SLAMMERS

**Major Steuben**
LV10
LPs is 2d6 + 10
Re-roll failures on suppression

**Major Pritchard**
LV12
LPs is 2d6 + 12
Elite skills: Hull Down, add Powergun Tribarrel to Tank:

**Captain Broglie**
LV8
LPs is 2d6 + 8
Elite skills: Dead Eye, Tactical Genius, Command Material

**Warrant Leader Ortnahme**
LV0
Elite skills: Field mechanic

**Colonel Hammer**
LV12
LPs is 2d6 + 12
Elite skills: Morale Officer, Tactical Genius, Command Material

**Captain Coopman**
LV8
LPs is 2d6 + 8
Elite skills: Blitzkrieg, Shaper of men

**Sgt Major Scratchard**
LV4
LPs is 2d6 + 4
Elite skills: Dead Eye, Snap shot. May be an Insurance Sgt

**Captain Ranson**
LV8 (4 on a d6 1-2)
LPs is 2d6 + 8 (or 4)
Elite skills: Tactical Genius, Command Material

**Tech Simkins**
LV0
LPs is 2d6 + 10
Elite skills: Hull Down, add Powergun Tribarrel to Tank:

**Sergeant Sparrow**
LV4
LPs is 2d6 + 4
Elite skills: Snapshot, Dead-Eye

**Lieutenant Hawker**
LV6
LPs is 2d6 + 6
+1 QR using detection equipment against Molts

**Sergeant Bourne**
LV4
LPs is 2d6 + 4
Elite skills in Jeep: Leadfoot, Hull Down, add Powergun submachine gun:

**Major**
LV10
LPs is 2d6 + 10

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

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

**Sergeant**
LV4
LPs is 2d6 + 4
Major
LV6
LPs is 2d6 + 6

Captain
LV4
LPs is 2d6 + 4

Lieutenant
LV2
LPs is 2d6 + 2

Chief Diabate
LV10
LPs is 2d6 + 10

Sergeant
LV1
LPs is 2d6 + 1

Lieutenant
LV4
LPs is 2d6 + 4

Captain
LV6
LPs is 2d6 + 6

Sergeant
LV1
LPs is 2d6 + 1

Major
LV6
LPs is 2d6 + 6

Captain
LV4
LPs is 2d6 + 4

Lieutenant
LV2
LPs is 2d6 + 2

General
LV10
LPs is 2d6 + 10
Serving with Slammers
Elite skills:
Inspirational Leader
Morale Officer

General
LV6
LPs is 2d6 + 6
Serving with Slammers
Elite skills:
Inspirational Leader
Morale Officer

Major of the Molts
LV12
LPs is 2d6 + 10
Elite skills:
Inspirational Leader
Luck

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Colonel Broglie (LV12)

Elite skills: Dead Eye, Tactical Genius, Command Material, Morale Officer
Sergeant LV2
LPs is 2d6 + 2

Major LV8
LPs is 2d6 + 8

Captain LV6
LPs is 2d6 + 6

Lieutenant LV4
LPs is 2d6 + 4

Sergeant LV2
LPs is 2d6 + 2

Major LV8
LPs is 2d6 + 8

Captain LV6
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**1st Cavalry Unit**

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<tr>
<td>Captain LV8</td>
<td></td>
<td>2d6 + 8</td>
</tr>
<tr>
<td>Major LV8</td>
<td></td>
<td>2d6 + 10</td>
</tr>
<tr>
<td>Sergeant LV4</td>
<td></td>
<td>2d6 + 4</td>
</tr>
<tr>
<td>Captain LV6</td>
<td></td>
<td>2d6 + 6</td>
</tr>
<tr>
<td>Major LV8</td>
<td></td>
<td>2d6 + 8</td>
</tr>
<tr>
<td>Captain LV10</td>
<td></td>
<td>2d6 + 10</td>
</tr>
<tr>
<td>Sergeant LV2</td>
<td></td>
<td>2d6 + 2</td>
</tr>
<tr>
<td>Lieutenant LV2</td>
<td></td>
<td>2d6 + 2</td>
</tr>
<tr>
<td>Captain LV8</td>
<td></td>
<td>2d6 + 8</td>
</tr>
</tbody>
</table>

'Insurance' Captain

GUARDFORCE O’HIGGINS; GREENWOODS; ALAUDAE

Version 1.3 Revised 31/01/11
**Lieutenant Marguiles**  
LV8  
LPs is 2d6 + 8  
Elite skills: Inspirational leader

**Captain Moden**  
LV8  
LPs is 2d6 + 8  
Add extra **Micro-buzzbomb** to any TU he is with: *S1 FP 1/7 (Medium)*

**Lieutenant Barbour**  
LV6  
LPs is 2d6 + 6  
Elite skills: his detachment may re-roll any up to **TWO** QRs made for anti-artillery use per turn

**Major Coke**  
LV12  
LPs is 2d6 + 12  
Elite skills: Inspirational leader, Shaper of Men

**Sergeant Vierziger**  
LV8  
LPs is 2d6 + 8  
Re-roll failures on suppression  
Elite skills: Dead Eye, Snap shot. May be an Insurance Sgt

**General Tedeschi**  
LV12  
LPs is 2d6 + 12  
Elite skills: Morale Officer, Shaper of Men, Command Material

**Captain**  
LV8  
LPs is 2d6 + 8  
Add extra **Micro-buzzbomb** to any TU he is with: *S1 FP 1/7 (Medium)*

**Tech Duan**  
LV0  
Although he has no leadership skills of his own, his presence adds +2 **LPs** to any leader above him via his technical abilities. Cannot be used if a force contains non FDF units
Sergeant LV2
LPs is 2d6 + 2

Captain LV6
LPs is 2d6 + 6

Major LV8
LPs is 2d6 + 8

Lieutenant LV4
LPs is 2d6 + 4

Major LV8
LPs is 2d6 + 8

Captain LV6
LPs is 2d6 + 6

Sergeant LV4
LPs is 2d6 + 4

Lieutenant LV4
LPs is 2d6 + 4