

<p><b>Apex Dragons</b> </p> <p><b>GIAT Tank Destroyer</b></p> <table border="1"> <tr><td>Type</td><td>Veteran: 4+</td></tr> <tr><td>Move</td><td>Slow, Wheeled: <b>8cm</b></td></tr> <tr><td>Defence</td><td>F 9, S 8, R 8, T 7</td></tr> <tr><td>Weapons</td><td>9cm Electrochemical cannon (as per Railgun): <b>Sh 1, FP 2/7</b>. Support Weapon: Hypersonic Missile Launcher: <b>Sh 3, FP 0/4</b>.</td></tr> <tr><td>Defence Systems</td><td>Drozd, <b>Sh 1</b> all up to <b>Close 8cm, FP 2/1(4+)</b></td></tr> </table> <p><b>VARIANTS</b>  <b>GIAT Area Defence system</b>  2 x 2cm Gatling: <b>Sh 6, FP 2/4</b>.  <b>GIAT Heavy APC &amp; Missile Support</b>  Multi shot Kestral ATGW: <b>Sh 2, FP 1/6. (no short range)</b>.  Hypersonic missile s'pt weapon: <b>Sh 3, FP 0/4</b> and carries <b>3 TUs infantry</b>.</p>	Type	Veteran: 4+	Move	Slow, Wheeled: <b>8cm</b>	Defence	F 9, S 8, R 8, T 7	Weapons	9cm Electrochemical cannon (as per Railgun): <b>Sh 1, FP 2/7</b> . 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May <b>not carry infantry</b></p>	Type	Veteran: 4+	Move	Fast, Wheeled: <b>15cm</b>	Defence	F 8, S 8, R 8, T 7	Weapons	2cm Auto-canon: <b>Sh 2, FP 2/2</b> . Manta Light ATGW: <b>Sh 1, FP 0/5. (no short range)</b> and carries <b>2 TUs</b> infantry.	Defence Systems	Drozd, <b>Sh 1</b> all up to <b>Close 8cm, FP 2/1(4+)</b>	<p><b>Apex Dragons</b> </p> <p><b>Slingshot 6x6 MICV</b></p> <table border="1"> <tr><td>Type</td><td>Veteran: 4+</td></tr> <tr><td>Move</td><td>Fast, Wheeled: <b>15cm</b></td></tr> <tr><td>Defence</td><td>F 9, S 8, R 8, T 7</td></tr> <tr><td>Weapons</td><td>2cm Gatling railgun: <b>Sh 3, FP 2/4</b>. Hypersonic missile support weapon: <b>Sh 3, FP 0/4</b></td></tr> <tr><td>Defence Systems</td><td>Drozd, <b>Sh 1</b> all up to <b>Close 8cm, FP 2/1(4+)</b></td></tr> </table> <p><b>VARIANTS</b>  <b>Hypersonic Missile Calliope:</b>  <b>Defence:</b> F 9, S 8, R 8, T 7.  Fitted with AI and Hypersonic Missile Artillery Defence weapon <b>Sh 6, FP 0/4</b> and carries <b>NO</b> infantry or support weapon.  <b>AA as per 2 light lasers:</b> </p>	Type	Veteran: 4+	Move	Fast, Wheeled: <b>15cm</b>	Defence	F 9, S 8, R 8, T 7	Weapons	2cm Gatling railgun: <b>Sh 3, FP 2/4</b> . Hypersonic missile support weapon: <b>Sh 3, FP 0/4</b>	Defence Systems	Drozd, <b>Sh 1</b> all up to <b>Close 8cm, FP 2/1(4+)</b>	<p><b>Wolverines</b> </p> <p><b>KleineKrad Half Track</b></p> <table border="1"> <tr><td>Type</td><td>Veteran: 4+</td></tr> <tr><td>Move</td><td>Fast, Tracked: <b>15cm</b></td></tr> <tr><td>Defence</td><td>F 8, S 7, R 7, T 6</td></tr> <tr><td>Weapons</td><td>Heavy support weapon: <b>Sh 2, FP 1/3</b> &amp; carries 1 TU infantry.</td></tr> </table> <p><b>VARIANTS</b>  <b>Additional Towed weapon:</b> 5cm Powergun <b>Sh 1, FP 2/6. FArc</b>. May be <b>deployed with gun crew</b> who may <b>not then move</b>. When <b>towing move is Med, Wheeled 10cm</b>.  <b>Weapon counts as Hvy Inf DV7 in Light Cover +1</b>. Any <b>additional cover is Heavy +2</b>  <b>Anti-Tank UAV variant</b>  <b>DV:</b> F 9, S 7, R 7, T 6. May be fitted with Medium ATGW: <b>Sh 1, FP 1/6. (no short)</b>. May <b>not</b> carry infantry.</p>	Type	Veteran: 4+	Move	Fast, Tracked: <b>15cm</b>	Defence	F 8, S 7, R 7, T 6	Weapons	Heavy support weapon: <b>Sh 2, FP 1/3</b> & carries 1 TU infantry.	<p><b>Flaming Sword CHB</b> </p> <p><b>M12A4 Heavy Tank Dest.</b></p> <table border="1"> <tr><td>Type</td><td>Veteran: 4+</td></tr> <tr><td>Move</td><td>Fast, Hv Hover: <b>15cm</b></td></tr> <tr><td>Defence</td><td>F 10, S 9, R 8, T 7</td></tr> <tr><td>Weapons</td><td>9cm Powergun, <b>FArc only: Sh 1</b> shots, <b>FP 2/6</b>; 2cm tri-barrel powergun: <b>Sh 3, FP 3/3.</b> </td></tr> <tr><td>Defence Systems</td><td>Drozd, <b>Sh 1</b> all up to <b>Close 8cm, FP 2/1(4+)</b></td></tr> <tr><td>Mine Clearance</td><td><b>Sh 1</b> at <b>Point Blank 3cm</b> destroys 1 mine counter</td></tr> </table> <p><b>VARIANTS</b>  <b>Command Tank:</b> same stats.</p>	Type	Veteran: 4+	Move	Fast, Hv Hover: <b>15cm</b>	Defence	F 10, S 9, R 8, T 7	Weapons	9cm Powergun, <b>FArc only: Sh 1</b> shots, <b>FP 2/6</b> ; 2cm tri-barrel powergun: <b>Sh 3, FP 3/3.</b> 	Defence Systems	Drozd, <b>Sh 1</b> all up to <b>Close 8cm, FP 2/1(4+)</b>	Mine Clearance	<b>Sh 1</b> at <b>Point Blank 3cm</b> destroys 1 mine counter
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