### Zaporoskiye Brigade

**Nonesuch Guard**

- **Type:** Veteran: 4+  
- **Move:**  
- **Defence:**  
- **Weapons:**  
- **Defence Systems:**  
  - **Defence:**  
  - **Clearance:**  
    - **Sh 1 at Point Blank 2cm destroys 1 mine counter**

**Heliodorus Regiment**

- **Infantry Squad**
  - **Type:** Veteran: 4+  
  - **Move:**  
  - **Defence:**  
  - **Suppress:**  
    - **remove suppression marker (UP TO 4) on 4+**

**Nonesuch TankDestroyer**

- **Type:** Trained: 5+  
- **Move:**  
- **Defence:**  
- **Weapons:**  
- **VARIANTS:**  
  - **Command Vehicle:** same stats but 2 TUs of Infantry.  
  - **Mortar Carrier:** same stats but 3 TUs of Inf & Double-barrelled Heavy Mortar  
  - **Towed Cone Bore tractor:** same stats but 2 TUs of Infantry and towed  
  - **Anti Tank Squad:** Cone-bore Assault Rifle  
  - **Support Squad:** Cone-bore Assault Rifle & HS flirtation  

### Fosters's Mercenaries

**Legion 800 Calliopoe**

- **Type:** Veteran: 4+  
- **Move:**  
- **Defence:**  
- **Weapons:**  
- **VARIANTS:**  
  - **Artillery Variant:** 10cm launcher:  
  - **Infantry TUs:**  
  - **Increased armament:**  
  - **Movement:** Medium, Lt. Hover: 7cm

### Solace Regular Army

**Marzak Industries ACV**

- **Type:** Veteran: 4+  
- **Move:**  
- **Defence:**  
- **Weapons:**  
- **VARIANTS:**  
  - **Command Vehicle:** Specified as APC carries no infantry  
  - **Attack Variant:** Additional Twin 8cm Mortar:  
  - **Movement:** Medium, Lt. Hover: 7cm

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**Hayward's Commando**

- **Type:** Veteran: 4+  
- **Move:**  
- **Defence:**  
- **Suppress:**  
  - **remove suppression marker (UP TO 4) on 4+**

**Harris' Commando**

- **Type:** Veteran: 4+  
- **Move:**  
- **Defence:**  
- **Suppress:**  
  - **remove suppression marker (UP TO 4) on 4+**

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**Solace Regular Army**

**Infantry Squad**

- **Type:** Veteran: 4+  
- **Move:**  
- **Defence:**  
- **Suppress:**  
  - **remove suppression marker (UP TO 3) on 5+**

**Support Squad:**  
  - **Auto Shotgun:**  
  - **Anti Tank Squad:** Cone-bore Assault Rifle  
  - **Armoured Assault Squad:** 2cm Assault Rifle powerguns:  

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**Nonesuch Guard**

- **Type:** Veteran: 4+  
- **Move:**  
- **Defence:**  
- **Weapons:**  
- **VARIANTS:**  
  - **Gladius/Glaive Tracked FV:**  
  - **Mounted:**  
  - **Defence:**  
  - **Suppress:**  
    - **remove suppression marker (UP TO 4) on 4+**

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**Molniya Armoured Car**

- **Type:** Veteran: 4+  
- **Move:**  
- **Defence:**  
- **Weapon:**  
- **VARIANTS:**  
  - **Spotter variant:**  
  - **Rocket Support Vehicle:**replace  
  - **Clearance:**  
    - **Sh 1 at Point Blank 2cm destroys 1 mine counter**

**Legion 4F6 Transport**

- **Type:** Veteran: 4+  
- **Move:**  
- **Defence:**  
- **Weapons:**  
- **Suppress:**  
  - **remove suppression marker (UP TO 4) on 4+**

**Harris' Commando**

- **Type:** Veteran: 4+  
- **Move:**  
- **Defence:**  
- **Suppress:**  
  - **remove suppression marker (UP TO 4) on 4+**

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**Fosters's Mercenaries**

- **Legion 800 Calliopoe**
  - **Type:** Veteran: 4+  
  - **Move:**  
  - **Defence:**  
  - **Weapons:**  
  - **VARIANTS:**  
    - **Artillery Variant:** 10cm launcher:  
    - **Infantry TUs:**  
    - **Increased armament:**  
    - **Movement:** Medium, Lt. Hover: 7cm

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**Solace Regular Army**

- **Infantry Squad**
  - **Type:** Veteran: 4+  
  - **Move:**  
  - **Defence:**  
  - **Suppress:**  
    - **remove suppression marker (UP TO 3) on 5+**

**Support Squad:**  
  - **Auto Shotgun:**  
  - **Anti Tank Squad:** Cone-bore Assault Rifle  
  - **Armoured Assault Squad:** 2cm Assault Rifle powerguns: