

Elite: 3+ C/As'lt: 4 Type Infantry: 5cm Move

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+

VARIANTS

On **Skimmers Move:** Very Fast, Lt NoE: 17cm with 2cm Assault Rifle powerguns: Sh 1, FP 2/2, Micro Buzzbombs:**Sh 1**, **FP 1/7** (med range) White Mice Unit: 1cm SMG powerguns. Sh 3, FP 1/1 (med range) Grenade Launcher + 2cm powergun Launcher: Sh 1. FP 3/1 + 2cm. (no short range); Powergun 1 Sh, FP 2/2.

Friesland Defence Force M9A7 Combat Car

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

Mine Sh 1 at Point Blank 2cm Clearance destroys 1 mine counter

VARIANTS

M9A6 Command Car: minus 1 **Defensive Value** on sides and rear. Weapon 1x 360 tribarrel.

Friesland Defence Force

M2A4UA Blower Tank

Elite: 3+ Type 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 Sh 1 at Point Blank 2cm Clearance destroys 1 mine counter

VARIANTS

M4FUA Command Tank: same stats but with an additional tribarrel 1 x 2cm tribarrel powergun: Sh 3, FP 3/3.

Friesland Defence Force

M9A7 Combat Car

Elite: 3+ Type 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

Sh 1 at Point Blank 3cm Clearance destroys 1 mine counter

VARIANTS

M9A6 Command Car: minus 1 **Defensive Value** on sides and rear. Weapon 1x 360 tribarrel.

Friesland Defence Force

M2A4UA Blower Tank

Elite: 3+ Type 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

Sh 1 at Point Blank 3cm Clearance destroys 1 mine counter

VARIANTS

M4FUA Command Tank: same stats but with an additional tribarrel 1 x 2cm tribarrel powergun: Sh 3, FP 3/3.

Friesland Defence Force



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.

Systems

Defence Strip mines, Sh 1 all up to Close 15cm, FP 3/1(3+)

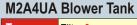
Mine

Sh 1 at Point Blank 5cm Clearance destroys 1 mine counter

VARIANTS

M9A6 Command Car: minus 1 **Defensive Value** on sides and rear. Weapon 1x 360 tribarrel. 🛕

Friesland Defence Force



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

Sh 1 at Point Blank 5cm Clearance destroys 1 mine counter

VARIANTS

M4FUA Command Tank: same stats but with an additional tribarrel 1 x 2cm tribarrel powergun: Sh 3, FP 3/3.

Friesland Defence Force

Infantry Squad

Type

Elite: 3+ C/As'lt: 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+

VARIANTS

On Skimmers Move: Very Fast, Lt NoE: 50cm with 2cm Assault Rifle powerguns: Sh 1, FP 2/2, Micro Buzzbombs:Sh 1, FP 1/7 (med range) White Mice Unit: 1cm SMG powerguns. Sh 3, FP 1/1 (med range) Grenade Launcher + 2cm powergun Launcher: Sh 1, FP 3/1 + 2cm. (no short range); Powergun 1 Sh, FP 2/2.

Friesland Defence Force

Infantry Squad

Elite: 3+ C/As'lt: 4 Type 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+

VARIANTS

On Skimmers Move: Very Fast, Lt NoE: 25cm with 2cm Assault Rifle powerguns: Sh 1, FP 2/2, Micro Buzzbombs: Sh 1. FP 1/7 (med range) White Mice Unit: 1cm SMG powerguns, Sh 3, FP 1/1 (med range) Grenade Launcher + 2cm powergun Launcher: Sh 1, FP 3/1 + 2cm. (no short range): Powergun 1 Sh. FP 2/2.