






<p><b>Friesland Defence Force</b> </p> <p><b>Infantry Squad</b></p> <table border="1"> <tr><td>Type</td><td>Elite: 3+ C/As't: 4</td></tr> <tr><td>Move</td><td>Infantry: 5cm</td></tr> <tr><td>Defence</td><td>6, Light cov' +1, Heavy +2</td></tr> <tr><td>Weapons</td><td>2cm Assault Rifle powerguns: Sh 2, FP 2/2.</td></tr> <tr><td>Suppress</td><td>remove suppression marker (UP TO 5) on 3+</td></tr> </table> <p><b>VARIANTS</b> On <i>Skimmers Move</i>: Very Fast, Lt NoE: 17cm with 2cm Assault Rifle powerguns: Sh 1, FP 2/2, Micro Buzzbombs: Sh 1, FP 1/7 (med range) <i>White Mice Unit</i>: 1cm SMG powerguns, Sh 3, FP 1/1 (med range) <i>Grenade Launcher + 2cm powergun Launcher</i>: Sh 1, FP 3/1 + 2cm. (no short range); Powergun 1 Sh, FP 2/2.</p>	Type	Elite: 3+ C/As't: 4	Move	Infantry: 5cm	Defence	6, Light cov' +1, Heavy +2	Weapons	2cm Assault Rifle powerguns: Sh 2, FP 2/2.	Suppress	remove suppression marker (UP TO 5) on 3+	<p><b>Friesland Defence Force</b> </p> <p><b>M9A7 Combat Car</b></p> <table border="1"> <tr><td>Type</td><td>Elite: 3+</td></tr> <tr><td>Move</td><td>Fast, Lt Hover: 10cm</td></tr> <tr><td>Defence</td><td>F 10, S 10, R 10, T 8</td></tr> <tr><td>Weapons</td><td>3 x 2cm tribarrel powerguns, firing left, front and right fire arcs respectively: each of Sh 3, FP 3/3. </td></tr> <tr><td>Defence Systems</td><td>Strip mines, Sh 1 all up to Close 5cm, FP 3/1(3+)</td></tr> <tr><td>Mine Clearance</td><td>Sh 1 at Point Blank 2cm destroys 1 mine counter</td></tr> </table> <p><b>VARIANTS</b> <i>M9A6 Command Car</i>: minus 1 Defensive Value on sides and rear. <i>Weapon</i> 1x 360 tribarrel. </p>	Type	Elite: 3+	Move	Fast, Lt Hover: 10cm	Defence	F 10, S 10, R 10, T 8	Weapons	3 x 2cm tribarrel powerguns, firing left, front and right fire arcs respectively: each of Sh 3, FP 3/3. 	Defence Systems	Strip mines, Sh 1 all up to Close 5cm, FP 3/1(3+)	Mine Clearance	Sh 1 at Point Blank 2cm destroys 1 mine counter	<p><b>Friesland Defence Force</b> </p> <p><b>M2A4UA Blower Tank</b></p> <table border="1"> <tr><td>Type</td><td>Elite: 3+</td></tr> <tr><td>Move</td><td>Medium, Hv Hover: 7cm</td></tr> <tr><td>Defence</td><td>F 12, S 11, R 10, T 10</td></tr> <tr><td>Weapons</td><td>20cm HI powergun: Sh 1, FP 3/9; 1 x 2cm tribarrel powergun: Sh 3, FP 3/3. </td></tr> <tr><td>Defence Systems</td><td>Strip mines, Sh 1 all up to Close 5cm, FP 3/1(3+)</td></tr> <tr><td>Mine Clearance</td><td>Sh 1 at Point Blank 2cm destroys 1 mine counter</td></tr> </table> <p><b>VARIANTS</b> <i>M4FUA Command Tank</i>: same stats but with an additional tribarrel 1 x 2cm tribarrel powergun: Sh 3, FP 3/3. </p>	Type	Elite: 3+	Move	Medium, Hv Hover: 7cm	Defence	F 12, S 11, R 10, T 10	Weapons	20cm HI powergun: Sh 1, FP 3/9; 1 x 2cm tribarrel powergun: Sh 3, FP 3/3. 	Defence Systems	Strip mines, Sh 1 all up to Close 5cm, FP 3/1(3+)	Mine Clearance	Sh 1 at Point Blank 2cm destroys 1 mine counter	<p><b>Friesland Defence Force</b> </p> <p><b>M9A7 Combat Car</b></p> <table border="1"> <tr><td>Type</td><td>Elite: 3+</td></tr> <tr><td>Move</td><td>Fast, Lt Hover: 15cm</td></tr> <tr><td>Defence</td><td>F 10, S 10, R 10, T 8</td></tr> <tr><td>Weapons</td><td>3 x 2cm tribarrel powerguns, firing left, front and right fire arcs respectively: each of Sh 3, FP 3/3. </td></tr> <tr><td>Defence Systems</td><td>Strip mines: Sh 1 all within Close, FP 3/1(3+)</td></tr> <tr><td>Mine Clearance</td><td>Sh 1 at Point Blank 3cm destroys 1 mine counter</td></tr> </table> <p><b>VARIANTS</b> <i>M9A6 Command Car</i>: minus 1 Defensive Value on sides and rear. <i>Weapon</i> 1x 360 tribarrel. </p>	Type	Elite: 3+	Move	Fast, Lt Hover: 15cm	Defence	F 10, S 10, R 10, T 8	Weapons	3 x 2cm tribarrel powerguns, firing left, front and right fire arcs respectively: each of Sh 3, FP 3/3. 	Defence Systems	Strip mines: Sh 1 all within Close, FP 3/1(3+)	Mine Clearance	Sh 1 at Point Blank 3cm destroys 1 mine counter	<p><b>Friesland Defence Force</b> </p> <p><b>M2A4UA Blower Tank</b></p> <table border="1"> <tr><td>Type</td><td>Elite: 3+</td></tr> <tr><td>Move</td><td>Medium, Hv Hover: 10cm</td></tr> <tr><td>Defence</td><td>F 12, S 11, R 10, T 10</td></tr> <tr><td>Weapons</td><td>20cm HI powergun: Sh 1, FP 3/9; 1 x 2cm tribarrel powergun: Sh 3, FP 3/3. </td></tr> <tr><td>Defence Systems</td><td>Strip mines: Sh 1 all within Close, FP 3/1(3+)</td></tr> <tr><td>Mine Clearance</td><td>Sh 1 at Point Blank 3cm destroys 1 mine counter</td></tr> </table> <p><b>VARIANTS</b> <i>M4FUA Command Tank</i>: same stats but with an additional tribarrel 1 x 2cm tribarrel powergun: Sh 3, FP 3/3. </p>	Type	Elite: 3+	Move	Medium, Hv Hover: 10cm	Defence	F 12, S 11, R 10, T 10	Weapons	20cm HI powergun: Sh 1, FP 3/9; 1 x 2cm tribarrel powergun: Sh 3, FP 3/3. 	Defence Systems	Strip mines: Sh 1 all within Close, FP 3/1(3+)	Mine Clearance	Sh 1 at Point Blank 3cm destroys 1 mine counter
Type	Elite: 3+ C/As't: 4																																																													
Move	Infantry: 5cm																																																													
Defence	6, Light cov' +1, Heavy +2																																																													
Weapons	2cm Assault Rifle powerguns: Sh 2, FP 2/2.																																																													
Suppress	remove suppression marker (UP TO 5) on 3+																																																													
Type	Elite: 3+																																																													
Move	Fast, Lt Hover: 10cm																																																													
Defence	F 10, S 10, R 10, T 8																																																													
Weapons	3 x 2cm tribarrel powerguns, firing left, front and right fire arcs respectively: each of Sh 3, FP 3/3. 																																																													
Defence Systems	Strip mines, Sh 1 all up to Close 5cm, FP 3/1(3+)																																																													
Mine Clearance	Sh 1 at Point Blank 2cm destroys 1 mine counter																																																													
Type	Elite: 3+																																																													
Move	Medium, Hv Hover: 7cm																																																													
Defence	F 12, S 11, R 10, T 10																																																													
Weapons	20cm HI powergun: Sh 1, FP 3/9; 1 x 2cm tribarrel powergun: Sh 3, FP 3/3. 																																																													
Defence Systems	Strip mines, Sh 1 all up to Close 5cm, FP 3/1(3+)																																																													
Mine Clearance	Sh 1 at Point Blank 2cm destroys 1 mine counter																																																													
Type	Elite: 3+																																																													
Move	Fast, Lt Hover: 15cm																																																													
Defence	F 10, S 10, R 10, T 8																																																													
Weapons	3 x 2cm tribarrel powerguns, firing left, front and right fire arcs respectively: each of Sh 3, FP 3/3. 																																																													
Defence Systems	Strip mines: Sh 1 all within Close, FP 3/1(3+)																																																													
Mine Clearance	Sh 1 at Point Blank 3cm destroys 1 mine counter																																																													
Type	Elite: 3+																																																													
Move	Medium, Hv Hover: 10cm																																																													
Defence	F 12, S 11, R 10, T 10																																																													
Weapons	20cm HI powergun: Sh 1, FP 3/9; 1 x 2cm tribarrel powergun: Sh 3, FP 3/3. 																																																													
Defence Systems	Strip mines: Sh 1 all within Close, FP 3/1(3+)																																																													
Mine Clearance	Sh 1 at Point Blank 3cm destroys 1 mine counter																																																													
<p><b>Friesland Defence Force</b> </p> <p><b>M9A7 Combat Car</b></p> <table border="1"> <tr><td>Type</td><td>Elite: 3+</td></tr> <tr><td>Move</td><td>Fast, Lt Hover: 30cm</td></tr> <tr><td>Defence</td><td>F 10, S 10, R 10, T 8</td></tr> <tr><td>Weapons</td><td>3 x 2cm tribarrel powerguns, firing left, front and right fire arcs respectively: each of Sh 3, FP 3/3. </td></tr> <tr><td>Defence Systems</td><td>Strip mines, Sh 1 all up to Close 15cm, FP 3/1(3+)</td></tr> <tr><td>Mine Clearance</td><td>Sh 1 at Point Blank 5cm destroys 1 mine counter</td></tr> </table> <p><b>VARIANTS</b> <i>M9A6 Command Car</i>: minus 1 Defensive Value on sides and rear. <i>Weapon</i> 1x 360 tribarrel. </p>	Type	Elite: 3+	Move	Fast, Lt Hover: 30cm	Defence	F 10, S 10, R 10, T 8	Weapons	3 x 2cm tribarrel powerguns, firing left, front and right fire arcs respectively: each of Sh 3, FP 3/3. 	Defence Systems	Strip mines, Sh 1 all up to Close 15cm, FP 3/1(3+)	Mine Clearance	Sh 1 at Point Blank 5cm destroys 1 mine counter	<p><b>Friesland Defence Force</b> </p> <p><b>M2A4UA Blower Tank</b></p> <table border="1"> <tr><td>Type</td><td>Elite: 3+</td></tr> <tr><td>Move</td><td>Medium, Hv Hover: 20cm</td></tr> <tr><td>Defence</td><td>F 12, S 11, R 10, T 10</td></tr> <tr><td>Weapons</td><td>20cm HI powergun: Sh 1, FP 3/9; 1 x 2cm tribarrel powergun: Sh 3, FP 3/3. </td></tr> <tr><td>Defence Systems</td><td>Strip mines, Sh 1 all up to Close 15cm, FP 3/1(3+)</td></tr> <tr><td>Mine Clearance</td><td>Sh 1 at Point Blank 5cm destroys 1 mine counter</td></tr> </table> <p><b>VARIANTS</b> <i>M4FUA Command Tank</i>: same stats but with an additional tribarrel 1 x 2cm tribarrel powergun: Sh 3, FP 3/3. </p>	Type	Elite: 3+	Move	Medium, Hv Hover: 20cm	Defence	F 12, S 11, R 10, T 10	Weapons	20cm HI powergun: Sh 1, FP 3/9; 1 x 2cm tribarrel powergun: Sh 3, FP 3/3. 	Defence Systems	Strip mines, Sh 1 all up to Close 15cm, FP 3/1(3+)	Mine Clearance	Sh 1 at Point Blank 5cm destroys 1 mine counter	<p><b>Friesland Defence Force</b> </p> <p><b>Infantry Squad</b></p> <table border="1"> <tr><td>Type</td><td>Elite: 3+ C/As't: 4</td></tr> <tr><td>Move</td><td>Infantry: 15cm</td></tr> <tr><td>Defence</td><td>6, Light cov' +1, Heavy +2</td></tr> <tr><td>Weapons</td><td>2cm Assault Rifle powerguns: Sh 2, FP 2/2.</td></tr> <tr><td>Suppress</td><td>remove suppression marker (UP TO 5) on 3+</td></tr> </table> <p><b>VARIANTS</b> On <i>Skimmers Move</i>: Very Fast, Lt NoE: 50cm with 2cm Assault Rifle powerguns: Sh 1, FP 2/2, Micro Buzzbombs: Sh 1, FP 1/7 (med range) <i>White Mice Unit</i>: 1cm SMG powerguns, Sh 3, FP 1/1 (med range) <i>Grenade Launcher + 2cm powergun Launcher</i>: Sh 1, FP 3/1 + 2cm. (no short range); Powergun 1 Sh, FP 2/2.</p>	Type	Elite: 3+ C/As't: 4	Move	Infantry: 15cm	Defence	6, Light cov' +1, Heavy +2	Weapons	2cm Assault Rifle powerguns: Sh 2, FP 2/2.	Suppress	remove suppression marker (UP TO 5) on 3+	<p><b>Friesland Defence Force</b> </p> <p><b>Infantry Squad</b></p> <table border="1"> <tr><td>Type</td><td>Elite: 3+ C/As't: 4</td></tr> <tr><td>Move</td><td>Infantry: 8cm</td></tr> <tr><td>Defence</td><td>6, Light cov' +1, Heavy +2</td></tr> <tr><td>Weapons</td><td>2cm Assault Rifle powerguns: Sh 2, FP 2/2.</td></tr> <tr><td>Suppress</td><td>remove suppression marker (UP TO 5) on 3+</td></tr> </table> <p><b>VARIANTS</b> On <i>Skimmers Move</i>: Very Fast, Lt NoE: 25cm with 2cm Assault Rifle powerguns: Sh 1, FP 2/2, Micro Buzzbombs: Sh 1, FP 1/7 (med range) <i>White Mice Unit</i>: 1cm SMG powerguns, Sh 3, FP 1/1 (med range) <i>Grenade Launcher + 2cm powergun Launcher</i>: Sh 1, FP 3/1 + 2cm. (no short range); Powergun 1 Sh, FP 2/2.</p>	Type	Elite: 3+ C/As't: 4	Move	Infantry: 8cm	Defence	6, Light cov' +1, Heavy +2	Weapons	2cm Assault Rifle powerguns: Sh 2, FP 2/2.	Suppress	remove suppression marker (UP TO 5) on 3+															
Type	Elite: 3+																																																													
Move	Fast, Lt Hover: 30cm																																																													
Defence	F 10, S 10, R 10, T 8																																																													
Weapons	3 x 2cm tribarrel powerguns, firing left, front and right fire arcs respectively: each of Sh 3, FP 3/3. 																																																													
Defence Systems	Strip mines, Sh 1 all up to Close 15cm, FP 3/1(3+)																																																													
Mine Clearance	Sh 1 at Point Blank 5cm destroys 1 mine counter																																																													
Type	Elite: 3+																																																													
Move	Medium, Hv Hover: 20cm																																																													
Defence	F 12, S 11, R 10, T 10																																																													
Weapons	20cm HI powergun: Sh 1, FP 3/9; 1 x 2cm tribarrel powergun: Sh 3, FP 3/3. 																																																													
Defence Systems	Strip mines, Sh 1 all up to Close 15cm, FP 3/1(3+)																																																													
Mine Clearance	Sh 1 at Point Blank 5cm destroys 1 mine counter																																																													
Type	Elite: 3+ C/As't: 4																																																													
Move	Infantry: 15cm																																																													
Defence	6, Light cov' +1, Heavy +2																																																													
Weapons	2cm Assault Rifle powerguns: Sh 2, FP 2/2.																																																													
Suppress	remove suppression marker (UP TO 5) on 3+																																																													
Type	Elite: 3+ C/As't: 4																																																													
Move	Infantry: 8cm																																																													
Defence	6, Light cov' +1, Heavy +2																																																													
Weapons	2cm Assault Rifle powerguns: Sh 2, FP 2/2.																																																													
Suppress	remove suppression marker (UP TO 5) on 3+																																																													