

**Bravos** 

**Infantry Squad**

Type	Veteran: 4+ C/As't: 3
Move	Infantry: 15cm
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: 15cm
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: 15cm
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: 30cm
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 15cm, FP 3/1(3+)
Mine Clearance	Sh 1 at Point Blank 5cm 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: 20cm
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 15cm, FP 3/1(3+)
Mine Clearance	Sh 1 at Point Blank 5cm 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: 15cm
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 240cm (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: 15cm
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: 30cm 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: 20cm
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 15cm, FP 3/1(3+)
Mine Clearance	Sh 1 at Point Blank 5cm destroys 1 mine counter

**VARIANTS**  
None