

<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: 10cm</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: 10cm	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: 5cm</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: 10cm but still fight as infantry.</p>	Type	Veteran: 4+ C/As'lt: 3	Move	Infantry: 5cm	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: 17cm</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: 17cm	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: 17cm</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: 17cm	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: 5cm</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 5cm, FP 2/1(4+)</td></tr> <tr><td>Mine Clearance</td><td>Sh 1 at Point Blank 2cm 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: 5cm	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 5cm, FP 2/1(4+)	Mine Clearance	Sh 1 at Point Blank 2cm destroys 1 mine counter
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