

<p>Zaporoskiye Brigade </p> <p>Molniya Armoured Car</p> <table border="1"> <tr><td>Type</td><td>Veteran: 4+</td></tr> <tr><td>Move</td><td>Fast, Wheeled: 15cm</td></tr> <tr><td>Defence</td><td>F 8, S 8, R 7, T 7</td></tr> <tr><td>Weapons</td><td>1cm Railgun mini-turret, Sh 3, FP1/3</td></tr> <tr><td>Defence Systems</td><td>Drozd, Sh 1 all up to Close 8cm, FP 2/1(4+)</td></tr> </table> <p>VARIANTS <i>Spotter variant:</i> Sniper/Designator added <i>Rocket Support Vehicle:</i> replace 1cm Railgun with 2cm Gatling railgun: Sh 3, FP 2/4. Support Weapon: Sh 2, FP 1/3. Heavy ATGW FArc Sh 1, FP 3/8 (no short-range). May only fire 2 weapons systems per turn. May not carry spotter.</p>	Type	Veteran: 4+	Move	Fast, Wheeled: 15cm	Defence	F 8 , S 8 , R 7 , T 7	Weapons	1cm Railgun mini-turret, Sh 3 , FP1/3	Defence Systems	Drozd, Sh 1 all up to Close 8cm , FP 2/1(4+)	<p>Nonesuch Guard </p> <p>Jagdlander Tank Destroyer</p> <table border="1"> <tr><td>Type</td><td>Trained: 5+</td></tr> <tr><td>Move</td><td>Slow, Tracked: 8cm</td></tr> <tr><td>Defence</td><td>F 13, S 10, R 9, T 9</td></tr> <tr><td>Weapons</td><td>25cm Powergun: Sh EVERY OTHER TURN, FP 4/9. FArc only. Support Wpn: 1 x 2cm tri-barrel powergun: Sh 3, FP 3/3. </td></tr> <tr><td>Defence Systems</td><td>Drozd, Sh 1 all up to Close 8cm, FP 2/1(4+)</td></tr> <tr><td>Mine Clearance</td><td>Sh 1 at Point Blank 3cm destroys 1 mine counter</td></tr> </table> <p>NOTE Main weapon fires EOT: every other turn ONLY</p>	Type	Trained: 5+	Move	Slow, Tracked: 8cm	Defence	F 13 , S 10 , R 9 , T 9	Weapons	25cm Powergun: Sh EVERY OTHER TURN , FP 4/9 . FArc only . Support Wpn: 1 x 2cm tri-barrel powergun: Sh 3 , FP 3/3. 	Defence Systems	Drozd, Sh 1 all up to Close 8cm , FP 2/1(4+)	Mine Clearance	Sh 1 at Point Blank 3cm destroys 1 mine counter	<p>Nonesuch Guard </p> <p>Gladius/Glaive Tracked FV</p> <table border="1"> <tr><td>Type</td><td>Trained: 5+</td></tr> <tr><td>Move</td><td>Medium, Tracked: 10cm</td></tr> <tr><td>Defence</td><td>F 9, S 8, R 7, T 7</td></tr> <tr><td>Weapons</td><td>Gladius: 6cm, HI powergun: Sh 1 shots, FP 2/6; 2cm tri-barrel powergun: Sh 3, FP 3/3. </td></tr> </table> <p>VARIANTS Glaive APC: 2cm Tribarrel powergun: Sh 3, FP 3/3.  Carries 3TUs Infantry Glaive Command Vehicle: As APC but no Infantry carried  Glaive Heavy Mortar:  As APC but NO Infantry. Also Mortar: Sh 1 shots, FP 5/4 No Short or Med. Gladius Point Defence/Calliope: 2 x 3cm quick-firing powergun: Sh 4, FP 3/4. </p>	Type	Trained: 5+	Move	Medium, Tracked: 10cm	Defence	F 9 , S 8 , R 7 , T 7	Weapons	Gladius: 6cm, HI powergun: Sh 1 shots, FP 2/6; 2cm tri-barrel powergun: Sh 3 , FP 3/3. 	<p>Foster's Mercenaries </p> <p>Legion 800 Calliope</p> <table border="1"> <tr><td>Type</td><td>Veteran: 4+</td></tr> <tr><td>Move</td><td>Fast, Wheeled: 15cm</td></tr> <tr><td>Defence</td><td>F 7, S 6, R 6, T 6</td></tr> <tr><td>Weapons</td><td>Calliope: 9 x 3cm Powergun: Sh 9, FP 3/4 </td></tr> </table> <p>VARIANTS Artillery Variant: 10cm launcher: Sh 1, FP 4/4 REDUCE -1 QR FOR DIRECT FIRE plus 2cm Tribarrel powergun: Sh 3, FP 3/3.  Support/Command/APC: 2cm Tribarrel p'gun: Sh 3, FP 3/3. 4 TUs  Infantry TUs: Veteran: 4+ C/As'lt: 3, Weapons: Assault Rifle: Sh 2, FP 1/1, DV: 6, Light cov' +1, Heavy +2, Suppress: remove suppression marker (UP TO 4) on 4+</p>	Type	Veteran: 4+	Move	Fast, Wheeled: 15cm	Defence	F 7 , S 6 , R 6 , T 6	Weapons	Calliope: 9 x 3cm Powergun: Sh 9 , FP 3/4 	<p>Solace Regular Army </p> <p>Marzak Industries ACV</p> <table border="1"> <tr><td>Type</td><td>Trained: 5+</td></tr> <tr><td>Move</td><td>Fast, Lt. Hover: 15cm</td></tr> <tr><td>Defence</td><td>F 8, S 8, R 7, T 6</td></tr> <tr><td>Weapons</td><td>2cm Powergun: Sh 2, FP 2/2 & carries 2 TUs infantry.</td></tr> </table> <p>VARIANTS Command Vehicle: Specified as APC carries no infantry Mortar Variant: Additional Twin 8cm Mortar: Sh 2, FP 5/4 no infantry Attack Variant: Additional Twin 3cm powerguns in 360 barbette Sh 2, FP 3/4 carries 1 TU infantry Increased armour: DV: F 10, S 9, R 8, T 7 Movement: Medium, Lt. Hover: 10cm</p>	Type	Trained: 5+	Move	Fast, Lt. Hover: 15cm	Defence	F 8 , S 8 , R 7 , T 6	Weapons	2cm Powergun: Sh 2 , FP 2/2 & carries 2 TUs infantry.		
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<p>Heliodorus Regiment </p> <p>Infantry Squad</p> <table border="1"> <tr><td>Type</td><td>Veteran: 4+ C/As'lt: 3</td></tr> <tr><td>Move</td><td>Infantry: 8cm</td></tr> <tr><td>Defence</td><td>6, Light cov' +1, Heavy +2</td></tr> <tr><td>Weapons</td><td>Cone-bore Assault Rifle Sh 2, FP 1/3 plus Flamethrower (+1 Close Assault - so C/As'lt: 4)</td></tr> <tr><td>Suppress</td><td>remove suppression marker (UP TO 4) on 4+</td></tr> </table> <p>VARIANTS Support Squad: with Cone-bore Assault Rifle: Sh 1, FP 1/3 & HSW: Sh 2, FP 1/3. Mortar Team: Light Mortar: Sh 3, FP 3/1 (NA no short range). Cone-bore Crew Served W'pn: FArc Sh 2, FP 1/4 No Movement, Counts as Hvy Inf DV7 in Light Cov' +1. Any additional cover is Heavy +2</p>	Type	Veteran: 4+ C/As'lt: 3	Move	Infantry: 8cm	Defence	6 , Light cov' +1, Heavy +2	Weapons	Cone-bore Assault Rifle Sh 2 , FP 1/3 plus Flamethrower (+1 Close Assault - so C/As'lt: 4)	Suppress	remove suppression marker (UP TO 4) on 4+	<p>Heliodorus Regiment </p> <p>Legion 4F6 Transport</p> <table border="1"> <tr><td>Type</td><td>Veteran: 4+</td></tr> <tr><td>Move</td><td>Fast, Wheeled: 15cm</td></tr> <tr><td>Defence</td><td>F 7, S 6, R 6, T 6</td></tr> <tr><td>Weapons</td><td>Heavy Support Weapon in 360 mount: Sh 2, FP 1/3 Carries up to 6TUs of Infantry</td></tr> </table> <p>VARIANTS Command Vehicle: same stats but 2 TU's of Infantry. Mortar Carrier: same stats but 3 TU's of Inf & Double-barrelled Heavy Mortar Sh 2 shots, FP 5/4 No Short or Med. Towed Cone Bore tractor: same stats but 2 TUs of Infantry and towed Cone-bore: FArc Sh 2, FP 1/4 No Movement, Counts as Hvy Inf DV7 in Light Cov' +1. Extra cover +2 Towing: Medium Wheeled 10cm</p>	Type	Veteran: 4+	Move	Fast, Wheeled: 15cm	Defence	F 7 , S 6 , R 6 , T 6	Weapons	Heavy Support Weapon in 360 mount: Sh 2 , FP 1/3 Carries up to 6TUs of Infantry	<p>Harris' Commando </p> <p>Infantry Squad</p> <table border="1"> <tr><td>Type</td><td>Veteran: 4+ C/As'lt: 3</td></tr> <tr><td>Move</td><td>Infantry: 8cm</td></tr> <tr><td>Defence</td><td>6, Light cov' +1, Heavy +2</td></tr> <tr><td>Weapons</td><td>Cone-bore Assault Rifle Sh 1, FP 1/3 plus Grenade Launcher: Sh 1, FP 3/1</td></tr> <tr><td>Suppress</td><td>remove suppression marker (UP TO 4) on 4+</td></tr> </table> <p>VARIANTS Anti Tank Squad: Cone-bore Assault Rifle: Sh 1, FP 1/3, & Buzzbombs: Sh 1, FP 1/6 (short range only) Support Squad: Cone-bore Assault Rifle & HSW: Sh 2, FP 1/3. COMBINED FIRE ONLY</p>	Type	Veteran: 4+ C/As'lt: 3	Move	Infantry: 8cm	Defence	6 , Light cov' +1, Heavy +2	Weapons	Cone-bore Assault Rifle Sh 1 , FP 1/3 plus Grenade Launcher: Sh 1 , FP 3/1	Suppress	remove suppression marker (UP TO 4) on 4+	<p>Nonesuch Guard </p> <p>Infantry Squad</p> <table border="1"> <tr><td>Type</td><td>Trained: 5+ C/As'lt: 1</td></tr> <tr><td>Move</td><td>Infantry: 8cm</td></tr> <tr><td>Defence</td><td>5, Light cov' +1, Heavy +2</td></tr> <tr><td>Weapons</td><td>1cm Carbine powerguns: Sh 2, FP 1/1</td></tr> <tr><td>Suppress</td><td>remove suppression marker (UP TO 3) on 5+</td></tr> </table> <p>VARIANTS Support Squad: 1cm Carbine powerguns: Sh 1, FP 1/1 and HSW: Sh 2, FP 1/3. Armoured Assault squad: 2cm Assault Rifle powerguns: Sh 2, FP 2/2 and body armour DV 6, Light cov' +1, Heavy +2</p>	Type	Trained: 5+ C/As'lt: 1	Move	Infantry: 8cm	Defence	5 , Light cov' +1, Heavy +2	Weapons	1cm Carbine powerguns: Sh 2 , FP 1/1	Suppress	remove suppression marker (UP TO 3) on 5+	<p>Solace Regular Army </p> <p>Infantry Squad</p> <table border="1"> <tr><td>Type</td><td>Trained: 5+ C/As'lt: 1</td></tr> <tr><td>Move</td><td>Infantry: 8cm</td></tr> <tr><td>Defence</td><td>6, Light cov' +1, Heavy +2</td></tr> <tr><td>Weapons</td><td>Cone-bore Assault Rifle Sh 2, FP 1/3</td></tr> <tr><td>Suppress</td><td>remove suppression marker (UP TO 3) on 5+</td></tr> </table> <p>VARIANTS Support Squad: Auto Shotgun: Sh 1, FP 3/0. (max range: Short) and HSW: Sh 2, FP 1/3. Anti Tank Squad: Cone-bore Assault Rifle: Sh 1, FP 1/3. & Buzzbombs: Sh 1, FP 1/6 (short range only)</p>	Type	Trained: 5+ C/As'lt: 1	Move	Infantry: 8cm	Defence	6 , Light cov' +1, Heavy +2	Weapons	Cone-bore Assault Rifle Sh 2 , FP 1/3	Suppress	remove suppression marker (UP TO 3) on 5+
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