











<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: 15cm</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 <i>On Skimmers Move: Fast, Lt. NoE: 30cm but still fight as infantry.</i> <i>Support Squad with 1cm Assault Rifle coil-guns Sh 1, FP 1/3 & Hypersonic Missile: Sh 3, FP 0/4</i> <i>Tank Hunters with 1cm Assault Rifle: Sh 1, FP 1/3, & Buzzbomb: Sh 1, FP 1/6 (short range only)</i></p>	Type	Veteran: 4+ C/As'l't: 3	Move	Infantry: 15cm	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: 15cm</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 <i>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</i> <i>Anti-Artillery: 2x 17cm Md. Lasers: Sh 4, FP 3/5. 2x 6cm Lt Lasers: Sh 4, FP 3/3. (short/ medium range only).</i> <i>All weapons MUST fire at same target.</i> </p>	Type	Veteran: 4+	Move	Slow, Tracked: 15cm	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: 15cm</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 15cm, FP 3/1(3+)</td></tr> <tr><td>Off Table</td><td>6 shots per battery. Not observed: quality -1. Radius from target point 20cm.</td></tr> </table> <p>VARIANTS <i>Older 15cm Hog: on M18 chassis - same stats but: Move: Medium, Lt Hover: 20cm, DV: F 8, S 7, R 7, T 7</i></p>	Type	Elite: 3+	Move	Slow, Lt Hover: 15cm	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 15cm , FP 3/1(3+)	Off Table	6 shots per battery. Not observed: quality -1. Radius from target point 20cm.	<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: 15cm</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 15cm, FP 2/1(4+)</td></tr> </table> <p>VARIANTS None</p>	Type	Veteran: 4+	Move	Slow, Tracked: 15cm	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 15cm , 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: 15cm</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 <i>Support Squad: with 1cm Assault Rifle coil-guns: Sh 1, FP 1/3, & Infantry Laser: Sh 2, FP 2/1. No LONG RANGE</i> <i>Tank Hunters: with 1cm Assault Rifle: Sh 1, FP 1/3 & Buzzbombs: Sh 1, FP 1/6 (short range only)</i></p>	Type	Veteran: 4+ C/As'l't: 3	Move	Infantry: 15cm	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+
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