<table>
<thead>
<tr>
<th><strong>Anders’ Legion</strong></th>
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<th><strong>Hammer’s Slammers</strong></th>
<th><strong>Zaporoskiy Brigade</strong></th>
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<th><strong>West Riding Yeomanry</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Heavy Infantry Squad</strong></td>
<td><strong>Cutlass Heavy Tank</strong></td>
<td><strong>M53 'Hog' Artillery</strong></td>
<td><strong>Sabre Medium/Heavy Tank</strong></td>
<td><strong>Black Skorpion Tank/Dest</strong></td>
<td><strong>Eagle Light Tank</strong></td>
</tr>
<tr>
<td><strong>Type</strong></td>
<td>Veteran: 4+</td>
<td>Elite: 3+</td>
<td>Veteran: 4+</td>
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</tr>
<tr>
<td><strong>Move</strong></td>
<td>Infantry: 15cm</td>
<td>Slow, Tracked: 15cm</td>
<td>Slow, Tracked: 15cm</td>
<td>Veteran: 4+</td>
<td>Move: Fast, Tacked: 30cm</td>
</tr>
<tr>
<td><strong>Defence</strong></td>
<td>7, Light cov +1, Heavy +2</td>
<td>F 9, S 8, R 8, T 8</td>
<td>F 9, S 8, R 8, T 8</td>
<td>F 9, S 8, R 8, T 8</td>
<td>F 9, S 8, R 8, T 7</td>
</tr>
<tr>
<td><strong>Weapons</strong></td>
<td>1cm Assault Rifle coil-guns, Sh 2, FP 1/3</td>
<td>22cm DS Railgun: Sh 1, FP 2/7, 1cm railgun; Sh 3, FP 1/3 &amp; S/Weapon: Sh 2, FP 1/3</td>
<td>22cm DS Railgun: Sh 1, FP 2/7, 1cm railgun; Sh 3, FP 1/3 &amp; S/Weapon: Sh 2, FP 1/3</td>
<td>22cm DS Railgun, Sh 1, FP 2/7. 1cm railgun; Sh 3, FP 1/3 &amp; S/Weapon: Sh 2, FP 1/3</td>
<td>2cm Gatling railgun: Sh 3, FP 2/4. Support Weapon: Sh 2, FP 1/3</td>
</tr>
<tr>
<td><strong>Effective range</strong></td>
<td>20cm</td>
<td>20cm</td>
<td>20cm</td>
<td>20cm</td>
<td>2cm Gatling railgun:</td>
</tr>
<tr>
<td><strong>Variants</strong></td>
<td>Support Squad: with 1cm Assault Rifle coil-guns; Sh 2, FP 1/3 &amp; Buzzbombs: Sh 1, FP 1/6 (short range only)</td>
<td>Support Systems: Drozd, Sh 1 all up to Close 15cm, FP 2/1(4+)</td>
<td>None</td>
<td>None</td>
<td>Not observed: quality -1. Radius from target point 20cm</td>
</tr>
<tr>
<td><strong>Variants</strong></td>
<td>No infantry or armed with Heavy Support Weapon: Sh 2, FP 1/3 &amp; Manta Light ATGW: Sh 1, FP 0/5</td>
<td>Fire only 2 weapons systems per turn.</td>
<td>None</td>
<td>None</td>
<td>None</td>
</tr>
</tbody>
</table>

### Anders’ Legion

- **Br44 Dragoon T/ICV**
  - **Type:** Veteran: 4+
  - **Move:** Medium, Tracked: 20cm
  - **Defence:** F 9, S 8, R 7, T 7
  - **Weapons:** 2cm Auto-cannon: Sh 2, FP 2/7. Manta Light ATGW: Sh 1, FP 0/5. (no short range).
  - **Variants:** No infantry or cannon. KleinKrad Reconnaissance Half Track: Fast, Tracked: 30cm. Armed with Heavy Support Weapon: Sh 2, FP 1/3 & Manta Light ATGW: Sh 1, FP 0/5.

- **Halberd Tank Destroyer**
  - **Type:** Veteran: 4+
  - **Move:** Fast, Tacked: 30cm
  - **Defence:** F 10, S 9, R 8, T 7
  - **Weapons:** 22cm DS Railgun, F Arc only: Sh 1, FP 2/7. 1cm Gatling railgun: Sh 3, FP 1/3 & Manta Light ATGW: Sh 1, FP 0/5. (no short range).
  - **Variants:** Truck variant: can carry stores or even infantry (4TU). Usually unarmed.

- **Zaporoskiy Brigade**
  - **Go266 Rocket SV 6x6**
    - **Type:** Veteran: 4+
    - **Move:** Medium, Wheeled: 20cm
    - **Defence:** F 6, S 6, R 6, T 6
    - **Weapons:** Brumbar Heavy ATGW Launcher. Heavy ATGW Launcher on 360 mount.
    - **Variants:** No anti-air variant & support: with 1cm Assault Rifle coil-guns: Sh 2, FP 2/5, “Manta” Light ATGW (as above) DV: F 10, S 9, R 8, T 8 & No Anti Artillery Defence

- **Zaporoskiy Brigade**
  - **Black Skorpion Tank/Dest**
    - **Type:** Veteran: 4+
    - **Move:** Fast, Tacked: 30cm
    - **Defence:** F 10, S 9, R 8, T 7
    - **Weapons:** 22cm DS Railgun, F Arc only: Sh 1, FP 2/7. 1cm Gatling railgun: Sh 3, FP 1/3 & Support Weapon: Sh 2, FP 1/3.
    - **Variants:** Armoured car variant: same turret but on a light, wheeled body: DV: F 9, S 8, R 7, T 7 Move: Fast, Wheeled: 30cm Rocket Support Vehicle: Added Heavy ATGW Launcher: Sh 1, FP 3/8 (no short-range). May only fire 2 weapons systems per turn.

- **West Riding Yeomanry**
  - **Heavy Infantry Squad**
    - **Type:** Veteran: 4+ C/As’t: 3
    - **Move:** Infantry: 15cm
    - **Defence:** 7, Light cov +1, Heavy +2
    - **Weapons:** 1cm Assault Rifle coil-guns, Sh 2, FP 1/3

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**Revision 1 18/01/11**