

HAN CHINESE REGULAR ARMY (post 340TW)



Guard Infantry

Type	Trained: 4+ C/Assault: 1
Move	Infantry/Trike: 8cm/Fast.W: 15cm
Defence	5, Light cov' +1, Heavy +2
Weapons	Laser Rifles: Sh 3, FP 2+1/1. (max range: Long)
Suppress	Remove suppression marker (UP TO 4) on 4+
VARIANTS	<p>Support Squad: Laser Rifles: Sh 3, FP 2+1/1, & Light Laser Sh 2, FP 3/3 (max range: Long)</p> <p>Anti-Tank Squad: Laser Rifles: Sh 3, FP 2+1/1, (max: long) & Advanced Buzzbombs: Sh 1, FP 1/7 (max range: medium) Mounted on Trike</p> <p>Missile Squad: Laser Rifles: Sh 2, FP 2+1/1, (max range: long) & Dual Light ATGW: Sh 2, FP 0/5 (no short)</p> <p>Comms Squad: Sniper Pod (S3). Sh 2, FP 2/2 Mounted on Trike</p>



Mobile Infantry

Type	Trained: 5+ C/Assault: 1
Move	Fast; Wheeled: 15cm
Defence	5, Light cov' +1, Heavy +2
Weapons	Laser Rifles: Sh 3, FP 2+1/1. (max range: Long)
Suppress	Remove suppression marker (UP TO 3) on 5+
VARIANTS	None



4x4

Type	Trained: 5+
Move	Fast; Wheeled: 15cm
Defence	F 8, S 8, R 8, T 8
Weapons	Twin Light Laser Sh 4, FP 3/3 (max range: Long)
Special	May only carry Comms Squad
VARIANTS	<p>Missile Variant Replace lasers with missile pack: Dual Light ATGW Sh 2, FP 0/5 (no short)</p> <p>Hypersonic Variant Replace lasers with standard hypersonic missiles: Hypersonic Missile: Sh 3, FP 0/4</p>



CSK-27 Liliang 4x4 Scout Car

LEADERS 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

COMMANDERS

Add Lt (10pts) for 1 detachment, Captain (20pts) for 2 detachments, Major (50pts) for 3.

Regular Army Detachments may be accompanied by up to 2 Black Banner veteran Units who will assume overall command.

SPECIAL LASER

Tank Destroyer Advanced Heavy Laser: All Han lasers may use Laser Burn Through (S5) so The Heavy Laser becomes: Sh 2 FP 4/5+1 extra second dice However it gets another plus1 added to second die roll so:
1-4: add FP+1 to first dice roll
5-6: add infantry FP+4 to first dice roll

APC

Type	Trained: 5+
Move	Fast, Wheeled: 15cm
Defence	F 9, S 9, R 8, T 7
Weapons	Medium Laser: Sh 2, FP 3/5 Light ATGW: Sh 1, FP 0/5 (no short) Carries 2 TU infantry.
VARIANTS	<p>Replace medium laser AND light ARGW with Medium Hypersonic Missiles</p> <p>Sh 3, FP Range dependent: Short: 0/4 Medium: 2/5 Long+: 3/7</p> <p>Medium & Heavy Hypersonic missiles +1 to hit if a Sniper Pod is deployed Vulnerable to Anti-missile at Short and Medium range </p>



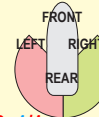
Tank Destroyer

Type	Trained: 5+
Move	Fast, Wheeled: 15cm
Defence	F 10, S 9, R 8, T 8
Weapons	Heavy Advanced Laser: Sh 2, FP 4/5 Twin Light Laser Sh 4, FP 3/3 (max range: Long) RArc Only
VARIANTS	<p>Replace heavy laser ONLY Medium Hypersonic Missiles</p> <p>Sh 3, FP Range dependent: Short: 0/4 Medium: 2/5 Long+: 3/7</p> <p>Replace heavy laser ONLY with Heavy Gun/Mortar</p> <p>Sh 1, FP 5/4 No Short/Medium OR On table artillery</p> <p>Sh 1, FP 5/4 -1QR in direct fire mode</p>



Truck

Type	Trained: 5+
Move	Medium, Wheeled: 10cm
Defence	F 7, S 7, R 7, T 6
Weapons	No Armament Carries up to 4 TUs of Infantry who may fire from rear bed. Each TU gets: Sh 1, FP 2+1/1. (max range: Long) No Front Arc
VARIANTS	<p>With additional REAR TRAILER: Slow, Wheeled: 8cm 4 MORE TUs of Infantry, same Firing Arcs and FP</p> <p>MLRS: Sh 4, FP 5/4 No Short/Medium Carries NO infantry</p>



POINTS COST

APC (any variant): 60pts; Tank Destroyer (any variant): 140pts; Scout Car (any variant): 50pts; Unarmed Scout Car: 30pts; Truck: 30pts; Truck/Trailer: 45pts; MLRS (on table): 80pts. Infantry: 10pts; Infantry with support weapon: 15pts; Infantry anti tank with buzzbomb or missiles: 15pts, Comms Squad: 30pts. Add Trikes for infantry: +10pts. Up to 2 additional sergeants could be purchased at 5pts each.

DETACHMENT

Detachments are 15TUs. Trained

Armoured Grenadier detachment:

8 Infantry TUs (any mix) in 2 APCs and 1 Truck; with 1 TU of infantry Comms Squad on Trike or in 4x4 unarmed Jeep. 2 Tank Destroyers, 1 4x4 Jeep (any variant). Total: 600pts to 660pts

Heavy Armoured detachment:

4 Infantry TUs (any mix) in 2 APCs; 6 Tank Destroyers, 1 unarmed 4x4 Jeep with sniper/Comms unit, 2 MLRS. Total: 1220pts to 1240pts

Light Infantry detachment:

8 Infantry TUs (any mix) in 1 truck with trailer; with 1 TU of infantry Comms on Trike or in 4x4 unarmed Jeep. 3 infantry TUs (any variant) on trikes 2 4x4 Jeeps (any variant). Total: 325pts to 400 pts