


Bravos 

Infantry Squad

Type	Veteran: 4+ C/As't: 3
Move	Infantry: 8cm
Defence	5, Light cov' +1, Heavy +2
Weapons	Low-tech assault rifle: Sh 1, FP 0/0.
Suppress	remove suppression marker (UP TO 4) on 4+


VARIANTS
Shock Troops with high-tech assault rifle: Sh 2, FP 1/1 (max range: long)
Anti-tank squad with buzzbombs Sh 1, FP 1/6 (max range: Short) and High-tech assault rifle Sh 1, FP 1/1 (max range: long)

Bravos 

PAV Colonial Armoured car

Type	Veteran: 4+
Move	Slow, Wheeled: 8cm
Defence	F 8, S 6, R 6, T 6
Weapons	3cm Powergun Sh 1, FP 3/4

VARIANTS
None


Freedom Fighters 

Infantry group




Type	Green: 6 C/As't: 3
Move	Infantry: 8cm
Defence	5, Light cov' +1, Heavy +2
Weapons	Improvised Musket: Sh 1, FP 0/- (max range: medium)
Suppress	remove suppression marker (UP TO 2) on 6


VARIANTS
Group with low-tech assault rifle: Sh 1, FP 0/0 (max range: long)
Group with buzzbombs: Sh 1, FP 1/6 (max range: Short)


SPECIAL RULES
 2 x LP to move EXCEPT zero LP to move into Close assault with a Slammer element within move range

Hammer's Slammers 


M9A1-3 Combat Car

Type	Elite: 3+
Move	Fast, Lt Hover: 15cm
Defence	F 9, S 9, R 9, T 7
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 8cm, FP 3/1(3+)
Mine Clearance	Sh 1 at Point Blank 3cm destroys 1 mine counter

VARIANTS
M9A4 Command Car: minus 1 Defensive Value on sides and rear. Weapon 1x 360 tribarrel. 

Hammer's Slammers 

M2A1-4 Blower Tank

Type	Elite: 3+
Move	Medium, Hv Hover: 10cm
Defence	F 12, S 10, R 9, T 9
Weapons	20cm powergun: Sh 1, FP 2/8; 1 x 2cm tribarrel powergun: Sh 3, FP 3/3. 
Defence Systems	Strip mines, Sh 1 all up to Close 8cm, FP 3/1(3+)
Mine Clearance	Sh 1 at Point Blank 3cm destroys 1 mine counter


VARIANTS
M2-4F Command Tank: same stats.

Terran Authority 

Heavy Infantry Squad

Type	Elite: 3+ C/As't: 4
Move	Infantry: 8cm
Defence	7, Light cov' +1, Heavy +2
Weapons	2cm Advanced Assault Rifle powerguns, Sh 3, FP 2/2.
Suppress	remove suppression marker (UP TO 5) on 3+


VARIANTS
Tank Killers with Assault Rifle: Sh 2, FP 2/2 & Micro Buzz Bombs: Sh 1, FP 1/7 120cm (short/medium range only).
Support squad with Assault Rifle: Sh 2, FP 2/2 & Support Tribarrel powergun: Sh 3, FP 3/3.

Hammer's Slammers 

Infantry Squad

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+

VARIANTS
On Skimmers Move: Fast, Lt NoE: 15cm but still fight as infantry.
White Mice Unit: 1cm SMG powerguns, Sh 3, FP 1/1 (short/medium range only).
Grenade Launcher + 2cm powergun Launcher: Sh 1, FP 3/1 + 2cm. (no short range); Powergun 1 Sh, FP 2/2.

Terran Authority 

Enforcer Heavy APC

Type	Elite: 3+
Move	Medium, Wheeled: 10cm
Defence	F 10, S 8, R 6, T 6
Weapons	2cm Tribarrel powergun: Sh 3, FP 3/3.  Rapid fire 10cm powergun Sh 2, FP 2/5. Carries 2 TUs infantry.
Defence Systems	Panel ADS, Sh 1 all up to Close 8cm, FP 3/1(3+)
Mine Clearance	Sh 1 at Point Blank 3cm destroys 1 mine counter

VARIANTS
None