

Curwin Irregulars

Infantry group

Type	Green: 6 C/As'lt: 1
Move	Infantry: 5cm
Defence	5, Light cov' +1, Heavy +2
Weapons	HighTech Assault Rifle: Sh 2, FP 1/1.
Suppress	remove suppression marker (UP TO 2) on 6

VARIANTS

Team with Buzz Bombs Sh 1, FP 1/6 (max range: **Short**) and **High Tech Assault rifle** Sh 1, FP 1/1 (max range: **long**). May also be **Trained 5+ Sniper** Sh 1, 2D6 to hit (11 hits **vehicles DV7-8, 12 hits Dv9+**)
Damage chart bowl: **minus 2**.
Revealed to Elites on a 5+
Satchel Charge Bowl d6: FP 4 (on a 5) or 6 (on a 6) Range: Contact (page 119)

Hammer's Slammers

Worzer's M9A1 Combat Car

Type	Elite: 3+ & Green: 6
Move	Fast, Lt Hover: 10cm
Defence	F 9, S 9, R 9, T 7
Weapons	2 x 2cm tribarrel powerguns (Elite), firing front and left fire arcs respectively. 1 x 2cm tribarrel powergun (Green), firing right fire arc: each of Sh 3, FP 3/3. 

Grenades: any **one** tribarrel may substitute a grenade attack: Sh 1, FP 3/1 Range **Close 5cm**

Defence Systems	Strip mines, Sh 1 all up to Close 5cm , FP 3/1(3+)
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Mine Clearance	Sh 1 at Point Blank 2cm destroys 1 mine counter
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Hammer's Slammers

Worzer's Debussed crew

Type	Elite: 3+ C/As'lt: 4
Move	Infantry: 5cm
Defence	6, Light cov' +1, Heavy +2

Weapons 2cm Assault Rifle powerguns: Sh 2, FP 2/2.
Grenades: lose a shot from the Rifle Assault and substitute a grenade attack: Sh 1, FP 3/1 Range **Close 5cm**

Suppress	remove suppression marker (UP TO 5) on 3+
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