


**Bravos** 

**Infantry Squad**

|          |   |
|----------|---|
| Type     | Veteran: 4+ C/As't: 3                     |
| Move     | Infantry: 5cm                             |
| Defence  | 5, Light cov' +1, Heavy +2                |
| Weapons  | Low-tech assault rifle:<br>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: 5cm           |
| Defence | F 8, S 6, R 6, T 6           |
| Weapons | 3cm Powergun<br>Sh 1, FP 3/4 |

**VARIANTS**  
None


**Freedom Fighters** 

**Infantry group**




|          |  |
|----------|--|
| Type     | Green: 6 C/As't: 3                                     |
| Move     | Infantry: 5cm  |
| Defence  | 5, Light cov' +1, Heavy +2                             |
| Weapons  | Improvised Musket:<br>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: 10cm   |
| Defence         | F 9, S 9, R 9, T 7   |
| Weapons         | 3 x 2cm tribarrel powerguns, firing left, front and right fire arcs respectively:<br>each of Sh 3, FP 3/3.    |
| Defence Systems | Strip mines, Sh 1 all up to Close 5cm, FP 3/1(3+)  |
| Mine Clearance  | Sh 1 at Point Blank 2cm 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: 7cm   |
| Defence         | F 12, S 10, R 9, T 9  |
| Weapons         | 20cm powergun:<br>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 5cm, FP 3/1(3+)   |
| Mine Clearance  | Sh 1 at Point Blank 2cm 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: 5cm                                       |
| 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 80cm (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: 5cm                              |
| 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: 10cm 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: 7cm   |
| Defence         | F 10, S 8, R 6, T 6  |
| Weapons         | 2cm Tribarrel powergun:<br>Sh 3, FP 3/3. <br>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