




















<p>Broglie's Legion </p> <p>GD806 APC & Support</p> <table border="1"> <tr><td>Type</td><td>Elite: 3+</td></tr> <tr><td>Move</td><td>Fast, Lt Hover: 30cm</td></tr> <tr><td>Defence</td><td>F 8, S 7, R 7, T 6</td></tr> <tr><td>Weapons</td><td>1 Flechette: Sh 2, FP 3/2 Carries 3TUs Infantry</td></tr> <tr><td>Defence Systems</td><td>Strip mines, Sh 1 all up to Close 15cm, FP 3/1(3+)</td></tr> </table> <p>VARIANTS Ar842 Dual APC: Move: Slow, Hover: 15cm, auto-cannon Sh 2, FP 2/4 ONLY carries 6TUs Infantry. Twin-callope variant: 2 x 3cm quick-firing powergun: Sh 4, FP 3/4. (no infantry). Artillery Variant: no infantry but flechette (above) plus 21cm launcher: Sh 1, FP 5/6: DIRECT FIRE QR -1.</p>	Type	Elite: 3+	Move	Fast, Lt Hover: 30cm	Defence	F 8, S 7, R 7, T 6	Weapons	1 Flechette: Sh 2, FP 3/2 Carries 3TUs Infantry	Defence Systems	Strip mines, Sh 1 all up to Close 15cm, FP 3/1(3+)	<p>Broglie's Legion </p> <p>M12A1 Tank Destroyer</p> <table border="1"> <tr><td>Type</td><td>Elite: 3+</td></tr> <tr><td>Move</td><td>Medium, Hv Hover: 20cm</td></tr> <tr><td>Defence</td><td>F 11, S 10, R 9, T 9</td></tr> <tr><td>Weapons</td><td>15cm, F Arc ONLY powergun: Sh 1, FP 2/6; 2cm tri-barrel powergun: Sh 3, FP 3/3. </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>Mine Clearance</td><td>Sh 1 at Point Blank 5cm destroys 1 mine counter</td></tr> </table> <p>VARIANTS Earlier (Baffin period) M12: flechette support weapon (not tri-barrel) Sh 2, FP 3/2 with no Anti-artillery ability Command Tank: same stats.</p>	Type	Elite: 3+	Move	Medium, Hv Hover: 20cm	Defence	F 11, S 10, R 9, T 9	Weapons	15cm, F Arc ONLY powergun: Sh 1, FP 2/6; 2cm tri-barrel powergun: Sh 3, FP 3/3. 	Defence Systems	Strip mines, Sh 1 all up to Close 15cm, FP 3/1(3+)	Mine Clearance	Sh 1 at Point Blank 5cm destroys 1 mine counter	<p>Hammer's Slammers </p> <p>Various Support Vehicles</p> <table border="1"> <tr><td>Type</td><td>Elite: 3+</td></tr> <tr><td>Move</td><td>Fast, Lt Hover: 30cm</td></tr> <tr><td>Defence</td><td>F 8, S 7, R 7, T 6</td></tr> <tr><td>Weapons</td><td>2cm Tribarrel powergun: Sh 3, FP 3/3.</td></tr> <tr><td>Defence Systems</td><td>Strip mines, Sh 1 all up to Close 15cm, FP 3/1(3+)</td></tr> </table> <p>VARIANTS Truck variant can carry stores or equipment. DV: F 6, S 6, R 6, T 6 and has no defence systems or weapons. Recovery Vehicle +1 defensive value, all angles. Move: Slow, Tracked: 15cm. Has mine clearance - Sh 2 at detection range (Point Blank) destroys 1 mine counter each.</p>	Type	Elite: 3+	Move	Fast, Lt Hover: 30cm	Defence	F 8, S 7, R 7, T 6	Weapons	2cm Tribarrel powergun: Sh 3, FP 3/3.	Defence Systems	Strip mines, Sh 1 all up to Close 15cm, FP 3/1(3+)	<p>The Firelords </p> <p>GIAT RA4-80 'Gun Truck'</p> <table border="1"> <tr><td>Type</td><td>Veteran: 4+</td></tr> <tr><td>Move</td><td>Medium, Wheeled: 20cm</td></tr> <tr><td>Defence</td><td>F 9, S 8, R 8, T 7.</td></tr> <tr><td>Weapons</td><td>Twin 2cm gatling railgun: Sh 6, FP 2/4.</td></tr> </table> <p>VARIANTS MLRS - 12 tubes as heavy mortars - Sh 6, FP 5/4 (no short/medium). Calloiope - 3cm 8 x powergun: Sh 8, FP 3/4.  Command - NO WEAPONRY. All RA4-80/100 carry 2 TU infantry</p> <p>Infantry TUs: Veteran: 4+ C/As't: 3, Weapons: 1cm Assault rifle coil-guns, Sh 2, FP 1/3, DV: 6, Light cov' +1, Heavy +2, Suppress: remove suppression marker (UP TO 4) on 4+</p>	Type	Veteran: 4+	Move	Medium, Wheeled: 20cm	Defence	F 9, S 8, R 8, T 7.	Weapons	Twin 2cm gatling railgun: Sh 6, FP 2/4.	<p>West Riding Yeomanry </p> <p>Thyssen/Icarus Hover Tank</p> <table border="1"> <tr><td>Type</td><td>Veteran: 4+</td></tr> <tr><td>Move</td><td>Fast, Lt Hover: 30cm</td></tr> <tr><td>Defence</td><td>F 10, S 8, R 7, T 7</td></tr> <tr><td>Weapons</td><td>2cm Gatling railgun: Sh 3, FP 2/4. Light Laser: Sh 2, FP 3/3. (max range: long) </td></tr> </table> <p>VARIANTS Laser Tank variant: Medium laser, 360, Sh 2, FP 3/5.  with Drozd ADS, Sh 1 all within 15cm, FP 2/1(4+) Air Defence variant: 2 Light lasers, 360, Sh 4, FP 3/3 (max range: long)  Defensive Value: F 8, S 7, R 7, T 6 APC variant: Carry 2 TU Infantry Defensive Value: F 8, S 7, R 7, T 6 Coil-gun Sh 1, FP 1/4.</p>	Type	Veteran: 4+	Move	Fast, Lt Hover: 30cm	Defence	F 10, S 8, R 7, T 7	Weapons	2cm Gatling railgun: Sh 3, FP 2/4. Light Laser: Sh 2, FP 3/3. (max range: long) 
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