### Hampton’s Legion

**GD806 APC & Support**

- **Type**: Veteran: 4+
- **Move**: Fast, Lt Hover: 10cm
- **Defence**: F 8, S 7, R 7, T 6
- **Weapons**: 2cm Auto-cannon: Sh 2, FP 2/3 Carry 3TU Infantry

#### VARIANTS
- **NONE carry INFANTRY**
- **Flamethrower Vehicle**: As APC plus Flamer FAc Sh 1, FP 3/3 (short)
- **Command Vehicle**: As APC.
- **Towed Hypersonic Missile Calliope**: As APC but 1 TU Gun and Missiles: FAc Sh 6, FP 0/4 Deployed with crew who may not then move. Towing slows vehicle to Med, Wheeled 7cm. Weapon counts as Hvy Inf DV in Light Cov’ +1. Any additional cover is Heavy +2

### Thunderbolt Division

**Br49 Dragoon T/ICV**

- **Type**: Veteran: 4+
- **Move**: Medium, Tracked: 7cm
- **Defence**: F 10, S 9, R 8, T 7
- **Weapons**: Turret mounted 5cm Hl Powergun: Sh 1, FP 2/6. Manta light ATGW: Sh 1, FP 0/5 (no short range). Can carry 1TU infantry - if any on board add 1cm SMG powerguns: Sh 3, FP 1/1 firing Left/Right/Rear arcs (short/medium range only).

#### VARIANTS
- **M9A10 Flattened**: May carry 2 TUs Inf who may fire from vehicle: Cone-bore & HSW: Sh 2, FP 1/3. Extra Towed weapon: Med Laser: Sh 2, FP 3/5. FAc Static Deploy’n’t with 1TU guncrew. Towing move is Med, Wheeled 7cm. Weapon counts as Hvy Inf DV in Light Cov’ +1. Any additional cover is Heavy +2

### Guardforce O’Higgins

**Panavia Black Crow APC**

- **Type**: Veteran: 4+
- **Move**: Very Fast, Lt NoE: 17cm
- **Defence**: F 8, S 7, R 7, T 6
- **Weapons**: 1cm Gatling railgun, FAc only Sh 3, FP 1/3. May carry 2 CAP guns in Pods FAc only. Sh 2, FP 0/5. Carries 1 TU Fianoglach Infantry - see below

#### CHOSE ONE INF. TU per APC
- **Veteran**: 4+ C/As’lt: 3 - Infantry: 15cm DV 6, Lt cov’ +1, Hv +2 Sup +4) on 4+ Assault Squad: with Flechette Rifle: Sh 1, FP 3/1 (range: Long) & HSW: Sh 2, FP 1/3. Or:
- **Tank Hunters**: Flechette Rifle (as above) & Buzzbomb: Sh 1, FP 1/6 (short range only)

### Harris’ Commando

**M9A3 Combat Car**

- **Type**: Veteran: 4+
- **Move**: Fast, Lt Hover: 10cm
- **Defence**: F 9, S 9, R 9, T 7
- **Weapons**: 2 x 1cm Gatling railguns, firing L & R fire arcs respectively: each of Sh 3, FP 1/3. 1 Light Laser FAc Sh 2, FP 3/3 Long
- **Defence Systems**: Strip mines, Sh 1 all up to Close 5cm, FP 3/1(3+)

#### VARIANTS: M9A10 Flattened: May carry 2 TUs Inf who may fire from vehicle: Cone-bore & HSW: Sh 2, FP 1/3. Extra Towed weapon: Med Laser: Sh 2, FP 3/5. FAc Static Deploy’n’t with 1TU guncrew. Towing move is Med, Wheeled 7cm. Weapon counts as Hvy Inf DV in Light Cov’ +1. Any additional cover is Heavy +2

### Thyssen Light Tank

- **Type**: Trained: 5+
- **Move**: Slow, Tracked: 5cm
- **Defence**: F 9, S 7, R 7, T 7
- **Weapons**: 12cm CAP gun: Sh 1, FP 0/5 Support Weapon: Sh 2, FP 1/3

#### VARIANTS
- **Light Support Tank**: 10cm Artillery Howitzer: Sh 1, FP 4/4 in direct fire mode. OR REDUCE -1 FOR DIRECT FIRE (so fire as Untrained: 6+)
- **Anti-Artillery variant**: 8 x 3cm CAP calliope: Sh 8, FP 0/3

### Thyssen APC

- **Type**: Trained: 5+
- **Move**: Slow, Wheeled: 5cm
- **Defence**: F 8, S 7, R 7, T 6
- **Weapons**: Support Weapon: Sh 2, FP 1/3. Carries 3 TU of infantry

#### VARIANTS
- **Command Track**: As APC but cannot carry infantry. **Mortar Carrier**: As APC but with 6 barrel rocket launcher (fire as Double-barrel Light Mortar: Sh 6 shots, FP 3/1 No Short). Carries 1 TU Infantry. **Mine & Recovery vehicle**: Mine clearance - Sh 2 at detection, range Point Blank: destroys 1 mine counter each. Same stats as Command Track but +1 defensive value, all angles.