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|--|---|--------------------------------------|------|-----------------------------|---------|---|---------|---|--|--|---|------|---------------------------|---------|--|---------|--|--|--|--|------|-----------------------------|---------|---|---------|--|--|--|--------------------|---|---------------------------|--|--|---------|--|--|---------------------------|--------------------|--|---------------------------|--|---|---|---|-----------------|---|------|----------------------|---------|---|---------|--|----------|--|
| <p>Anders' Legion </p> <p>Heavy Infantry Squad</p> <table border="1"> <tr><td>Type</td><td>Veteran: 4+ C/As'lt: 3</td></tr> <tr><td>Move</td><td>Infantry: 5cm</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: 10cm 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'lt: 3 | Move | Infantry: 5cm | 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: 5cm</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: 5cm | 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: 5cm</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 5cm, FP 3/1(3+)</td></tr> <tr><td>Off Table</td><td>6 shots per battery. Not observed: quality -1. Radius from target point 7cm.</td></tr> </table> <p>VARIANTS <i>Older 15cm Hog: on M18 chassis - same stats but: Move: Medium, Lt Hover: 7cm, DV: F 8, S 7, R 7, T 7</i></p> | Type | Elite: 3+ | Move | Slow, Lt Hover: 5cm | 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 5cm , FP 3/1(3+) | Off Table | 6 shots per battery. Not observed: quality -1. Radius from target point 7cm. | <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: 5cm</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 5cm, FP 2/1(4+)</td></tr> </table> <p>VARIANTS None</p> | Type | Veteran: 4+ | Move | Slow, Tracked: 5cm | 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 5cm , 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'lt: 3</td></tr> <tr><td>Move</td><td>Infantry: 5cm</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'lt: 3 | Move | Infantry: 5cm | 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'lt: 3 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Move | Infantry: 5cm | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 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: 5cm | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 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: 5cm | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 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 5cm , FP 3/1(3+) | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Off Table | 6 shots per battery. Not observed: quality -1. Radius from target point 7cm. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Type | Veteran: 4+ | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Move | Slow, Tracked: 5cm | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 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 5cm , FP 2/1(4+) | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Type | Veteran: 4+ C/As'lt: 3 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Move | Infantry: 5cm | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 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: 7cm</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 <i>Br46 Command Car: No infantry or cannon.</i> <i>KleinKrad Reconnaissance Half Track: Fast, Tracked: 10cm, DV: F 9, S 7, R 7, T 6, Armed with Heavy Support Weapon: Sh 2, FP 1/3 & Manta Light ATGW: Sh 1, FP 0/5. (no short range).</i></p> | Type | Veteran: 4+ | Move | Medium, Tracked: 7cm | 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: 10cm</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 <i>Hunter: Twin 6cm cm Railgun, FArc only: Sh 2, FP 2/5. 1cm Gatling railgun.: Sh 3, FP 1/3, Manta Light ATGW: Sh 1, FP 0/5. (no short).</i> <i>Command: Twin 6cm Cannon, FArc ONLY: Sh 4, FP 2/4. 1cm Gatling railgun.: Sh 3, FP 1/3</i></p> | Type | Veteran: 4+ | Move | Fast, Tacked: 10cm | 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: 7cm</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 <i>Truck variant: can carry stores or even infantry (4TUs). Usually unarmed.</i></p> | Type | Veteran: 4+ | Move | Medium, Wheeled: 7cm | 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: 10cm</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. <i>Fire only 2 weapons systems per turn.</i></td></tr> </table> <p>VARIANTS None</p> | Type | Veteran: 4+ | Move | Fast, Tacked: 10cm | 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 . <i>Fire only 2 weapons systems per turn.</i> | <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: 10cm</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 5cm, FP 2/1(4+)</td></tr> </table> <p>VARIANTS <i>Armoured car variant: same turret but on a light, wheeled body: DV: F 8, S 8, R 7, T 7</i> <i>Move: Fast, Wheeled: 10cm</i> <i>Rocket Support Vehicle: Added Heavy ATGW Launcher. Sh 1, FP 3/8 (no short-range). May only fire 2 weapons systems per turn.</i></p> | Type | Veteran: 4+ | Move | Fast, Tacked: 10cm | 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 5cm , FP 2/1(4+) | | | | | | | | |
| Type | Veteran: 4+ | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Move | Medium, Tracked: 7cm | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 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: 10cm | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 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: 7cm | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 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: 10cm | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 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 . <i>Fire only 2 weapons systems per turn.</i> | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Type | Veteran: 4+ | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Move | Fast, Tacked: 10cm | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 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 5cm , FP 2/1(4+) | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |