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| <p>United Defence Batteries </p> <p>GD806 APC Calliope</p> <table border="1"> <tr><td>Type</td><td>Elite: 3+</td></tr> <tr><td>Move</td><td>Fast, Lt Hover: 10cm</td></tr> <tr><td>Defence</td><td>F 8, S 7, R 7, T 6</td></tr> <tr><td>Weapons</td><td>Calliope: 8 x 3cm Powergun: Sh 8, FP 3/4. </td></tr> </table> <p>VARIANTS Artillery variant: 21cm launcher: Sh 1, FP 5/6 QR REDUCE -1 FOR DIRECT FIRE (so fire as Veteran: 4+); plus 2cm powergun: Sh 2, FP 2/2.</p> <p>Support/Command variant: 2cm tri-barrel powergun: Sh 3, FP 3/3. </p> | Type | Elite: 3+ | Move | Fast, Lt Hover: 10cm | Defence | F 8, S 7, R 7, T 6 | Weapons | Calliope: 8 x 3cm Powergun: Sh 8, FP 3/4.  | <p>Texian Light Airborne </p> <p>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: 5cm</td></tr> <tr><td>Defence</td><td>6, Light cov' +1, Heavy +2</td></tr> <tr><td>Weapons</td><td>2cm Assault rifle powerguns, Sh 2, FP 2/2.</td></tr> <tr><td>Suppress</td><td>remove suppression marker (UP TO 4) on 4+</td></tr> </table> <p>VARIANTS Support Squad with 2cm Assault rifle powerguns, Sh 1, FP 2/2, & Powergun Support Weapon: Sh 2, FP 3/3.</p> <p>Tank Hunters: Assault rifle (as above) & Buzzbomb Sh 1, FP 1/6 (short range only).</p> | Type | Veteran: 4+ C/As'l't: 3 | Move | Infantry: 5cm | Defence | 6, Light cov' +1, Heavy +2 | Weapons | 2cm Assault rifle powerguns, Sh 2, FP 2/2. | Suppress | remove suppression marker (UP TO 4) on 4+ | <p>Texian Light Airborne </p> <p>Panavia Raven Gunship</p> <table border="1"> <tr><td>Type</td><td>Veteran: 4+</td></tr> <tr><td>Move</td><td>Very Fast, Lt NoE: 17cm</td></tr> <tr><td>Defence</td><td>F 8, S 7, R 7, T 6</td></tr> <tr><td>Weapons</td><td>2cm tri-barrel powergun, F Arc ONLY Sh 3, FP 3/3.  Brumbar Heavy ATGW Launcher. F Arc ONLY Sh 1 shot, FP 3/8. (no short range) 4 Hypersonic Rocket pods (firing in pairs) F Arc ONLY: Sh 6, FP 0/4. May only fire 2 weapons systems</td></tr> </table> <p>VARIANTS Lockheed Sioux Gunship: Tri-barrel F Arc ONLY Sh 3, FP 3/3.  Plus 2 Cone-bore underwing pods F- Arc ONLY: Sh 2, FP 0/5.</p> | Type | Veteran: 4+ | Move | Very Fast, Lt NoE: 17cm | Defence | F 8, S 7, R 7, T 6 | Weapons | 2cm tri-barrel powergun, F Arc ONLY Sh 3, FP 3/3.  Brumbar Heavy ATGW Launcher. F Arc ONLY Sh 1 shot, FP 3/8. (no short range) 4 Hypersonic Rocket pods (firing in pairs) F Arc ONLY: Sh 6, FP 0/4. May only fire 2 weapons systems | <p>Texian Light Airborne </p> <p>Panavia Black Crow APC</p> <table border="1"> <tr><td>Type</td><td>Veteran: 4+</td></tr> <tr><td>Move</td><td>Very Fast, Lt NoE: 17cm</td></tr> <tr><td>Defence</td><td>F 8, S 7, R 7, T 6</td></tr> <tr><td>Weapons</td><td>2cm tri-barrel powergun, F Arc ONLY Sh 3, FP 3/3.  May carry 2 Hypersonic Rocket pods F Arc ONLY: Sh 3, FP 0/4. Carries 1 TU Infantry</td></tr> </table> <p>VARIANTS Lockheed Trailblazer APC: Tri-barrel F Arc ONLY Sh 3, FP 3/3.  Plus 2 Cone-bore underwing pods F- Arc ONLY: Sh 2, FP 0/5. Carries 3 TUs Infantry. Move: Fast, Lt NoE: 10cm</p> | Type | Veteran: 4+ | Move | Very Fast, Lt NoE: 17cm | Defence | F 8, S 7, R 7, T 6 | Weapons | 2cm tri-barrel powergun, F Arc ONLY Sh 3, FP 3/3.  May carry 2 Hypersonic Rocket pods F Arc ONLY: Sh 3, FP 0/4. Carries 1 TU Infantry | <p>Lightning Division </p> <p>Kraus Medium 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>9cm Railgun: Sh 1, FP 2/7. Support Weapon: Sh 2, FP 1/3.</td></tr> </table> <p>VARIANTS Anti-Air & support variant: Twin 6cm Railgun: Sh 2, FP 2/5. Manta Light ATGW: Sh 1, FP 0/5. (no short range). Defence Value: F 10, S 9, R 8, T 8. No anti-artillery defence Anti-artillery variant: Twin 17cm Medium Lasers: Sh 4, FP 3/5. Twin 6cm Light Lasers: Sh 4, FP 3/3.  (short/medium range only). All weapons MUST fire at same target.</p> | Type | Veteran: 4+ | Move | Slow, Tracked: 5cm | Defence | F 11, S 9, R 8, T 8 | Weapons | 9cm Railgun: Sh 1, FP 2/7. Support Weapon: Sh 2, FP 1/3. | | |
| Type | Elite: 3+ | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Move | Fast, Lt Hover: 10cm | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Defence | F 8, S 7, R 7, T 6 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Weapons | Calliope: 8 x 3cm Powergun: Sh 8, FP 3/4.  | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Type | Veteran: 4+ C/As'l't: 3 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Move | Infantry: 5cm | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Defence | 6, Light cov' +1, Heavy +2 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Weapons | 2cm Assault rifle powerguns, Sh 2, FP 2/2. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Suppress | remove suppression marker (UP TO 4) on 4+ | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Type | Veteran: 4+ | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Move | Very Fast, Lt NoE: 17cm | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Defence | F 8, S 7, R 7, T 6 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Weapons | 2cm tri-barrel powergun, F Arc ONLY Sh 3, FP 3/3.  Brumbar Heavy ATGW Launcher. F Arc ONLY Sh 1 shot, FP 3/8. (no short range) 4 Hypersonic Rocket pods (firing in pairs) F Arc ONLY: Sh 6, FP 0/4. May only fire 2 weapons systems | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Type | Veteran: 4+ | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Move | Very Fast, Lt NoE: 17cm | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Defence | F 8, S 7, R 7, T 6 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Weapons | 2cm tri-barrel powergun, F Arc ONLY Sh 3, FP 3/3.  May carry 2 Hypersonic Rocket pods F Arc ONLY: Sh 3, FP 0/4. Carries 1 TU Infantry | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Type | Veteran: 4+ | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Move | Slow, Tracked: 5cm | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Defence | F 11, S 9, R 8, T 8 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Weapons | 9cm Railgun: Sh 1, FP 2/7. Support Weapon: Sh 2, FP 1/3. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| <p>Han Black Banner/Hindi </p> <p>Subaru/GIAT RA4-80 Tank</p> <table border="1"> <tr><td>Type</td><td>Trained: 5+</td></tr> <tr><td>Move</td><td>Slow, Wheeled: 5cm</td></tr> <tr><td>Defence</td><td>F 9, S 7, R 7, T 7.</td></tr> <tr><td>Weapons</td><td>Heavy 25cm Laser: Sh 2, FP 4/5. Can Carry 2 TUs Infantry</td></tr> </table> <p>VARIANTS APC: DV: F 7, S 7, R 7, T 7. Weapon Systems: Either 2cm Auto cannon: Sh 2, FP 2/3 OR Hindi Army only: Light 6cm Laser: Sh 2, FP 3/3.  Lasers CANNOT provide anti-artillery support as no AI fitted! All APCs carry 4 TUs Infantry</p> | Type | Trained: 5+ | Move | Slow, Wheeled: 5cm | Defence | F 9, S 7, R 7, T 7. | Weapons | Heavy 25cm Laser: Sh 2, FP 4/5. Can Carry 2 TUs Infantry | <p>Hindi/Han Black Banner </p> <p>Infantry Squad</p> <table border="1"> <tr><td>Type</td><td>Trained: 5+ C/As'l't: 1</td></tr> <tr><td>Move</td><td>Infantry: 5cm</td></tr> <tr><td>Defence</td><td>5, Light cov' +1, Heavy +2</td></tr> <tr><td>Weapons</td><td>High-tech Assault rifle: Sh 2, FP 1/1 Range: Long</td></tr> <tr><td>Suppress</td><td>remove suppression marker (UP TO 3) on 5+</td></tr> </table> <p>VARIANTS Hindi Army only: with Infantry Laser Sh 2, FP 2/1. (short/medium range only). Han or Hindi: with Assault rifle and Buzzbomb EITHER Assault rifle, Sh 2, FP 1/1 OR Buzzbomb Sh 1, FP 1/6 (short range only). NO COMBINED or DUAL FIRE</p> | Type | Trained: 5+ C/As'l't: 1 | Move | Infantry: 5cm | Defence | 5, Light cov' +1, Heavy +2 | Weapons | High-tech Assault rifle: Sh 2, FP 1/1 Range: Long | Suppress | remove suppression marker (UP TO 3) on 5+ | <p>Prosperity RNAR </p> <p>Infantry Squad</p> <table border="1"> <tr><td>Type</td><td>Trained: 5+ C/As'l't: 1</td></tr> <tr><td>Move</td><td>Infantry: 5cm</td></tr> <tr><td>Defence</td><td>5, Light cov' +1, Heavy +2</td></tr> <tr><td>Weapons</td><td>High-tech Assault rifle: Sh 2, FP 1/1 Range: Long</td></tr> <tr><td>Suppress</td><td>remove suppression marker (UP TO 3) on 5+</td></tr> </table> <p>VARIANTS Support Squad: with Assault rifle and support weapon: Sh 2, FP 2/2. COMBINED FIRE ONLY</p> <p>Tank Hunters: with Assault rifle and Buzzbomb EITHER Assault rifle, Sh 2, FP 1/1 Range: Long OR Buzzbomb Sh 1, FP 1/6 (short range only). NO COMBINED or DUAL FIRE</p> | Type | Trained: 5+ C/As'l't: 1 | Move | Infantry: 5cm | Defence | 5, Light cov' +1, Heavy +2 | Weapons | High-tech Assault rifle: Sh 2, FP 1/1 Range: Long | Suppress | remove suppression marker (UP TO 3) on 5+ | <p>Prosperity RNAR </p> <p>Wheeled Truck</p> <table border="1"> <tr><td>Type</td><td>Trained: 5+</td></tr> <tr><td>Move</td><td>Slow, Wheeled: 5cm</td></tr> <tr><td>Defence</td><td>F 6, S 6, R 6, T 6</td></tr> <tr><td>Weapons</td><td>Usually none. Can carry up to 8 infantry TUs</td></tr> </table> <p>VARIANTS Mortar Truck: Heavy Mortar: Sh 1, FP 5/4 (no short/medium range). Cannot carry infantry.</p> | Type | Trained: 5+ | Move | Slow, Wheeled: 5cm | Defence | F 6, S 6, R 6, T 6 | Weapons | Usually none. Can carry up to 8 infantry TUs | <p>Prosperity RNAR </p> <p>Thyssen Colonial Light Tank</p> <table border="1"> <tr><td>Type</td><td>Trained: 5+</td></tr> <tr><td>Move</td><td>Slow, Tracked: 5cm</td></tr> <tr><td>Defence</td><td>F 9, S 7, R 7, T 7</td></tr> <tr><td>Weapons</td><td>6cm Auto-cannon: Sh 2, FP 2/4. Support Weapon: Sh 2, FP 1/3.</td></tr> </table> <p>VARIANTS Light Support Tank. 10cm artillery howitzer Sh 1, FP 4/4 in direct fire mode QR REDUCE -1 FOR DIRECT FIRE (so fire as Untrained: 6+)</p> | Type | Trained: 5+ | Move | Slow, Tracked: 5cm | Defence | F 9, S 7, R 7, T 7 | Weapons | 6cm Auto-cannon: Sh 2, FP 2/4. Support Weapon: Sh 2, FP 1/3. |
| Type | Trained: 5+ | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Move | Slow, Wheeled: 5cm | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Defence | F 9, S 7, R 7, T 7. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Weapons | Heavy 25cm Laser: Sh 2, FP 4/5. Can Carry 2 TUs Infantry | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Type | Trained: 5+ C/As'l't: 1 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Move | Infantry: 5cm | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Defence | 5, Light cov' +1, Heavy +2 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Weapons | High-tech Assault rifle: Sh 2, FP 1/1 Range: Long | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Suppress | remove suppression marker (UP TO 3) on 5+ | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Type | Trained: 5+ C/As'l't: 1 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Move | Infantry: 5cm | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Defence | 5, Light cov' +1, Heavy +2 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Weapons | High-tech Assault rifle: Sh 2, FP 1/1 Range: Long | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Suppress | remove suppression marker (UP TO 3) on 5+ | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Type | Trained: 5+ | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Move | Slow, Wheeled: 5cm | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Defence | F 6, S 6, R 6, T 6 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Weapons | Usually none. Can carry up to 8 infantry TUs | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Type | Trained: 5+ | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Move | Slow, Tracked: 5cm | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Defence | F 9, S 7, R 7, T 7 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Weapons | 6cm Auto-cannon: Sh 2, FP 2/4. Support Weapon: Sh 2, FP 1/3. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |