Bravos

**Innfantry Squad**
- *Type*: Veteran: 4+ C/As’lt: 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)

**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’lt: 3
- *Move*: Infantry: 8cm
- *Defence*: 5, Light cov’ +1, Heavy +2
- *Weapons*: Improvised Musket: Sh 1, FP 0/0 (max range: medium)
- *Suppress*: remove suppression marker (UP TO 2) on 6

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

**SPECIAL RULES**
- 2 x LP to move EXCEPT zero LP to move into Close assault with 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

**M9A4 Command Car**: minus 1

**Defensive Value** on sides and rear.

**Weapon** 1x360 tribarrel.

**VARIANTS**
- M9A4 Command Car: minus 1
- Defensive Value on sides and rear.
- Weapon 1x360 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’lt: 4
- *Move*: Infantry: 8cm
- *Defence*: F 7, S 6, R 6, T 6
- *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).

**Innfantry Squad**
- *Type*: Elite: 3+
- *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.

**Enforcer Heavy APC**
- *Type*: Elite: 3+
- *Move*: Medium, Wheeled: 10cm
- *Defence*: F 10, S 8, R 6, T 6
- *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