



<p>Anders' Legion </p> <p>Heavy Infantry Squad</p> <table border="1"> <tr><td>Type</td><td>Veteran: 4+ C/As'l't: 3</td></tr> <tr><td>Move</td><td>Infantry: 8cm</td></tr> <tr><td>Defence</td><td>7, 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>VARIANTS On <i>Skimmers</i> Move: Fast, Lt. NoE: 15cm but still fight as infantry. Support Squad with 1cm Assault Rifle coil-guns Sh 1, FP 1/3 & Hypersonic Missile: Sh 3, FP 0/4 Tank Hunters with 1cm Assault Rifle: Sh 1, FP 1/3, & Buzzbomb: Sh 1, FP 1/6 (short range only)</p>	Type	Veteran: 4+ C/As'l't: 3	Move	Infantry: 8cm	Defence	7 , 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>Anders' Legion </p> <p>Cutlass Heavy Tank</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 11, S 9, R 8, T 8</td></tr> <tr><td>Weapons</td><td>22cm DS Railgun: Sh 1, FP 2/7. 1cm railgun.: Sh 3, FP 1/3. & S/Weapon: Sh 2, FP 1/3. "Manta" Light ATGW: Sh 1, FP 0/5. (no short).</td></tr> </table> <p>VARIANTS Anti-Air Variant & support: Twin 6cm Railgun: Sh 2, FP 2/5. "Manta" Light ATGW (as above) DV: F 10, S 9, R 8, T 8. No Anti Artillery Defence Anti-Artillery: 2x 17cm Md. Lasers: Sh 4, FP 3/5. 2x 6cm Lt Lasers: Sh 4, FP 3/3. (short/ medium range only). All weapons MUST fire at same target. </p>	Type	Veteran: 4+	Move	Slow, Tracked: 8cm	Defence	F 11 , S 9 , R 8 , T 8	Weapons	22cm DS Railgun: Sh 1 , FP 2/7 . 1cm railgun.: Sh 3 , FP 1/3 . & S/Weapon: Sh 2 , FP 1/3 . "Manta" Light ATGW: Sh 1 , FP 0/5 . (no short).	<p>Hammer's Slammers </p> <p>M53 'Hog' Artillery</p> <table border="1"> <tr><td>Type</td><td>Elite: 3+</td></tr> <tr><td>Move</td><td>Slow, Lt Hover: 8cm</td></tr> <tr><td>Defence</td><td>F 9, S 8, R 7, T 7</td></tr> <tr><td>Weapons</td><td>20cm launcher: Sh 1, FP 5/6; QR REDUCE -1 FOR DIRECT FIRE</td></tr> <tr><td>Defence Systems</td><td>Strip mines, Sh 1 all up to Close 8cm, FP 3/1(3+)</td></tr> <tr><td>Off Table</td><td>6 shots per battery. Not observed: quality -1. Radius from target point 10cm.</td></tr> </table> <p>VARIANTS Older 15cm Hog: on M18 chassis - same stats but: Move: Medium, Lt Hover: 10cm, DV: F 8, S 7, R 7, T 7</p>	Type	Elite: 3+	Move	Slow, Lt Hover: 8cm	Defence	F 9 , S 8 , R 7 , T 7	Weapons	20cm launcher: Sh 1 , FP 5/6 ; QR REDUCE -1 FOR DIRECT FIRE	Defence Systems	Strip mines, Sh 1 all up to Close 8cm , FP 3/1(3+)	Off Table	6 shots per battery. Not observed: quality -1. Radius from target point 10cm.	<p>Zaporoskiye Brigade </p> <p>Sabre Medium/Heavy Tank</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 11, S 9, R 8, T 8</td></tr> <tr><td>Weapons</td><td>22cm DS Railgun: Sh 1, FP 2/7. 1cm railgun.: Sh 3, FP 1/3. & S/Weapon: Sh 2, FP 1/3. <i>Kestrel</i> Medium ATGW: Sh 1, FP 1/6. (no short-range).</td></tr> <tr><td>Defence Systems</td><td>Drozd, Sh 1 all up to Close 8cm, FP 2/1(4+)</td></tr> </table> <p>VARIANTS None</p>	Type	Veteran: 4+	Move	Slow, Tracked: 8cm	Defence	F 11 , S 9 , R 8 , T 8	Weapons	22cm DS Railgun: Sh 1 , FP 2/7 . 1cm railgun.: Sh 3 , FP 1/3 . & S/Weapon: Sh 2 , FP 1/3 . <i>Kestrel</i> Medium ATGW: Sh 1 , FP 1/6 . (no short-range).	Defence Systems	Drozd, Sh 1 all up to Close 8cm , FP 2/1(4+)	<p>West Riding Yeomanry </p> <p>Heavy Infantry Squad</p> <table border="1"> <tr><td>Type</td><td>Veteran: 4+ C/As'l't: 3</td></tr> <tr><td>Move</td><td>Infantry: 8cm</td></tr> <tr><td>Defence</td><td>7, 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>VARIANTS Support Squad: with 1cm Assault Rifle coil-guns: Sh 1, FP 1/3, & Infantry Laser: Sh 2, FP 2/1. No LONG RANGE</p> <p>Tank Hunters: with 1cm Assault Rifle: Sh 1, FP 1/3 & Buzzbombs: Sh 1, FP 1/6 (short range only)</p>	Type	Veteran: 4+ C/As'l't: 3	Move	Infantry: 8cm	Defence	7 , 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+ C/As'l't: 3																																																					
Move	Infantry: 8cm																																																					
Defence	7 , 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 11 , S 9 , R 8 , T 8																																																					
Weapons	22cm DS Railgun: Sh 1 , FP 2/7 . 1cm railgun.: Sh 3 , FP 1/3 . & S/Weapon: Sh 2 , FP 1/3 . "Manta" Light ATGW: Sh 1 , FP 0/5 . (no short).																																																					
Type	Elite: 3+																																																					
Move	Slow, Lt Hover: 8cm																																																					
Defence	F 9 , S 8 , R 7 , T 7																																																					
Weapons	20cm launcher: Sh 1 , FP 5/6 ; QR REDUCE -1 FOR DIRECT FIRE																																																					
Defence Systems	Strip mines, Sh 1 all up to Close 8cm , FP 3/1(3+)																																																					
Off Table	6 shots per battery. Not observed: quality -1. Radius from target point 10cm.																																																					
Type	Veteran: 4+																																																					
Move	Slow, Tracked: 8cm																																																					
Defence	F 11 , S 9 , R 8 , T 8																																																					
Weapons	22cm DS Railgun: Sh 1 , FP 2/7 . 1cm railgun.: Sh 3 , FP 1/3 . & S/Weapon: Sh 2 , FP 1/3 . <i>Kestrel</i> Medium ATGW: Sh 1 , FP 1/6 . (no short-range).																																																					
Defence Systems	Drozd, Sh 1 all up to Close 8cm , FP 2/1(4+)																																																					
Type	Veteran: 4+ C/As'l't: 3																																																					
Move	Infantry: 8cm																																																					
Defence	7 , 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>Anders' Legion </p> <p>Br44 Dragoon T/ICV</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. <i>Manta</i> Light ATGW: Sh 1, FP 0/5. (no short range). Can carry 2 infantry TUs - if any on board add 1cm assault rifle coil-guns: Sh 2, FP 1/3 - firing left/right/rear.</td></tr> </table> <p>VARIANTS Br46 Command Car: No infantry or cannon. KleinKrad Reconnaissance Half Track: Fast, Tracked: 15cm, DV: F 9, S 7, R 7, T 6, Armed with Heavy Support Weapon: Sh 2, FP 1/3 & <i>Manta</i> Light ATGW: Sh 1, FP 0/5. (no short range).</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 . <i>Manta</i> Light ATGW: Sh 1 , FP 0/5 . (no short range). Can carry 2 infantry TUs - if any on board add 1cm assault rifle coil-guns: Sh 2 , FP 1/3 - firing left/right/rear.	<p>Anders' Legion </p> <p>Halberd Tank Destroyer</p> <table border="1"> <tr><td>Type</td><td>Veteran: 4+</td></tr> <tr><td>Move</td><td>Fast, Tacked: 15cm</td></tr> <tr><td>Defence</td><td>F 10, S 9, R 8, T 7</td></tr> <tr><td>Weapons</td><td>22cm DS Railgun, FArc ONLY: Sh 1, FP 2/7. 1cm Gatling railgun.: Sh 3, FP 1/3, <i>Manta</i> Light ATGW: Sh 1, FP 0/5. (no short).</td></tr> </table> <p>VARIANTS Hunter: Twin 6cm cm Railgun, FArc only: Sh 2, FP 2/5. 1cm Gatling railgun.: Sh 3, FP 1/3, <i>Manta</i> Light ATGW: Sh 1, FP 0/5. (no short). Command: Twin 6cm Cannon, FArc ONLY: Sh 4, FP 2/4. 1cm Gatling railgun.: Sh 3, FP 1/3</p>	Type	Veteran: 4+	Move	Fast, Tacked: 15cm	Defence	F 10 , S 9 , R 8 , T 7	Weapons	22cm DS Railgun, FArc ONLY : Sh 1 , FP 2/7 . 1cm Gatling railgun.: Sh 3 , FP 1/3 , <i>Manta</i> Light ATGW: Sh 1 , FP 0/5 . (no short).	<p>Zaporoskiye Brigade </p> <p>GD266 Rocket SV 6x6</p> <table border="1"> <tr><td>Type</td><td>Veteran: 4+</td></tr> <tr><td>Move</td><td>Medium, Wheeled: 10cm</td></tr> <tr><td>Defence</td><td>F 6, S 6, R 6, T 6</td></tr> <tr><td>Weapons</td><td><i>Brumbar</i> Heavy ATGW Launcher. Heavy ATGW Launcher on 360 mount. Sh 1, FP 3/8 (no short-range). Support Weapon: FArc Sh 2, FP 1/3.</td></tr> </table> <p>VARIANTS Truck variant: can carry stores or even infantry (4TUs). Usually unarmed.</p>	Type	Veteran: 4+	Move	Medium, Wheeled: 10cm	Defence	F 6 , S 6 , R 6 , T 6	Weapons	<i>Brumbar</i> Heavy ATGW Launcher. Heavy ATGW Launcher on 360 mount. Sh 1 , FP 3/8 (no short-range). Support Weapon: FArc Sh 2 , FP 1/3 .	<p>Zaporoskiye Brigade </p> <p>Black Skorpion Tank/Dest</p> <table border="1"> <tr><td>Type</td><td>Veteran: 4+</td></tr> <tr><td>Move</td><td>Fast, Tacked: 15cm</td></tr> <tr><td>Defence</td><td>F 10, S 9, R 8, T 7</td></tr> <tr><td>Weapons</td><td>22cm DS Railgun, FArc ONLY: Sh 1, FP 2/7. 1cm railgun.: Sh 3, FP 1/3, and Support Weapon: Sh 2, FP 1/3. Fire only 2 weapons systems per turn.</td></tr> </table> <p>VARIANTS None</p>	Type	Veteran: 4+	Move	Fast, Tacked: 15cm	Defence	F 10 , S 9 , R 8 , T 7	Weapons	22cm DS Railgun, FArc ONLY : Sh 1 , FP 2/7 . 1cm railgun.: Sh 3 , FP 1/3 , and Support Weapon: Sh 2 , FP 1/3 . Fire only 2 weapons systems per turn.	<p>Zaporoskiye Brigade </p> <p>Eagle Light Tank</p> <table border="1"> <tr><td>Type</td><td>Veteran: 4+</td></tr> <tr><td>Move</td><td>Fast, Tacked: 15cm</td></tr> <tr><td>Defence</td><td>F 9, S 8, R 7, T 7</td></tr> <tr><td>Weapons</td><td>2cm Gatling railgun: Sh 3, FP 2/4. Support Weapon: Sh 2, FP 1/3.</td></tr> <tr><td>Defence Systems</td><td>Drozd, Sh 1 all up to Close 8cm, FP 2/1(4+)</td></tr> </table> <p>VARIANTS Armoured car variant: same turret but on a light, wheeled body: DV: F 8, S 8, R 7, T 7 Move: Fast, Wheeled: 15cm Rocket Support Vehicle: Added Heavy ATGW Launcher. Sh 1, FP 3/8 (no short-range). May only fire 2 weapons systems per turn.</p>	Type	Veteran: 4+	Move	Fast, Tacked: 15cm	Defence	F 9 , S 8 , R 7 , T 7	Weapons	2cm Gatling railgun: Sh 3 , FP 2/4 . Support Weapon: Sh 2 , FP 1/3 .	Defence Systems	Drozd, Sh 1 all up to Close 8cm , FP 2/1(4+)								
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 . <i>Manta</i> Light ATGW: Sh 1 , FP 0/5 . (no short range). Can carry 2 infantry TUs - if any on board add 1cm assault rifle coil-guns: Sh 2 , FP 1/3 - firing left/right/rear.																																																					
Type	Veteran: 4+																																																					
Move	Fast, Tacked: 15cm																																																					
Defence	F 10 , S 9 , R 8 , T 7																																																					
Weapons	22cm DS Railgun, FArc ONLY : Sh 1 , FP 2/7 . 1cm Gatling railgun.: Sh 3 , FP 1/3 , <i>Manta</i> Light ATGW: Sh 1 , FP 0/5 . (no short).																																																					
Type	Veteran: 4+																																																					
Move	Medium, Wheeled: 10cm																																																					
Defence	F 6 , S 6 , R 6 , T 6																																																					
Weapons	<i>Brumbar</i> Heavy ATGW Launcher. Heavy ATGW Launcher on 360 mount. Sh 1 , FP 3/8 (no short-range). Support Weapon: FArc Sh 2 , FP 1/3 .																																																					
Type	Veteran: 4+																																																					
Move	Fast, Tacked: 15cm																																																					
Defence	F 10 , S 9 , R 8 , T 7																																																					
Weapons	22cm DS Railgun, FArc ONLY : Sh 1 , FP 2/7 . 1cm railgun.: Sh 3 , FP 1/3 , and Support Weapon: Sh 2 , FP 1/3 . Fire only 2 weapons systems per turn.																																																					
Type	Veteran: 4+																																																					
Move	Fast, Tacked: 15cm																																																					
Defence	F 9 , S 8 , R 7 , T 7																																																					
Weapons	2cm Gatling railgun: Sh 3 , FP 2/4 . Support Weapon: Sh 2 , FP 1/3 .																																																					
Defence Systems	Drozd, Sh 1 all up to Close 8cm , FP 2/1(4+)																																																					