

Hammer's Slammers M2A1-4 Blower Tank

Elite: 3+ Type Move Medium, Hv Hover: 7cm

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 up to Close 5cm, FP 3/1(3+)

Mine Sh 1 at Point Blank 2cm Clearance destroys 1 mine counter

VARIANTS

M2-4F Command Tank: same stats.

Thunderbolt Division Br44 Dragoon T/ICV

Veteran: 4+ Type Move Medium. Tracked: 7cm

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).

VARIANTS

Defence

Br46 Command Car: No infantry or

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

Thunderbolt Division Gecko 4x4 Reconnaissance

Veteran: 4+ Type Move Fast, Wheeled: 10cm Defence F7. S6. R6. T6

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: 10cm 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

Weapon 1x 360 tribarrel.

above but plus 1 DV all round

M9A7 Up-rated Combat Car: as

Defensive Value on sides and rear.

Infantry Squad Type Elite: 3+ C/As'lt: 4 Move Infantry: 5cm

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: 10cm 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

Elite: 3+ Type Move Fast, Lt Hover: 10cm 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 7cm.

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 Veteran: 4+ C/As'lt: 3 Type Move Infantry: 5cm

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: 5cm 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

X

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: 5cm Defence F 8, S 7, R 7, T 6 Weapons 1cm railgun, 360, Sh 3, FP 1/3. Can carry 3 infantry TUs

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Defence Drozd, **Sh 1** all up to Close 5cm, 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.