

### Imperial Liberation Army Units

#### Liberation Army Soldiers

Type	Speed	Armour Save	Close Combat	Firefight
Infantry	15cm	none	6+	5+
Weapon	Range	Firepower	Notes	
Autocannon	45cm	AP5+/AT6+	see below	
Grenade Launcher	15cm	AP6+	see below	
Notes:	Count the number of stands and divide by two, rounding up. That is the number of shots you get for each weapon (grenade launcher/autocannon).			

#### Liberation Army HQ

Type	Speed	Armour Save	Close Combat	Firefight
Infantry	15cm	6+	5+	5+
Weapon	Range	Firepower	Notes	
Upgraded Guns	(15cm)	none	Small Arms, EA+1	
Rocket Launcher	45cm	AP5+/AT6+		
Notes:	Commander			

#### Liberation Army Grand HQ

Type	Speed	Armour Save	Close Combat	Firefight
Infantry	15cm	6+	5+	5+
Weapon	Range	Firepower	Notes	
Upgraded Guns	(15cm)	none	Small Arms, EA+1	
Power Weapon	(contact)	none	EA+1, Macro Weapon	
Rocket Launcher	45cm	AP5+/AT6+		
Notes:	Supreme Commander, Invulnerable Save			

#### Snipers

Type	Speed	Armour Save	Close Combat	Firefight
Infantry	15cm	6+	6+	5+
Weapon	Range	Firepower	Notes	
Sniper Rifles	30cm	AP5+	Sniper	
Notes:	Scout			

#### Rioters

Type	Speed	Armour Save	Close Combat	Firefight
Infantry	15cm	3+	4+	5+
Weapon	Range	Firepower	Notes	
Energy Batons	(contact)	None	EA+1, Macro Weapon	
Molotov Cocktails	(15cm)	None	Small Arms	
Notes:	Take 2 transport slots due to their riot shields.			

#### RPG Soldiers

Type	Speed	Armour Save	Close Combat	Firefight
Infantry	15cm	6+	6+	4+
Weapon	Range	Firepower	Notes	
2xRocket Launcher	45cm	AP5+/AT6+		
Notes:				

#### Scorpion Pattern Medium Battle Tank

Type	Speed	Armour Save	Close Combat	Firefight
Armoured Vehicle	25cm	4+	6+	4+
Weapon	Range	Firepower	Notes	
Scorpion Rocket	45cm	AT5+	Slow Firing	
Battle Cannon	75cm	AP4+/AT4+		
Notes:				

**Marauder Pattern Medium Battle Tank**

Type	Speed	Armour Save	Close Combat	Firefight
Armoured Vehicle	25cm	4+	6+	4+
Weapon	Range	Firepower	Notes	
Scorpion Rocket	45cm	AT5+	Slow Firing	
Twin Barreled Battle Cannon	75cm	AP3+/AT3+		
Notes:				

**Raider Pattern Medium Battle Tank**

Type	Speed	Armour Save	Close Combat	Firefight
Armoured Vehicle	25cm	4+	6+	4+
Weapon	Range	Firepower	Notes	
Scorpion Rocket	45cm	AT5+	Slow Firing	
Long Barreled Battle Cannon	75cm	AP4+/AT2+	FxF	
Notes:				

**Scavenger Pattern Medium Battle Tank**

Type	Speed	Armour Save	Close Combat	Firefight
Armoured Vehicle	25cm	4+	6+	3+
Weapon	Range	Firepower	Notes	
Scorpion Rocket	45cm	AT5+	Slow Firing	
Short Barreled Battle Cannon	75cm	AP3+/AT4+	Ignore Cover	
Notes:				

**Brigand Pattern Medium Battle Tank**

Type	Speed	Armour Save	Close Combat	Firefight
Armoured Vehicle	25cm	4+	6+	4+
Weapon	Range	Firepower	Notes	
Scorpion Rocket	45cm	AT5+	Slow Firing	
Plasma Coil	60cm	MW4+	FxF	
Notes:				

**Quad Pattern FLAK**

Type	Speed	Armour Save	Close Combat	Firefight
Armoured Vehicle	30cm	6+	6+	5+
Weapon	Range	Firepower	Notes	
Four Barreled Autocannon	45cm	2x AP4+/AT5+/AA5+		
Notes:				

**Rocket Buggy**

Type	Speed	Armour Save	Close Combat	Firefight
Armoured Vehicle	30cm	6+	6+	6+
Weapon	Range	Firepower	Notes	
Rocket Pack	70cm	2BP	Disrupt, Indirect Fire	
Notes:				

**SCUD Launcher**

Type	Speed	Armour Save	Close Combat	Firefight
Armoured Vehicle	30cm	5+	6+	6+
Weapon	Range	Firepower	Notes	
Virus Warhead	unlimited	8BP	One-Shot, Indirect Fire, Ignore Cover	
Vortex Warhead	unlimited	MW 2+	One-Shot, TK(W6), Indirect Fire	
Notes:	Choose one warhead before the game.			

SCUD Storm				
Type	Speed	Armour Save	Close Combat	Firefight
War Engine	Immobile	5+	6+	6+
Weapon	Range	Firepower	Notes	
SCUD Barrage	unlimited	12BP	Indirect Fire, Macro Weapon	
Notes:	Can't fire direct. DC 3, Critical Hit: The SCUD Storm is destroyed and the stored warheads explode, causing a hit for every unit in 5cm, ignoring cover saves.			

APC				
Type	Speed	Armour Save	Close Combat	Firefight
Armoured Vehicle	30cm	5+	6+	5+
Weapon	Range	Firepower	Notes	
Multi-Laser	30cm	AP5+/AT6+		
Notes:	Can transport up to two of these units: Liberation Army Soldiers, Liberation Army HQ, RPG Soldiers, Rioteers, Snipers. Rioteers take both available slots.			

Scout Buggy				
Type	Speed	Armour Save	Close Combat	Firefight
Light Vehicle	25cm	6+	6+	5+
Weapon	Range	Firepower	Notes	
Multi-Laser	30cm	AP5+/AT6+		
Notes:	Scout, can transport one Liberation Army Soldiers or RPG Soldiers unit.			