

# HAN BLACK BANNER (post 340TW)



## Guard Infantry

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



## Heavy Missile Launcher

Type	Veteran: 4+
Move	Fast, Wheeled: 15cm
Defence	F 10, S 9, R 8, T 8
Weapons	Twin Light Laser Sh 4, FP 3/3 (max range: Long) ▲▲ <b>Heavy Hypersonic Missile launcher:</b> Sh 4, FP Range dependent: Short: 0/4 Medium: 3/6 Long+: 4/9
VARIANTS	None



## 4x4

Type	Veteran: 4+
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) ▲▲ May only carry Comms Squad ▲▲
VARIANTS	<b>Missile Variant</b> Replace lasers with missile pack: Dual Light ATGW Sh 2, FP 0/5 (no short) <b>Hypersonic Variant</b> Replace lasers with standard hypersonic missiles: Hypersonic Missile: Sh 3, FP 0/4



## LEADERS RANKS

**Colonel Bai LV12**  
LPs is 2d6 + 12  
**Elite skills:**  
Inspirational Leader  
(LV10 includes the +2 for Inspirational Leader)

**Major LV8**  
LPs is 2d6 + 8

**Captain LV6**  
LPs is 2d6 + 6

**Lieutenant LV4**  
LPs is 2d6 + 4

**Sergeant LV2**  
LPs is 2d6 + 2

## 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	Veteran: 4+
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	Replace medium laser AND light ATGW with Medium Hypersonic Missiles Sh 3, FP Range dependent: Short: 0/4 Medium: 2/5 Long+: 3/7 <b>Medium &amp; Heavy Hypersonic missiles</b> +1 to hit if a Sniper Pod is deployed Vulnerable to Anti-missile at Short and Medium range ▲▲▲



## Tank Destroyer

Type	Veteran: 4+
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	Replace heavy laser ONLY Medium Hypersonic Missiles Sh 3, FP Range dependent: Short: 0/4 Medium: 2/5 Long+: 3/7 Replace heavy laser ONLY with Heavy Gun/Mortar Sh 1, FP 5/4 No Short/Medium OR On table artillery Sh 1, FP 5/4 -1QR in direct fire mode



## Truck

Type	Veteran: 4+
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 <b>With additional REAR TRAILER:</b> Slow, Wheeled: 8cm 4 MORE TUs of Infantry, same Firing Arcs and FP
VARIANTS	<b>MLRS:</b> Sh 4, FP 5/4 No Short/Medium Carries NO infantry



## POINTS COST

APC (any variant): **200pts**; Tank Destroyer (any variant): **350pts**; Heavy Missile Launcher: **350pts**; Scout Car (any variant): **90pts**; Unarmed Scout Car: **50pts**; Truck: **70pts**; Truck/Trailer: **90pts**; MLRS: **170pts**. Infantry: **25pts**; Infantry with support weapon: **35pts**; Infantry anti tank with buzzbomb or missiles: **50pts**, Comms Squad: **70pts**. **Add Trikes for infantry: +25pts. Up to 2 additional sergeants could be purchased at 10pts each.**

## DETACHMENT

Detachments are 10TUs. Veterans

### Armoured Grenadier detachment:

4 Infantry TUs (any mix) in 2 APCs; with 1 TU of infantry Comms Squad on Trike **or** in 4x4 unarmed Jeep. 2 Tank Destroyers, 1 4x4 Jeep (any variant). **Total: 1410pts to 1535 pts**

### Heavy Armoured detachment:

2 Infantry TUs (any mix) in 1 APCs; 6 Tank Destroyers, 1 unarmed 4x4 Jeep with sniper/Comms unit, 1 Heavy Missile Launcher **or** MLRS. **Total: 2840pts to 3070 pts**

### Light Infantry detachment:

4 Infantry TUs (any mix) in 2 APCs; with 1 TU of infantry Comms on Trike **or** in 4x4 unarmed Jeep. 4 4x4 Jeeps (any variant). **Total: 955pts to 1080 pts**

**Add Lt (20pts) for 1 detachment Colonel Bai (220pts) if more than 2 detachments**