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|---|---|---------------------|------|----------------------|---------|----------------------------|---------|---|-----------------|--|--|---|--|------|----------------------|---------|------------------------|---------|--|--|--|-----------------------|--|----------------|---|--|---------|---|----------|---|--|--------------------|-----------------------|---|---|---------|----------------------------|---------|---|----------|---|---|---|---|------|--------------------|---------|---------------------|---------|--|-----------------|---|
| <p><b>Hammer's Slammers</b> </p> <p><b>M9A1-3 Combat Car</b></p> <table border="1"> <tr><td>Type</td><td>Elite: 3+</td></tr> <tr><td>Move</td><td>Fast, Lt Hover: 15cm</td></tr> <tr><td>Defence</td><td>F 9, S 9, R 9, T 7</td></tr> <tr><td>Weapons</td><td>3 x 2cm tribarrel powerguns, firing left, front and right fire arcs respectively: each of Sh 3, FP 3/3.   </td></tr> <tr><td>Defence Systems</td><td>Strip mines: Sh 1 all within Close, FP 3/1(3+)</td></tr> <tr><td>Mine Clearance</td><td>Sh 1 at Point Blank 3cm destroys 1 mine counter</td></tr> </table> <p><b>VARIANTS</b><br/> <b>M9A4 Command Car:</b> minus 1 Defensive Value on sides and rear. Weapon 1x 360 tribarrel. <br/> <b>M9A7 Up-rated Combat Car:</b> as above but plus 1 DV all round</p> | Type  | Elite: 3+           | Move | Fast, Lt Hover: 15cm | Defence | F 9, S 9, R 9, T 7         | Weapons | 3 x 2cm tribarrel powerguns, firing left, front and right fire arcs respectively: each of Sh 3, FP 3/3.    | Defence Systems | Strip mines: Sh 1 all within Close, FP 3/1(3+) | Mine Clearance   | Sh 1 at Point Blank 3cm destroys 1 mine counter | <p><b>Hammer's Slammers</b> </p> <p><b>M2A1-4 Blower Tank</b></p> <table border="1"> <tr><td>Type</td><td>Elite: 3+</td></tr> <tr><td>Move</td><td>Medium, Hv Hover: 10cm</td></tr> <tr><td>Defence</td><td>F 12, S 10, R 9, T 9</td></tr> <tr><td>Weapons</td><td>20cm powergun: Sh 1, FP 2/8; 1 x 2cm tribarrel powergun: Sh 3, FP 3/3. </td></tr> <tr><td>Defence Systems</td><td>Strip mines: Sh 1 all within Close, FP 3/1(3+)</td></tr> <tr><td>Mine Clearance</td><td>Sh 1 at Point Blank 3cm destroys 1 mine counter</td></tr> </table> <p><b>VARIANTS</b><br/> <b>M2-4F Command Tank:</b> same stats.</p> | Type | Elite: 3+            | Move    | Medium, Hv Hover: 10cm | Defence | F 12, S 10, R 9, T 9   | Weapons  | 20cm powergun: Sh 1, FP 2/8; 1 x 2cm tribarrel powergun: Sh 3, FP 3/3.  | Defence Systems       | Strip mines: Sh 1 all within Close, FP 3/1(3+) | Mine Clearance | Sh 1 at Point Blank 3cm destroys 1 mine counter | <p><b>Thunderbolt Division</b> </p> <p><b>Br44 Dragoon T/ICV</b></p> <table border="1"> <tr><td>Type</td><td>Veteran: 4+</td></tr> <tr><td>Move</td><td>Medium, Tracked: 10cm</td></tr> <tr><td>Defence</td><td>F 9, S 8, R 7, T 7</td></tr> <tr><td>Weapons</td><td>2cm auto canon: Sh 2, FP 2/2. Manta light ATGW: Sh 1, FP 0/5. (no short range). Can carry 2 infantry TUs - if any on board add 1cm submachinegun powerguns: Sh 3, FP 1/1 - firing left/right/rear. (short/medium range only).</td></tr> </table> <p><b>VARIANTS</b><br/> <b>Br46 Command Car:</b> No infantry or cannon.<br/> <b>Br47 Calliope:</b> 3cm 8 x Powergun: Sh 8, FP 3/4. 1TU infantry </p> | Type    | Veteran: 4+   | Move     | Medium, Tracked: 10cm                     | Defence  | F 9, S 8, R 7, T 7 | Weapons               | 2cm auto canon: Sh 2, FP 2/2. Manta light ATGW: Sh 1, FP 0/5. (no short range). Can carry 2 infantry TUs - if any on board add 1cm submachinegun powerguns: Sh 3, FP 1/1 - firing left/right/rear. (short/medium range only). | <p><b>Thunderbolt Division</b> </p> <p><b>Gecko 4x4 Reconnaissance</b></p> <table border="1"> <tr><td>Type</td><td>Veteran: 4+</td></tr> <tr><td>Move</td><td>Fast, Wheeled: 15cm</td></tr> <tr><td>Defence</td><td>F 7, S 6, R 6, T 6</td></tr> <tr><td>Weapons</td><td>Manta Light ATGW Launcher: Sh 1, FP 0/5 (no short-range). Cannot carry infantry</td></tr> </table> <p><b>VARIANTS</b><br/> <b>Goanna 6x6 Heavy Recce:</b> Weapons and move, as Gecko 4x4, above. DV: F 8, S 7, R 7, T 6<br/> <b>Wheeled Maniple 8x8 Supply:</b> 2cm auto-canon: Sh 2, FP 2/2. DV: F 8, S 7, R 7, T 6 up to 4TUs inf<br/> <b>Maniple 8x8 Artillery Variant</b> 18cm launcher: Sh 1, FP 5/6 QR -1 FOR DIRECT FIRE (ie Trained: 5+); plus 2cm auto-canon: Sh 2, FP 2/2 Cannot carry infantry</p> | Type    | Veteran: 4+                | Move    | Fast, Wheeled: 15cm                       | Defence  | F 7, S 6, R 6, T 6                        | Weapons   | Manta Light ATGW Launcher: Sh 1, FP 0/5 (no short-range). Cannot carry infantry | <p><b>Zaporoskiye Brigade</b> </p> <p><b>Gecko 4x4 Reconnaissance</b></p> <table border="1"> <tr><td>Type</td><td>Veteran: 4+</td></tr> <tr><td>Move</td><td>Fast, Wheeled: 15cm</td></tr> <tr><td>Defence</td><td>F 7, S 6, R 6, T 6</td></tr> <tr><td>Weapons</td><td>1cm railgun, 360, Sh 3, FP 1/3. Cannot carry infantry</td></tr> </table> <p><b>VARIANTS</b><br/> <b>Goanna 6x6 Heavy Recce:</b> Defence: F 8, S 7, R 7, T 6</p> <p>Either Goanna or Gecko may be designated as a Rocket Support Vehicle: May be fitted with additional Brumbar heavy ATGW Launcher. F Arc Sh 1 shot, FP 3/8. (no short-range).</p> | Type | Veteran: 4+        | Move    | Fast, Wheeled: 15cm | Defence | F 7, S 6, R 6, T 6                                       | Weapons         | 1cm railgun, 360, Sh 3, FP 1/3. Cannot carry infantry |
| Type  | Elite: 3+   |                     |      |                      |         |                            |         |   |                 |  |  |   |  |      |                      |         |                        |         |  |  |  |                       |  |                |   |  |         |   |          |   |  |                    |                       |   |   |         |                            |         |   |          |   |   |   |   |      |                    |         |                     |         |  |                 |   |
| Move  | Fast, Lt Hover: 15cm  |                     |      |                      |         |                            |         |   |                 |  |  |   |  |      |                      |         |                        |         |  |  |  |                       |  |                |   |  |         |   |          |   |  |                    |                       |   |   |         |                            |         |   |          |   |   |   |   |      |                    |         |                     |         |  |                 |   |
| Defence   | F 9, S 9, R 9, T 7  |                     |      |                      |         |                            |         |   |                 |  |  |   |  |      |                      |         |                        |         |  |  |  |                       |  |                |   |  |         |   |          |   |  |                    |                       |   |   |         |                            |         |   |          |   |   |   |   |      |                    |         |                     |         |  |                 |   |
| Weapons   | 3 x 2cm tribarrel powerguns, firing left, front and right fire arcs respectively: each of Sh 3, FP 3/3.    |                     |      |                      |         |                            |         |   |                 |  |  |   |  |      |                      |         |                        |         |  |  |  |                       |  |                |   |  |         |   |          |   |  |                    |                       |   |   |         |                            |         |   |          |   |   |   |   |      |                    |         |                     |         |  |                 |   |
| Defence Systems   | Strip mines: Sh 1 all within Close, FP 3/1(3+)  |                     |      |                      |         |                            |         |   |                 |  |  |   |  |      |                      |         |                        |         |  |  |  |                       |  |                |   |  |         |   |          |   |  |                    |                       |   |   |         |                            |         |   |          |   |   |   |   |      |                    |         |                     |         |  |                 |   |
| Mine Clearance  | Sh 1 at Point Blank 3cm destroys 1 mine counter   |                     |      |                      |         |                            |         |   |                 |  |  |   |  |      |                      |         |                        |         |  |  |  |                       |  |                |   |  |         |   |          |   |  |                    |                       |   |   |         |                            |         |   |          |   |   |   |   |      |                    |         |                     |         |  |                 |   |
| Type  | Elite: 3+   |                     |      |                      |         |                            |         |   |                 |  |  |   |  |      |                      |         |                        |         |  |  |  |                       |  |                |   |  |         |   |          |   |  |                    |                       |   |   |         |                            |         |   |          |   |   |   |   |      |                    |         |                     |         |  |                 |   |
| Move  | Medium, Hv Hover: 10cm  |                     |      |                      |         |                            |         |   |                 |  |  |   |  |      |                      |         |                        |         |  |  |  |                       |  |                |   |  |         |   |          |   |  |                    |                       |   |   |         |                            |         |   |          |   |   |   |   |      |                    |         |                     |         |  |                 |   |
| Defence   | F 12, S 10, R 9, T 9  |                     |      |                      |         |                            |         |   |                 |  |  |   |  |      |                      |         |                        |         |  |  |  |                       |  |                |   |  |         |   |          |   |  |                    |                       |   |   |         |                            |         |   |          |   |   |   |   |      |                    |         |                     |         |  |                 |   |
| Weapons   | 20cm powergun: Sh 1, FP 2/8; 1 x 2cm tribarrel powergun: Sh 3, FP 3/3.   |                     |      |                      |         |                            |         |   |                 |  |  |   |  |      |                      |         |                        |         |  |  |  |                       |  |                |   |  |         |   |          |   |  |                    |                       |   |   |         |                            |         |   |          |   |   |   |   |      |                    |         |                     |         |  |                 |   |
| Defence Systems   | Strip mines: Sh 1 all within Close, FP 3/1(3+)  |                     |      |                      |         |                            |         |   |                 |  |  |   |  |      |                      |         |                        |         |  |  |  |                       |  |                |   |  |         |   |          |   |  |                    |                       |   |   |         |                            |         |   |          |   |   |   |   |      |                    |         |                     |         |  |                 |   |
| Mine Clearance  | Sh 1 at Point Blank 3cm destroys 1 mine counter   |                     |      |                      |         |                            |         |   |                 |  |  |   |  |      |                      |         |                        |         |  |  |  |                       |  |                |   |  |         |   |          |   |  |                    |                       |   |   |         |                            |         |   |          |   |   |   |   |      |                    |         |                     |         |  |                 |   |
| Type  | Veteran: 4+   |                     |      |                      |         |                            |         |   |                 |  |  |   |  |      |                      |         |                        |         |  |  |  |                       |  |                |   |  |         |   |          |   |  |                    |                       |   |   |         |                            |         |   |          |   |   |   |   |      |                    |         |                     |         |  |                 |   |
| Move  | Medium, Tracked: 10cm   |                     |      |                      |         |                            |         |   |                 |  |  |   |  |      |                      |         |                        |         |  |  |  |                       |  |                |   |  |         |   |          |   |  |                    |                       |   |   |         |                            |         |   |          |   |   |   |   |      |                    |         |                     |         |  |                 |   |
| Defence   | F 9, S 8, R 7, T 7  |                     |      |                      |         |                            |         |   |                 |  |  |   |  |      |                      |         |                        |         |  |  |  |                       |  |                |   |  |         |   |          |   |  |                    |                       |   |   |         |                            |         |   |          |   |   |   |   |      |                    |         |                     |         |  |                 |   |
| Weapons   | 2cm auto canon: Sh 2, FP 2/2. Manta light ATGW: Sh 1, FP 0/5. (no short range). Can carry 2 infantry TUs - if any on board add 1cm submachinegun powerguns: Sh 3, FP 1/1 - firing left/right/rear. (short/medium range only).   |                     |      |                      |         |                            |         |   |                 |  |  |   |  |      |                      |         |                        |         |  |  |  |                       |  |                |   |  |         |   |          |   |  |                    |                       |   |   |         |                            |         |   |          |   |   |   |   |      |                    |         |                     |         |  |                 |   |
| Type  | Veteran: 4+   |                     |      |                      |         |                            |         |   |                 |  |  |   |  |      |                      |         |                        |         |  |  |  |                       |  |                |   |  |         |   |          |   |  |                    |                       |   |   |         |                            |         |   |          |   |   |   |   |      |                    |         |                     |         |  |                 |   |
| Move  | Fast, Wheeled: 15cm   |                     |      |                      |         |                            |         |   |                 |  |  |   |  |      |                      |         |                        |         |  |  |  |                       |  |                |   |  |         |   |          |   |  |                    |                       |   |   |         |                            |         |   |          |   |   |   |   |      |                    |         |                     |         |  |                 |   |
| Defence   | F 7, S 6, R 6, T 6  |                     |      |                      |         |                            |         |   |                 |  |  |   |  |      |                      |         |                        |         |  |  |  |                       |  |                |   |  |         |   |          |   |  |                    |                       |   |   |         |                            |         |   |          |   |   |   |   |      |                    |         |                     |         |  |                 |   |
| Weapons   | Manta Light ATGW Launcher: Sh 1, FP 0/5 (no short-range). Cannot carry infantry   |                     |      |                      |         |                            |         |   |                 |  |  |   |  |      |                      |         |                        |         |  |  |  |                       |  |                |   |  |         |   |          |   |  |                    |                       |   |   |         |                            |         |   |          |   |   |   |   |      |                    |         |                     |         |  |                 |   |
| Type  | Veteran: 4+   |                     |      |                      |         |                            |         |   |                 |  |  |   |  |      |                      |         |                        |         |  |  |  |                       |  |                |   |  |         |   |          |   |  |                    |                       |   |   |         |                            |         |   |          |   |   |   |   |      |                    |         |                     |         |  |                 |   |
| Move  | Fast, Wheeled: 15cm   |                     |      |                      |         |                            |         |   |                 |  |  |   |  |      |                      |         |                        |         |  |  |  |                       |  |                |   |  |         |   |          |   |  |                    |                       |   |   |         |                            |         |   |          |   |   |   |   |      |                    |         |                     |         |  |                 |   |
| Defence   | F 7, S 6, R 6, T 6  |                     |      |                      |         |                            |         |   |                 |  |  |   |  |      |                      |         |                        |         |  |  |  |                       |  |                |   |  |         |   |          |   |  |                    |                       |   |   |         |                            |         |   |          |   |   |   |   |      |                    |         |                     |         |  |                 |   |
| Weapons   | 1cm railgun, 360, Sh 3, FP 1/3. Cannot carry infantry   |                     |      |                      |         |                            |         |   |                 |  |  |   |  |      |                      |         |                        |         |  |  |  |                       |  |                |   |  |         |   |          |   |  |                    |                       |   |   |         |                            |         |   |          |   |   |   |   |      |                    |         |                     |         |  |                 |   |
| <p><b>Hammer's Slammers</b> </p> <p><b>Infantry Squad</b></p> <table border="1"> <tr><td>Type</td><td>Elite: 3+ C/As't: 4</td></tr> <tr><td>Move</td><td>Infantry: 8cm</td></tr> <tr><td>Defence</td><td>6, 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 5) on 3+</td></tr> </table> <p><b>VARIANTS</b><br/> On Skimmers Move: Fast, Lt NoE: 15cm but still fight as infantry.<br/> <b>White Mice Unit:</b> 1cm SMG powerguns, Sh 3, FP 1/1 (short/medium range only).<br/> <b>Grenade Launcher + 2cm powergun Launcher:</b> Sh 1, FP 3/1 + 2cm. (no short range); Powergun 1 Sh, FP 2/2.</p>  | Type  | Elite: 3+ C/As't: 4 | Move | Infantry: 8cm        | Defence | 6, Light cov' +1, Heavy +2 | Weapons | 2cm Assault Rifle powerguns: Sh 2, FP 2/2.  | Suppress        | remove suppression marker (UP TO 5) on 3+      | <p><b>Hammer's Slammers</b> </p> <p><b>A21 Jeep</b></p> <table border="1"> <tr><td>Type</td><td>Elite: 3+</td></tr> <tr><td>Move</td><td>Fast, Lt Hover: 15cm</td></tr> <tr><td>Defence</td><td>F 6, S 6, R 6, T 5</td></tr> <tr><td>Weapons</td><td>2cm tribarrel powergun, F Arc: Sh 3, FP 3/3. </td></tr> </table> <p><b>VARIANTS</b><br/> <b>Mortar Jeep:</b> Sh 3, FP 3/1. (no short range). Observed by any TU with a line of sight, die versus quality to hit. Not observed: quality -1. Radius from target point 10cm.<br/> <b>A6 (obsolete) Combat Car:</b> 2 x 2cm tri-barrels arcs left/front &amp; right/front respectively.   1 x 1cm SMG powergun, Sh 3, FP 1/1 firing rear arc only. (short/medium range only).<br/> Defence: F 8, S 7, R 7, T 6.</p> | Type  | Elite: 3+  | Move | Fast, Lt Hover: 15cm | Defence | F 6, S 6, R 6, T 5     | Weapons | 2cm tribarrel powergun, F Arc: Sh 3, FP 3/3.  | <p><b>Thunderbolt Division</b> </p> <p><b>Infantry Squad</b></p> <table border="1"> <tr><td>Type</td><td>Veteran: 4+ C/As't: 3</td></tr> <tr><td>Move</td><td>Infantry: 8cm</td></tr> <tr><td>Defence</td><td>6, Light cov' +1, Heavy +2</td></tr> <tr><td>Weapons</td><td>1cm SMG powerguns, Sh 3, FP 1/1 (short/medium range).</td></tr> <tr><td>Suppress</td><td>remove suppression marker (UP TO 4) on 4+</td></tr> </table> <p><b>VARIANTS</b><br/> <b>Tank Hunters:</b> With SMG: Sh 2, FP 1/1 (short/medium range only) &amp; Buzzbombs: Sh 1, FP 1/6 (short range only)</p> | Type   | Veteran: 4+ C/As't: 3 | Move   | Infantry: 8cm  | Defence   | 6, Light cov' +1, Heavy +2   | Weapons | 1cm SMG powerguns, Sh 3, FP 1/1 (short/medium range). | Suppress | remove suppression marker (UP TO 4) on 4+ | <p><b>Zaporoskiye Brigade</b> </p> <p><b>Combat Engineers/Infantry</b></p> <table border="1"> <tr><td>Type</td><td>Veteran: 4+ C/As't: 3</td></tr> <tr><td>Move</td><td>Infantry: 8cm</td></tr> <tr><td>Defence</td><td>6, Light cov' +1, Heavy +2</td></tr> <tr><td>Weapons</td><td>1cm Assault Rifle coil-guns, Sh 2, FP 1/3</td></tr> <tr><td>Suppress</td><td>remove suppression marker (UP TO 4) on 4+</td></tr> </table> <p><b>VARIANTS</b><br/> <b>Support Squad:</b> with 1cm Assault Rifle coil-guns: Sh 1, FP 1/3, &amp; Support Weapon: Sh 2, FP 1/3.<br/> <b>Tank Hunters:</b> with 1cm Assault Rifle coil-guns: Sh 1, FP 1/3, &amp; Buzzbombs: Sh 1, FP 1/6 (short range only)</p> | Type               | Veteran: 4+ C/As't: 3 | Move  | Infantry: 8cm   | Defence | 6, Light cov' +1, Heavy +2 | Weapons | 1cm Assault Rifle coil-guns, Sh 2, FP 1/3 | Suppress | remove suppression marker (UP TO 4) on 4+ | <p><b>Zaporoskiye Brigade</b> </p> <p><b>Thyssen APC</b></p> <table border="1"> <tr><td>Type</td><td>Veteran: 4+</td></tr> <tr><td>Move</td><td>Slow, Tracked: 8cm</td></tr> <tr><td>Defence</td><td>F 8, S 7, R 7, T 6</td></tr> <tr><td>Weapons</td><td>1cm railgun, 360, Sh 3, FP 1/3. Can carry 3 infantry TUs</td></tr> <tr><td>Defence Systems</td><td>Drozd, Sh 1 all up to Close 8cm, FP 2/1(4+)</td></tr> </table> <p><b>VARIANTS</b><br/> <b>Command Track:</b> Cannot carry infantry.<br/> <b>Mine &amp; Recovery vehicle:</b> as Command Track but +1 defensive value, all angles.<br/> Mine clearance - Sh 2 at detection range (Point Blank) destroys 1 mine counter each.</p> | Type  | Veteran: 4+   | Move | Slow, Tracked: 8cm | Defence | F 8, S 7, R 7, T 6  | Weapons | 1cm railgun, 360, Sh 3, FP 1/3. Can carry 3 infantry TUs | Defence Systems | Drozd, Sh 1 all up to Close 8cm, FP 2/1(4+)           |
| Type  | Elite: 3+ C/As't: 4   |                     |      |                      |         |                            |         |   |                 |  |  |   |  |      |                      |         |                        |         |  |  |  |                       |  |                |   |  |         |   |          |   |  |                    |                       |   |   |         |                            |         |   |          |   |   |   |   |      |                    |         |                     |         |  |                 |   |
| Move  | Infantry: 8cm   |                     |      |                      |         |                            |         |   |                 |  |  |   |  |      |                      |         |                        |         |  |  |  |                       |  |                |   |  |         |   |          |   |  |                    |                       |   |   |         |                            |         |   |          |   |   |   |   |      |                    |         |                     |         |  |                 |   |
| Defence   | 6, Light cov' +1, Heavy +2  |                     |      |                      |         |                            |         |   |                 |  |  |   |  |      |                      |         |                        |         |  |  |  |                       |  |                |   |  |         |   |          |   |  |                    |                       |   |   |         |                            |         |   |          |   |   |   |   |      |                    |         |                     |         |  |                 |   |
| Weapons   | 2cm Assault Rifle powerguns: Sh 2, FP 2/2.  |                     |      |                      |         |                            |         |   |                 |  |  |   |  |      |                      |         |                        |         |  |  |  |                       |  |                |   |  |         |   |          |   |  |                    |                       |   |   |         |                            |         |   |          |   |   |   |   |      |                    |         |                     |         |  |                 |   |
| Suppress  | remove suppression marker (UP TO 5) on 3+   |                     |      |                      |         |                            |         |   |                 |  |  |   |  |      |                      |         |                        |         |  |  |  |                       |  |                |   |  |         |   |          |   |  |                    |                       |   |   |         |                            |         |   |          |   |   |   |   |      |                    |         |                     |         |  |                 |   |
| Type  | Elite: 3+   |                     |      |                      |         |                            |         |   |                 |  |  |   |  |      |                      |         |                        |         |  |  |  |                       |  |                |   |  |         |   |          |   |  |                    |                       |   |   |         |                            |         |   |          |   |   |   |   |      |                    |         |                     |         |  |                 |   |
| Move  | Fast, Lt Hover: 15cm  |                     |      |                      |         |                            |         |   |                 |  |  |   |  |      |                      |         |                        |         |  |  |  |                       |  |                |   |  |         |   |          |   |  |                    |                       |   |   |         |                            |         |   |          |   |   |   |   |      |                    |         |                     |         |  |                 |   |
| Defence   | F 6, S 6, R 6, T 5  |                     |      |                      |         |                            |         |   |                 |  |  |   |  |      |                      |         |                        |         |  |  |  |                       |  |                |   |  |         |   |          |   |  |                    |                       |   |   |         |                            |         |   |          |   |   |   |   |      |                    |         |                     |         |  |                 |   |
| Weapons   | 2cm tribarrel powergun, F Arc: Sh 3, FP 3/3.   |                     |      |                      |         |                            |         |   |                 |  |  |   |  |      |                      |         |                        |         |  |  |  |                       |  |                |   |  |         |   |          |   |  |                    |                       |   |   |         |                            |         |   |          |   |   |   |   |      |                    |         |                     |         |  |                 |   |
| Type  | Veteran: 4+ C/As't: 3   |                     |      |                      |         |                            |         |   |                 |  |  |   |  |      |                      |         |                        |         |  |  |  |                       |  |                |   |  |         |   |          |   |  |                    |                       |   |   |         |                            |         |   |          |   |   |   |   |      |                    |         |                     |         |  |                 |   |
| Move  | Infantry: 8cm   |                     |      |                      |         |                            |         |   |                 |  |  |   |  |      |                      |         |                        |         |  |  |  |                       |  |                |   |  |         |   |          |   |  |                    |                       |   |   |         |                            |         |   |          |   |   |   |   |      |                    |         |                     |         |  |                 |   |
| Defence   | 6, Light cov' +1, Heavy +2  |                     |      |                      |         |                            |         |   |                 |  |  |   |  |      |                      |         |                        |         |  |  |  |                       |  |                |   |  |         |   |          |   |  |                    |                       |   |   |         |                            |         |   |          |   |   |   |   |      |                    |         |                     |         |  |                 |   |
| Weapons   | 1cm SMG powerguns, Sh 3, FP 1/1 (short/medium range).   |                     |      |                      |         |                            |         |   |                 |  |  |   |  |      |                      |         |                        |         |  |  |  |                       |  |                |   |  |         |   |          |   |  |                    |                       |   |   |         |                            |         |   |          |   |   |   |   |      |                    |         |                     |         |  |                 |   |
| Suppress  | remove suppression marker (UP TO 4) on 4+   |                     |      |                      |         |                            |         |   |                 |  |  |   |  |      |                      |         |                        |         |  |  |  |                       |  |                |   |  |         |   |          |   |  |                    |                       |   |   |         |                            |         |   |          |   |   |   |   |      |                    |         |                     |         |  |                 |   |
| Type  | Veteran: 4+ C/As't: 3   |                     |      |                      |         |                            |         |   |                 |  |  |   |  |      |                      |         |                        |         |  |  |  |                       |  |                |   |  |         |   |          |   |  |                    |                       |   |   |         |                            |         |   |          |   |   |   |   |      |                    |         |                     |         |  |                 |   |
| Move  | Infantry: 8cm   |                     |      |                      |         |                            |         |   |                 |  |  |   |  |      |                      |         |                        |         |  |  |  |                       |  |                |   |  |         |   |          |   |  |                    |                       |   |   |         |                            |         |   |          |   |   |   |   |      |                    |         |                     |         |  |                 |   |
| Defence   | 6, Light cov' +1, Heavy +2  |                     |      |                      |         |                            |         |   |                 |  |  |   |  |      |                      |         |                        |         |  |  |  |                       |  |                |   |  |         |   |          |   |  |                    |                       |   |   |         |                            |         |   |          |   |   |   |   |      |                    |         |                     |         |  |                 |   |
| Weapons   | 1cm Assault Rifle coil-guns, Sh 2, FP 1/3   |                     |      |                      |         |                            |         |   |                 |  |  |   |  |      |                      |         |                        |         |  |  |  |                       |  |                |   |  |         |   |          |   |  |                    |                       |   |   |         |                            |         |   |          |   |   |   |   |      |                    |         |                     |         |  |                 |   |
| Suppress  | remove suppression marker (UP TO 4) on 4+   |                     |      |                      |         |                            |         |   |                 |  |  |   |  |      |                      |         |                        |         |  |  |  |                       |  |                |   |  |         |   |          |   |  |                    |                       |   |   |         |                            |         |   |          |   |   |   |   |      |                    |         |                     |         |  |                 |   |
| Type  | Veteran: 4+   |                     |      |                      |         |                            |         |   |                 |  |  |   |  |      |                      |         |                        |         |  |  |  |                       |  |                |   |  |         |   |          |   |  |                    |                       |   |   |         |                            |         |   |          |   |   |   |   |      |                    |         |                     |         |  |                 |   |
| Move  | Slow, Tracked: 8cm  |                     |      |                      |         |                            |         |   |                 |  |  |   |  |      |                      |         |                        |         |  |  |  |                       |  |                |   |  |         |   |          |   |  |                    |                       |   |   |         |                            |         |   |          |   |   |   |   |      |                    |         |                     |         |  |                 |   |
| Defence   | F 8, S 7, R 7, T 6  |                     |      |                      |         |                            |         |   |                 |  |  |   |  |      |                      |         |                        |         |  |  |  |                       |  |                |   |  |         |   |          |   |  |                    |                       |   |   |         |                            |         |   |          |   |   |   |   |      |                    |         |                     |         |  |                 |   |
| Weapons   | 1cm railgun, 360, Sh 3, FP 1/3. Can carry 3 infantry TUs  |                     |      |                      |         |                            |         |   |                 |  |  |   |  |      |                      |         |                        |         |  |  |  |                       |  |                |   |  |         |   |          |   |  |                    |                       |   |   |         |                            |         |   |          |   |   |   |   |      |                    |         |                     |         |  |                 |   |
| Defence Systems   | Drozd, Sh 1 all up to Close 8cm, FP 2/1(4+)   |                     |      |                      |         |                            |         |   |                 |  |  |   |  |      |                      |         |                        |         |  |  |  |                       |  |                |   |  |         |   |          |   |  |                    |                       |   |   |         |                            |         |   |          |   |   |   |   |      |                    |         |                     |         |  |                 |   |