

# "Rocket Men"

Technically these units are known as Armored Cavalry Regiments everyone knows them as Rocket Men. Posted on the edge centuries ago to be the first response to alien invasions or local populations resisting government control they learned how to supplement their normal incomes and to keep themselves sharp by offering themselves up for sale

The vehicles have anti-personal belts on them.

All units in the blast friend or foe suffer. Roll a die for each figure with in 2 inches of the vehicle. It is +2 to the die roll Finally units effected check morale at -2



WEAPON	AMMO	HE	DAMAGE					
			4+	7+	10+	13+	16+	19+
Small Missile Launcher	HE	4/+3	---	---	1-50/228	---	---	---
Grenade Launcher(6 Shots)	HE(6)	1/+2	---	0-10/134	---	10-30/134	---	30-40/134
Light Support Weapon Rotary	SA	4/+2	---	---	---	---	---	---

	Leader	Rocket Men
Experience	Regular	Regular
Armor	-2	-2

These units are quipped with Jump Jets

# OTHA MARINES

The Otha Marines are a local defense unit. Denied the privilege of being part of the Imperial Auxiliary system the have taken upon themselves to defend those not worthy of being helped by the Empire. They have proven themselves a dependable friend and a deadly foe and for that the people they have helped see them as heroic. Now they are looking to take their skills to the next level and so they are willing to take on a real enemy to see if they measure up.

The marines are commanded by an ex-Mic force Colonel named Igmor. His second in command is Lieutenant Daily Colonel Igmor hates the empire! His hate has inspired his men. Any units within 12" of the colonel get a +1 to their attacks against empire units

Impressive valor - any unit suppressed may fire at +2 next turn

	Leader	Rocket Men
Experience	Regular	Regular
Armor	-3	-3

