



**Zaporoskiye Brigade** 


**Molniya Armoured Car**

Type	Veteran: <b>4+</b>
Move	Fast, Wheeled: <b>10cm</b>
Defence	F <b>8</b> , S <b>8</b> , R <b>7</b> , T <b>7</b>
Weapons	1cm Railgun mini-turret, <b>Sh 3</b> , FP1/3
Defence Systems	Drozd, <b>Sh 1</b> all up to Close <b>5cm</b> , FP <b>2/1(4+)</b>


**VARIANTS**  
**Spotter variant:** Sniper/Designator added  
**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** 


**Jagdlander Tank Destroyer**





Type	Trained: <b>5+</b>
Move	Slow, Tracked: <b>5cm</b>
Defence	F <b>13</b> , S <b>10</b> , R <b>9</b> , T <b>9</b>
Weapons	25cm Powergun: <b>Sh EVERY OTHER TURN</b> , FP <b>4/9</b> . <b>FArc only</b> . Support Wpn: 1 x 2cm tri-barrel powergun: <b>Sh 3</b> , FP <b>3/3</b> . 
Defence Systems	Drozd, <b>Sh 1</b> all up to Close <b>5cm</b> , FP <b>2/1(4+)</b>
Mine Clearance	<b>Sh 1</b> at <b>Point Blank 2cm</b> destroys 1 mine counter

**NOTE**  
**Main weapon fires EOT: every other turn ONLY**

**Nonesuch Guard** 

**Gladius/Glaive Tracked FV**

Type	Trained: <b>5+</b>
Move	Medium, Tracked: <b>7cm</b>
Defence	F <b>9</b> , S <b>8</b> , R <b>7</b> , T <b>7</b>
Weapons	<b>Gladius:</b> 6cm, HI powergun: <b>Sh 1</b> shots, FP <b>2/6</b> ; 2cm tri-barrel powergun: <b>Sh 3</b> , FP <b>3/3</b> . 

**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**. 

**Foster's Mercenaries** 

**Legion 800 Calliope**

Type	Veteran: <b>4+</b>
Move	Fast, Wheeled: <b>10cm</b>
Defence	F <b>7</b> , S <b>6</b> , R <b>6</b> , T <b>6</b>
Weapons	Calliope: 9 x 3cm Powergun: <b>Sh 9</b> , FP <b>3/4</b> 

**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+**

**Solace Regular Army** 

**Marzak Industries ACV**

Type	Trained: <b>5+</b>
Move	Fast, Lt. Hover: <b>10cm</b>
Defence	F <b>8</b> , S <b>8</b> , R <b>7</b> , T <b>6</b>
Weapons	2cm Powergun: <b>Sh 2</b> , FP <b>2/2</b> & carries <b>2 TUs</b> 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 barrette **Sh 2**, FP **3/4** carries **1 TU** infantry  
Increased armour:  
DV: F **10**, S **9**, R **8**, T **7**  
**Movement:** Medium, Lt. Hover: **7cm**

**Heliodorus Regiment** 

**Infantry Squad**

Type	Veteran: <b>4+</b> C/As'lt: <b>3</b>
Move	Infantry: <b>5cm</b>
Defence	<b>6</b> , Light cov' <b>+1</b> , Heavy <b>+2</b>
Weapons	Cone-bore Assault Rifle <b>Sh 2</b> , FP <b>1/3</b> plus Flamethrower (+1 Close Assault - so C/As'lt: <b>4</b> )
Suppress	remove suppression marker (UP TO <b>4</b> ) on <b>4+</b>


**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** 

**Legion 4F6 Transport**

Type	Veteran: <b>4+</b>
Move	Fast, Wheeled: <b>10cm</b>
Defence	F <b>7</b> , S <b>6</b> , R <b>6</b> , T <b>6</b>
Weapons	Heavy Support Weapon in 360 mount: <b>Sh 2</b> , FP <b>1/3</b> Carries up to <b>6TUs</b> 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 7cm**

**Harris' Commando** 

**Infantry Squad**

Type	Veteran: <b>4+</b> C/As'lt: <b>3</b>
Move	Infantry: <b>5cm</b>
Defence	<b>6</b> , Light cov' <b>+1</b> , Heavy <b>+2</b>
Weapons	Cone-bore Assault Rifle <b>Sh 1</b> , FP <b>1/3</b> plus Grenade Launcher: <b>Sh 1</b> , FP <b>3/1</b>
Suppress	remove suppression marker (UP TO <b>4</b> ) on <b>4+</b>

**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**

Type	Trained: <b>5+</b> C/As'lt: <b>1</b>
Move	Infantry: <b>5cm</b>
Defence	<b>5</b> , Light cov' <b>+1</b> , Heavy <b>+2</b>
Weapons	1cm Carbine powerguns: <b>Sh 2</b> , FP <b>1/1</b>
Suppress	remove suppression marker (UP TO <b>3</b> ) on <b>5+</b>

**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**

Type	Trained: <b>5+</b> C/As'lt: <b>1</b>
Move	Infantry: <b>5cm</b>
Defence	<b>6</b> , Light cov' <b>+1</b> , Heavy <b>+2</b>
Weapons	Cone-bore Assault Rifle <b>Sh 2</b> , FP <b>1/3</b>
Suppress	remove suppression marker (UP TO <b>3</b> ) on <b>5+</b>

**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)**