Hammer's Slammers M9A1-3 Combat Car Elite: 3+ Type 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 Strip mines: **Sh 1** all Systems within Close, FP 3/1(3+) Mine Sh 1 at Point Blank 3cm Clearance destroys 1 mine counter **VARIANTS**

Hammer's Slammers M2A1-4 Blower Tank



Thunderbolt Division Br44 Dragoon T/ICV



X

Thunderbolt Division Gecko 4x4 Reconnaissance

Veteran: 4+



Zaporoskive Brigade Gecko 4x4 Reconnaissance



Elite: 3+ Type Type Move Medium, Hv Hover: 10cm

within Close, FP 3/1(3+)

Sh 1 at Point Blank 3cm

F 12. S 10. R 9. T 9

Move Medium, Tracked: 10cm F 9. S 8. R 7. T 7 Defence

Veteran: 4+

Weapons 2cm auto canon: Sh 2,

FP 2/2. Manta light ATGW: Sh 1, FP

0/5. (no short range). Can carry 2

Defence Weapons Manta Light ATGW Launcher: Sh 1, FP 0/5 (no shortrange). Cannot carry infantry

Veteran: 4+ Fast, Wheeled: 15cm Move Fast, Wheeled: 15cm F7. S6. R6. T6 Defence F7. S6. R6. T6 Weapons 1cm railgun, 360, Sh 3, FP 1/3. Cannot carry infantry

powergun: Sh 3, FP 3/3. Defence Strip mines: Sh 1 all

Weapons 20cm powergun:

Sh 1. FP 2/8: 1 x 2cm tribarrel

infantry TUs - if any on board add 1cm submachinegun powerguns: Sh 3, FP 1/1 - firing left/right/rear. (short/medium range only).

VARIANTS

Type

Move

Goanna 6x6 Heavy Recce: Weapons and move, as Gecko 4x4,

above. DV: F 8. S 7. R 7. T 6 Wheeled Maniple 8x8 Supply: 2cm auto-canon: Sh 2. FP 2/2. DV: F 8. S 7. R 7. T 6 up to 4TUs inf Maniple 8x8 Artillery Variant 18cm launcher: Sh 1, FP 5/6 QR -1 FOR DIRECT FIRE (ie Trained: 5+): plus 2cm auto-canon: Sh 2, FP 2/2

VARIANTS

Goanna 6x6 Heavy Recce:

Defence: F 8. S 7. R 7. T 6

Either Goanna or Gecko may be designated as a Rocket Support Vehicle:

May be fitted with additional Brumbar heavy ATGW Launcher, FArc Sh 1 shot, FP 3/8. (no short-range).

M9A4 Command Car: minus 1 Defensive Value on sides and rear. Weapon 1x 360 tribarrel. M9A7 Up-rated Combat Car: as above but plus 1 DV all round

VARIANTS

Mine

Defence

Systems

M2-4F Command Tank: same stats.

Clearance destroys 1 mine counter

VARIANTS

Br46 Command Car: No infantry or

Br47 Calliope: 3cm 8 x Powergun: Sh 8, FP 3/4. 1TU infantry

Hammer's Slammers



Type Move

Elite: 3+ C/As'lt: 4 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+

VARIANTS

On **Skimmers Move**: Fast, Lt NoE: 15cm but still fight as infantry. White Mice Unit: 1cm SMG powerguns. Sh 3. FP 1/1 (short/medium range only). Grenade Launcher + 2cm powergun Launcher: Sh 1. FP 3/1 + 2cm. (no short range); Powergun 1 Sh. FP 2/2.

Hammer's Slammers



Elite: 3+ Move Fast, Lt Hover: 15cm Defence F 6. S 6. R 6. T 5 Weapons 2cm tribarrel powergun, FArc: Sh 3, FP 3/3.

VARIANTS

Mortar Jeep: 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.

A6 (obsolete) Combat Car: 2 x 2cm tri-barrels arcs left/front & right/front respectively. 1 x 1cm SMG powergun, Sh 3, FP 1/1 firing rear arc only. (short/medium range only). Defence: F 8, S 7, R 7, T 6.

Thunderbolt Division



Type	Veteran: 4+ C/As'lt: 3
Move	Infantry: 8cm
Defence	6, Light cov' +1, Heavy +2
Weapons	1cm SMG powerguns,
Sh 3, FP 1/	1 (short/medium range).

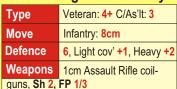
Suppress remove suppression marker (UP TO 4) on 4+

VARIANTS Tank Hunters:

With SMG: Sh 2. FP 1/1 (short/medium range only) & Buzzbombs: Sh 1. FP 1/6 (short range only)

Zaporoskiye Brigade Combat Engineers/Infantry

Cannot carry infantry



Suppress remove suppression marker (UP TO 4) on 4+

VARIANTS

Support Squad: with 1cm Assault Rifle coil-guns: Sh 1, FP 1/3, & Support Weapon: Sh 2, FP 1/3.

Tank Hunters: with 1cm Assault Rifle coil-guns: Sh 1, FP 1/3, & Buzzbombs: Sh 1.FP 1/6 (short range only)

Zaporoskiye Brigade Thyssen APC



Veteran: 4+ Type 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 Drozd, **Sh 1** all up to Close 8cm, FP 2/1(4+) Systems

VARIANTS

Command Track: Cannot carry infantry.

Mine & Recovery vehicle: as Command Track but +1 defensive value, all angles.

Mine clearance - Sh 2 at detection range (Point Blank) destroys 1 mine counter each.