Zaporoskiye Brigade

Molniya Armoured Car

Type Veteran: 4+ Move Fast. Wheeled: 30cm

Defence F8. S8. R7. T7 Weapons 1cm Railgun mini-turret,

Sh 3, FP1/3

Drozd. Sh 1 all up to Defence Close 15cm, FP 2/1(4+) Systems

VARIANTS

Spotter variant: Sniper/Designator

Rocket Support Vehicle: 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.

Nonesuch Guard

Jagdlancer Tank Destroyer

Trained: 5+ Type Move Slow, Tracked: 15cm 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 tribarrel powergun: Sh 3, FP 3/3.

Defence Drozd. Sh 1 all up to Systems Close 15cm, FP 2/1(4+)

Sh 1 at Point Blank 5cm Clearance destroys 1 mine counter

NOTE

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Mine

Main weapon fires EOT: every other turn ONLY

Nonesuch Guard

Gladius/Glaive Tracked FV

Type Trained: 5+ Move Medium, Tracked: 20cm Defence F 9, S 8, R 7, T 7

Weapons Gladius: 6cm, HI

powergun: Sh 1 shots, FP 2/6; 2cm tribarrel powergun: Sh 3, FP 3/3.

VARIANTS

Glaive APC:

2cm Tribarrel powergun: Sh 3, FP 3/3. A Carries 3TUs Infantry Glaive Command Vehicle:

As APC but no Infantry carried 1 Glaive Heavy Mortar: 🛕

As APC but NO Infantry, Also Mortar: Sh 1 shots. FP 5/4 No Short or Med. Gladius Point Defence/Callione: 2 x 3cm quick-firing powergun: Sh 4, FP 3/4.

Foster's Mercenaries **Legion 800 Calliope**

Type Veteran: 4+ Move Fast. Wheeled: 30cm Defence F7, S6, R6, T6

Weapons Calliope: 9 x 3cm Powergun: Sh 9. FP 3/4

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'aun: 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+

Solace Regular Army

Marzak Industries ACV

Trained: 5+ Move Fast, Lt. Hover: 30cm Defence F 8. S 8. R 7. T 6 Weapons 2cm Powergun: Sh 2,

FP 2/2 & carries 2 TUs infantry.

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: 20cm

Heliodorus Regiment Infantry Squad

Type Veteran: 4+ C/As'lt: 3 Move Infantry: 15cm

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+

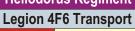
VARIANTS

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**

Heliodorus Regiment



Veteran: 4+ Type Move Fast. Wheeled: 30cm Defence F7, S6, R6, T6

Weapons Heavy Support Weapon in 360 mount: Sh 2, FP 1/3 Carries up to 6TUs of Infantry

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 20cm

Harris' Commando

Infantry Squad

Type Veteran: 4+ C/As'lt: 3 Move Infantry: 15cm 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+

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**

Nonesuch Guard

Infantry Squad

Trained: 5+ C/As'lt: 1 Type Move Infantry: 15cm 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+

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

Solace Regular Army

Infantry Squad

Trained: 5+ C/As'lt: 1 Type Move Infantry: 15cm 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+

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)