 1
Move	Infantry: 15cm
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 6x6 & Assad-2 8x8

Type	Trained: 5+
Move	Medium, Wheeled: 20cm
Defence	F 7, S 6, R 6, T 6
Weapons	2cm Gatling railgun: Sh 3, FP 2/4. Support Weapon: Sh 2, FP 1/3. Cannot carry infantry

VARIANTS MLRS - 12 tubes as Mortars - Sh 6 per turn, FP 5/4 (no Short/Medium range). APC variant armed with only 1cm railgun: Sh 3, FP 1/3 but can carry 1TU infantry. **Assad-2 Gun Truck** GIAT RA4-80 Defence: F 9, S 8, R 8, T 7. Twin 6cm Rail Guns: Sh 2, FP 2/5, **Assad-2 Missile Variant** multi shot Kestrel Medium ATGW Sh 2, FP 1/6. (no short range). All Assad-2 also carry 2 TUs infantry.



Assad-2 GIAT RA4-80 MLRS (8x8)

LEADERS

Major Zeid LV8
LPs is 2d6 + 8
Elite Skills:
Inspirational Leader (6+2)
Command Material, Blitzkrieg

RANKS

Major LV6
LPs is 2d6 + 6

Captain LV4
LPs is 2d6 + 4

Lieutenant LV2
LPs is 2d6 + 2

Sergeant LV1
LPs is 2d6 + 1

Goanna 6x6 Heavy 'Technical'

Type	Trained: 5+
Move	Fast, Wheeled: 30cm
Defence	F 8, S 7, R 7, T 6
Weapons	1cm Railgun: Sh 3, FP 1/3 Cannot carry infantry

VARIANTS

Goanna 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 45cm



Kanagawa Goanna 6x6 with Missiles

Gecko 4x4 'Technical'

Type	Trained: 5+
Move	Fast, Wheeled: 30cm
Defence	F 7, S 6, R 6, T 6
Weapons	1cm Railgun: Sh 3, FP 1/3 Cannot carry 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 45cm



Kanagawa Gecko 4x4 with Missiles

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), in 2 Assad-1 APCs; 1 Assad-2 gun truck and 1 Assad-2 missile variant. 1 Assad-1 MLRS; 1 Gecko with railgun and 1 Goanna with either armament. **Total: 780pts.**

Add a Lieutenant at **10pts.**

Desert Raider Detachment:

4 Infantry TUs (1 standard infantry, 2 with buzzbombs 1 attack squads), in 4 Gecko technicals with Hypersonic Missile Launchers and 3 Goannas with railguns and 3 Goannas with Kestrel Missiles. 1 Goanna with a railgun and Major Zeid. All Desert Raiders detachment vehicles have Elite skills of **Pathfinder** an **Leadfoot** as they are trained specifically in fast movement over any terrain. They **must** have one of the available paid for 'Insurance Sergeants'. **Total: 1145pts.**

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-2 gun truck or missile variant: **150pts**;
Assad-1 MLRS (on table): **145pts**;
Assad-1 APC: **50pts**; Gecko: **60pts**; Goanna: **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 costs: +200pts for the detachment (100pts each)
Major Zeid costs 120pts