





Hammer's Slammers M2A1-4 Blower Tank Type Move

F 12. S 10. R 9. T 9 Defence Weapons 20cm powergun: Sh 1. FP 2/8: 1 x 2cm tribarrel powergun: Sh 3, FP 3/3. Defence Strip mines, **Sh 1** all up to Systems Close 15cm, FP 3/1(3+) Mine Sh 1 at Point Blank 5cm Clearance destroys 1 mine counter **VARIANTS** M2-4F Command Tank: same stats.

Elite: 3+





Thunderbolt Division

Br44 Dragoon T/ICV



F7. S6. R6. T6 Defence Weapons Manta Light ATGW Launcher: Sh 1, FP 0/5 (no shortrange). Cannot carry infantry

VARIANTS 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 Cannot carry infantry

Zaporoskive Brigade Gecko 4x4 Reconnaissance

Veteran: 4+ Move Fast, Wheeled: 30cm Defence F7. S6. R6. T6 Weapons 1cm railgun, 360, Sh 3, FP 1/3. Cannot carry infantry

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).

Hammer's Slammers

Infantry Squad	
Туре	Elite: 3+ C/As'lt: 4
Move	Infantry: 15cm

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: 30cm 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 A21 Jeep

Type Elite: 3+ Move Fast, Lt Hover: 30cm 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 20cm.

A6 (obsolete) Combat Car: 2 x 2cm tri-barrels arcs left/front & right/front respectively. A 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

Infantry Squad

Sh 8, FP 3/4. 1TU infantry

Veteran: 4+ C/As'lt: 3 Type Move Infantry: 15cm 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

Veteran: 4+ C/As'lt: 3 Type Move Infantry: 15cm Defence 6, Light cov' +1, Heavy +2 Weapons 1cm Assault Rifle coilguns, Sh 2, FP 1/3 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



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Defence Drozd, **Sh 1** all up to Close 15cm, 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.