



















<p>Eaglewing Squadron </p> <p>GD806 Mortar & Support</p> <table border="1"> <tr><td>Type</td><td>Veteran: 4+</td></tr> <tr><td>Move</td><td>Fast, Lt Hover: 30cm</td></tr> <tr><td>Defence</td><td>F 8, S 7, R 7, T 6</td></tr> <tr><td>Weapons</td><td>Mortar Carrier: Double-barrel Heavy Mortar Sh 2 shots, FP 5/4 No Short or Med.</td></tr> </table> <p>VARIANTS NONE carry INFANTRY</p> <p>Artillery variant: 15cm launcher: Sh 1, FP 5/6 QR REDUCE -1 FOR DIRECT FIRE (so fire as Veteran: 4+); plus 2cm powergun: Sh 2, FP 2/2.</p> <p>Support/Command variant: 2cm tribarrel powergun: Sh 3, FP 3/3. </p>	Type	Veteran: 4+	Move	Fast, Lt Hover: 30cm	Defence	F 8, S 7, R 7, T 6	Weapons	Mortar Carrier: Double-barrel Heavy Mortar Sh 2 shots, FP 5/4 No Short or Med.	<p>Eaglewing Squadron </p> <p>Heavy Infantry Squad</p> <table border="1"> <tr><td>Type</td><td>Veteran: 4+ C/As'lt: 3</td></tr> <tr><td>Move</td><td>Infantry: 15cm</td></tr> <tr><td>Defence</td><td>7, Light cov' +1, Heavy +2</td></tr> <tr><td>Weapons</td><td>2cm Assault Rifle powerguns, Sh 2, FP 2/2.</td></tr> <tr><td>Suppress</td><td>remove suppression marker (UP TO 4) on 4+</td></tr> </table> <p>VARIANTS</p> <p>Support Squad: with 2cm Ass't Rifle powerguns, Sh 1, FP 2/2, & Powergun Support Weapon: Sh 2, FP 3/3.</p> <p>Tank Hunters: Ass't Rifle: (as above) & Buzzbomb: Sh 1, FP 1/6 (short range only).</p> <p>On Skimmers for Tank Hunters or Standard Infantry ONLY Move: Fast, Lt NoE: 30cm but still fight as infantry.</p>	Type	Veteran: 4+ C/As'lt: 3	Move	Infantry: 15cm	Defence	7 , Light cov' +1 , Heavy +2	Weapons	2cm Assault Rifle powerguns, Sh 2, FP 2/2.	Suppress	remove suppression marker (UP TO 4) on 4+	<p>Eaglewing Squadron </p> <p>Panavia Raven Assault ship</p> <table border="1"> <tr><td>Type</td><td>Veteran: 4+</td></tr> <tr><td>Move</td><td>Very Fast, Lt NoE: 50cm</td></tr> <tr><td>Defence</td><td>F 9, S 8, R 8, T 6</td></tr> <tr><td>Weapons</td><td>2cm Tribarrel powergun, FArc ONLY Sh 3, FP 3/3.  Twin 5cm HI powergun: FArc ONLY Sh 2 shot, FP 2/6. 4 Hypersonic Rocket Pods (firing in pairs) FArc ONLY: Sh 6, FP 0/4. May only fire 2 weapons systems per turn.</td></tr> </table> <p>VARIANTS</p> <p>Spooky Ground Assault Ship: Replace twin 5cm HI powergun with calliope for ground effect ONLY: 3cm powergun calliope: FArc Sh 8, FP 3/4. </p>	Type	Veteran: 4+	Move	Very Fast, Lt NoE: 50cm	Defence	F 9, S 8, R 8, T 6	Weapons	2cm Tribarrel powergun, FArc ONLY Sh 3, FP 3/3.  Twin 5cm HI powergun: FArc ONLY Sh 2 shot, FP 2/6. 4 Hypersonic Rocket Pods (firing in pairs) FArc ONLY: Sh 6, FP 0/4. May only fire 2 weapons systems per turn.	<p>Eaglewing Squadron </p> <p>Panavia Black Crow APC</p> <table border="1"> <tr><td>Type</td><td>Veteran: 4+</td></tr> <tr><td>Move</td><td>Very Fast, Lt NoE: 50cm</td></tr> <tr><td>Defence</td><td>F 8, S 7, R 7, T 6</td></tr> <tr><td>Weapons</td><td>2cm Tribarrel powergun, FArc ONLY Sh 3, FP 3/3.  May carry 2 Hypersonic Rocket Pods FArc ONLY: Sh 3, FP 0/4. Carries 1TU Infantry</td></tr> </table> <p>VARIANTS</p> <p>Calliope air defence: This version has a tribarrel  but carries no infantry or missiles and mounts a calliope in the rear door area: 8 x 3cm CAP calliope: Sh 8, FP 3/4. REAR ARC ONLY. Poor placement leads to reduced efficiency in AA mode, firing at Trained, not Veteran </p>	Type	Veteran: 4+	Move	Very Fast, Lt NoE: 50cm	Defence	F 8, S 7, R 7, T 6	Weapons	2cm Tribarrel powergun, FArc ONLY Sh 3, FP 3/3.  May carry 2 Hypersonic Rocket Pods FArc ONLY: Sh 3, FP 0/4. Carries 1TU Infantry	<p>Zaporoskiye Brigade </p> <p>Uhlan Tank Destroyer</p> <table border="1"> <tr><td>Type</td><td>Veteran: 4+</td></tr> <tr><td>Move</td><td>Slow, Tracked: 15cm</td></tr> <tr><td>Defence</td><td>F 13, S 10, R 9, T 9</td></tr> <tr><td>Weapons</td><td>25cm Powergun: Sh EVERY OTHER TURN, FP 4/9. FArc only. Support Wpn: 1 x 2cm tri-barrel powergun: Sh 3, FP 3/3.</td></tr> <tr><td>Defence Systems</td><td>Drozd, Sh 1 all up to Close 15cm, FP 2/1(4+)</td></tr> <tr><td>Mine Clearance</td><td>Sh 1 at Point Blank 5cm destroys 1 mine counter</td></tr> </table> <p>NOTE</p> <p>Main weapon fires EOT: every other turn ONLY</p>	Type	Veteran: 4+	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 tri-barrel powergun: Sh 3, FP 3/3.	Defence Systems	Drozd, Sh 1 all up to Close 15cm, FP 2/1(4+)	Mine Clearance	Sh 1 at Point Blank 5cm destroys 1 mine counter
Type	Veteran: 4+																																																	
Move	Fast, Lt Hover: 30cm																																																	
Defence	F 8, S 7, R 7, T 6																																																	
Weapons	Mortar Carrier: Double-barrel Heavy Mortar Sh 2 shots, FP 5/4 No Short or Med.																																																	
Type	Veteran: 4+ C/As'lt: 3																																																	
Move	Infantry: 15cm																																																	
Defence	7 , Light cov' +1 , Heavy +2																																																	
Weapons	2cm Assault Rifle powerguns, Sh 2, FP 2/2.																																																	
Suppress	remove suppression marker (UP TO 4) on 4+																																																	
Type	Veteran: 4+																																																	
Move	Very Fast, Lt NoE: 50cm																																																	
Defence	F 9, S 8, R 8, T 6																																																	
Weapons	2cm Tribarrel powergun, FArc ONLY Sh 3, FP 3/3.  Twin 5cm HI powergun: FArc ONLY Sh 2 shot, FP 2/6. 4 Hypersonic Rocket Pods (firing in pairs) FArc ONLY: Sh 6, FP 0/4. May only fire 2 weapons systems per turn.																																																	
Type	Veteran: 4+																																																	
Move	Very Fast, Lt NoE: 50cm																																																	
Defence	F 8, S 7, R 7, T 6																																																	
Weapons	2cm Tribarrel powergun, FArc ONLY Sh 3, FP 3/3.  May carry 2 Hypersonic Rocket Pods FArc ONLY: Sh 3, FP 0/4. Carries 1TU Infantry																																																	
Type	Veteran: 4+																																																	
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 tri-barrel powergun: Sh 3, FP 3/3.																																																	
Defence Systems	Drozd, Sh 1 all up to Close 15cm, FP 2/1(4+)																																																	
Mine Clearance	Sh 1 at Point Blank 5cm destroys 1 mine counter																																																	
<p>Generic Transport</p> <p>Large Air Cushion Vehicle</p> <table border="1"> <tr><td>Type</td><td>Trained: 5+</td></tr> <tr><td>Move</td><td>Slow, Hvy Hover: 15cm</td></tr> <tr><td>Defence</td><td>F 6, S 6, R 6, T 5</td></tr> <tr><td>Weapons</td><td>None Carries 6 TUs of infantry</td></tr> </table> <p>VARIANTS</p> <p>Armed variant: May have Heavy Support Weapon added in roof mount: Sh 2, FP 1/3.</p> <p>Combat variant: Additional light armour and increase in speed: Heavy Support Weapon Sh 2, FP 1/3. DV: F 8, S 7, R 7, T 5 Move: Medium, Hvy Hover: 15cm</p>	Type	Trained: 5+	Move	Slow, Hvy Hover: 15cm	Defence	F 6, S 6, R 6, T 5	Weapons	None Carries 6 TUs of infantry	<p>Generic Transport</p> <p>Small Air Car</p> <table border="1"> <tr><td>Type</td><td>Trained: 5+</td></tr> <tr><td>Move</td><td>Very Fast, NoE: 50cm</td></tr> <tr><td>Defence</td><td>F 5, S 5, R 5, T 5</td></tr> <tr><td>Weapons</td><td>None Carries 1 TU of infantry</td></tr> </table> <p>VARIANTS</p> <p>Police variant: May have Heavy Support Weapon added in roof mount: Sh 2, FP 1/3.</p> <p>Large or Truck variant: Carries 3TUs of infantry Heavy Support Weapon Sh 2, FP 1/3. DV: F 6, S 6, R 6, T 5 Move: Fast, NoE: 30cm</p>	Type	Trained: 5+	Move	Very Fast, NoE: 50cm	Defence	F 5, S 5, R 5, T 5	Weapons	None Carries 1 TU of infantry	<p>Solace Gendarmes </p> <p>Mobile Infantry Squad</p> <table border="1"> <tr><td>Type</td><td>Trained: 5+ C/As'lt: 1</td></tr> <tr><td>Move</td><td>Infantry: 15cm</td></tr> <tr><td>Defence</td><td>6, Light cov' +1, Heavy +2</td></tr> <tr><td>Weapons</td><td>Cone-bore Assault Rifle Sh 2, FP 1/3</td></tr> <tr><td>Suppress</td><td>remove suppression marker (UP TO 3) on 5+</td></tr> </table> <p>VARIANTS</p> <p>Support Squad: with Auto Shotgun: Sh 1, FP 3/0. (max range: Short) and Heavy Support Weapon: Sh 2, FP 1/3.</p> <p>Anti Tank Squad: Cone-bore Assault Rifle Sh 1, FP 1/3. & Buzzbombs: Sh 1, FP 1/6 short range only Use the Generic Air Car - Police Version - for transport</p>	Type	Trained: 5+ C/As'lt: 1	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+	<p>Bushmasters </p> <p>Legion 4F6 'Hog'</p> <table border="1"> <tr><td>Type</td><td>Veteran: 4+</td></tr> <tr><td>Move</td><td>Fast, Wheeled: 30cm</td></tr> <tr><td>Defence</td><td>F 7, S 6, R 6, T 6</td></tr> <tr><td>Weapons</td><td>20cm Rocket Artillery: Sh 1/6, FP 5/6; Heavy Support Weapon Sh 2, FP 1/3. carries 2 TU of Infantry.</td></tr> </table> <p>VARIANTS</p> <p>Command: Heavy Support Weapon Sh 2, FP 1/3 carries 1 TU infantry</p> <p>Infantry TUs: Veteran: 4+ C/As'lt: 3, Weapons: High Tech Assault Rifle: Sh 2, FP 1/1. (max range: long) DV: 6, Light cov' +1, Heavy +2, Suppress: remove suppression marker (UP TO 4) on 4+</p>	Type	Veteran: 4+	Move	Fast, Wheeled: 30cm	Defence	F 7, S 6, R 6, T 6	Weapons	20cm Rocket Artillery: Sh 1/6, FP 5/6; Heavy Support Weapon Sh 2, FP 1/3. carries 2 TU of Infantry.	<p>Solace Militia </p> <p>Infantry Support group</p> <table border="1"> <tr><td>Type</td><td>Trained: 5+ C/As'lt: 1</td></tr> <tr><td>Move</td><td>Infantry: 15cm</td></tr> <tr><td>Defence</td><td>5, Light cov' +1, Heavy +2</td></tr> <tr><td>Weapons</td><td>2cm Assault Rifle powerguns, Sh 2, FP 2/2,</td></tr> <tr><td>Suppress</td><td>remove suppression marker (UP TO 3) on 5+</td></tr> </table> <p>VARIANTS</p> <p>Additional Towed weapon: Calliope Sh 8, FP 3/4. FArc. May be loaded into - but not fired from - Generic Large Truck Aircar with crew. May be deployed with gun crew who may not then move. Fast, NoE: 30cm Weapon counts as Hvy Inf DV7 in Light Cov' +1. Any additional cover is Heavy +2</p>	Type	Trained: 5+ C/As'lt: 1	Move	Infantry: 15cm	Defence	5 , Light cov' +1 , Heavy +2	Weapons	2cm Assault Rifle powerguns, Sh 2, FP 2/2,	Suppress	remove suppression marker (UP TO 3) on 5+		
Type	Trained: 5+																																																	
Move	Slow, Hvy Hover: 15cm																																																	
Defence	F 6, S 6, R 6, T 5																																																	
Weapons	None Carries 6 TUs of infantry																																																	
Type	Trained: 5+																																																	
Move	Very Fast, NoE: 50cm																																																	
Defence	F 5, S 5, R 5, T 5																																																	
Weapons	None Carries 1 TU of infantry																																																	
Type	Trained: 5+ C/As'lt: 1																																																	
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+																																																	
Type	Veteran: 4+																																																	
Move	Fast, Wheeled: 30cm																																																	
Defence	F 7, S 6, R 6, T 6																																																	
Weapons	20cm Rocket Artillery: Sh 1/6, FP 5/6; Heavy Support Weapon Sh 2, FP 1/3. carries 2 TU of Infantry.																																																	
Type	Trained: 5+ C/As'lt: 1																																																	
Move	Infantry: 15cm																																																	
Defence	5 , Light cov' +1 , Heavy +2																																																	
Weapons	2cm Assault Rifle powerguns, Sh 2, FP 2/2,																																																	
Suppress	remove suppression marker (UP TO 3) on 5+																																																	