### Waldheim Dragoons

#### M2A2 ATGW Tank
- **Type:** Veteran: 4+<br>- **Move:** Medium, Hv Hover: 7cm<br>- **Defence:** F 12, S 10, R 9, T 9<br>- **Weapons:** 5cm Hv powergun: Sh 1, FP 2/6; 2 x Kestral medium ATGW launchers Sh 2, FP 1/6/No Short Range 1 x 2cm tribarrel powergun: Sh 3, FP 3/3<br>- **Defence Systems:** Strip mines, Sh 1 all up to Close 5cm, FP 3/1(3+)<br>- **Mine Clearance:** Sh 1 at Point Blank 2cm destroys 1 mine counter<br>- **VARIANTS**
  - **M2-A5 Command Tank:** same stats but with no ATGW system.<br>

#### Thysсен/Incarus Tank
- **Type:** Veteran: 4+<br>- **Move:** Fast, Lt Hover: 10cm<br>- **Defence:** F 10, S 8, R 7, T 7<br>- **Weapons:** 10cm Powergun: Sh 1, FP 2/5; 1 x 2cm tribarrel powergun: Sh 3, FP 3/3<br>- **Defence Systems:** Drozd, Sh 1 all up to Close 5cm, FP 2/1(4+)<br>- **VARIANTS**
  - **Command Tank:** Same Stats<br  - >**Air Defense variant:** 4 x 2cm Tribarrel powergun: Sh 12, FP 3/3<br>

#### Poplar & Bartel’s

#### GIAT RA4-80 ‘Gun Truck’
- **Type:** Veteran: 4+<br>- **Move:** Medium, Wheeled: 7cm<br>- **Defence:** F 9, S 8, R 8, T 7<br>- **Weapons:** Twin 9cm Railgun; Sh 2, FP 2/7. Support weapon: 1cm gatling railgun; Sh 3, FP 1/3. Carries 1 TU of infantry.<br>- **Defence Systems:** Strip mines, Sh 1 all up to Close 5cm, FP 3/1(3+)<br>- **VARIANTS**
  - **Artillery variant:** 15cm launchers: Sh 1, FP 5/6 OR REDUCE -1 FOR DIRECT FIRE (so fire as Trained: 5+): 1cm Gatling railgun support weapon: Sh 3, FP 1/3.<br>

#### Legion 800 Missile Calliope
- **Type:** Veteran: 4+<br>- **Move:** Fast, Wheeled: 10cm<br>- **Defence:** F 7, S 6, R 6, T 6<br>- **Weapons:** Hypersonic Missile Calliope Sh 12, FP 0/4 - AA as per 4 light lasers: A Support weapon: 1cm Gatling railgun; Sh 3, FP 1/3 carries 1 TU of infantry.<br>- **VARIANTS**
  - **Command Vehicle:** 1cm Gatling railgun: Sh 3, FP 1/3 but carries 2 TUs of infantry.<br>
  - **Mortar Carrier:** Double-barrel Heavy Mortar: Sh 2; shots, FP 5/4 No Short or Med. 1cm Gatling railgun: Sh 3, FP 1/3 carries 2 TUs of inf.<br>

#### Sons of Mangala

#### Infantry Squad
- **Type:** Veteran: 4+ C/As’lt: 3<br>- **Move:** Infantry: 5cm<br>- **Defence:** F 8, S 7, R 7, T 6<br>- **Weapons:** 2cm Assault Rifle powerguns: Sh 2, FP 2/2.<br>- **Suppress:** remove suppression marker (UP TO 4) on 4+<br>- **VARIANTS**
  - **Close Assault Unit:** 1cm SMG powerguns: Sh 3, FP 1/1 (short/medium range only).<br>
  - 5cm Hv powergun Crew-served Weapon: Afc Sh 1, FP 2/6 No Movement. Counts as Hv Inf DVT in Light Cov’ +1. Any additional cover is Heavy +2<br>

#### Poplar & Bartel’s

#### Legion 4F6 Transport
- **Type:** Veteran: 4+<br>- **Move:** Fast, Wheeled: 10cm<br>- **Defence:** F 7, S 6, R 6, T 6<br>- **Weapons:** Cone-bore Assault Rifle Sh 2, FP 1/3<br>- **Suppress:** remove suppression marker (UP TO 4) on 4+<br>- **VARIANTS**
  - **Support Squad:** with Cone-bore Assault Rifle: Sh 1, FP 1/3 & HSW: Sh 2, FP 1/3.<br>
  - **Gatling Railgun Crew-served Weapon:** Afc Sh 3, FP 1/3 No Movement, counts as Hv Inf DVT in Light Cov’ +1. Any additional cover is Heavy +2<br>
  - **When Towing:** Medium, Wheeled 7cm<br>

#### Legion 204 Mortar
- **Type:** Veteran: 4+<br>- **Move:** Fast, Wheeled: 10cm<br>- **Defence:** F 7, S 6, R 6, T 6<br>- **Weapons:** Heavy Support Weapon in 300 mount: Sh 2, FP 1/3 carries up to 3 TUs of infantry<br>- **VARIANTS**
  - **Legion 204 Mortar:** as per Legion 800 but carries 1 TU of Infantry and quick-fire Heavy Mortar: Sh 2, FP 5/4 No Short or Med.<br  - >**Legion 202 Transport Light Truck:** as per Legion 800 but 1 TU of Inf. Basic Truck: Fast, Wheeled: 10cm F 6, S 6, R 6, T 6 - NO ARMAMENT carries 2 TUs Infantry