### Apex Dragoons

**GIAT Tank Destroyer**

- **Type**: Veteran: 4+
- **Move**: Slow, Wheeled: 8cm
- **Defence**: F 9, S 8, R 8, T 7
- **Weapons**: 9cm Electrochemical cannon (as per Railgun): Sh 1, FP 2/7.

**Trojan 6x6 APC**

- **Type**: Veteran: 4+
- **Move**: Fast, Wheeled: 15cm
- **Defence**: F 8, S 8, R 8, T 7
- **Weapons**: 2cm Auto-cannon: Sh 2, FP 2/2. Manta Light ATGW: Sh 1, FP 0/5. (no short range) and carries 2 TUs infantry.

**Slingshot 6x6 MICV**

- **Type**: Veteran: 4+
- **Move**: Fast, Wheeled: 15cm
- **Defence**: F 9, S 8, R 8, T 7

**Heavy Infantry Squad**

- **Type**: Veteran: 4+ C/As’lt: 3
- **Move**: Infantry: 8cm
- **Defence**: 6, Light cov’ +1, Heavy +2
- **Weapons**: 2cm Assault Rifle powerguns, Sh 2, FP 2/2
- **Support**: remove suppression marker (UP TO 4) on 4+

**Support Squad**: 2cm Assault Rifle powerguns: Sh 1, FP 2/2 & Powergun Support Weapon: Sh 2, FP 3/3.

**Tank Hunters**: on Skimmers move Fast, Hover: 15cm but still fight as infantry. 2cm Assault Rifle Powerguns: Sh 1, FP 2/2 & Buzzbomb Sh 1, FP 1/6 (short range only).

**VARIANTS**

- **Light Anti-Tank Squad**: Defence Value 6, with Assault Rifle: Sh 1, FP 1/1 (range: Long) & Buzzbombs: Sh 1, FP 1/6 (short range only).

- **Light Attack Squad**: Defence Value 6, with Assault Rifle: Sh 1, FP 1/1 (range: Long) & Hypersonic Missile: Sh 3, FP 0/4

**Wolverines**

**Infantry Squad**

- **Type**: Veteran: 4+ C/As’lt: 3
- **Move**: Infantry: 8cm
- **Defence**: 6, Light cov’ +1, Heavy +2
- **Weapons**: 2cm Assault Rifle powerguns, Sh 2, FP 2/2

**Support Squad**: 2cm Assault Rifle powerguns: Sh 1, FP 2/2 & Powergun Support Weapon: Sh 2, FP 3/3.

**Tank Hunters**: on Skimmers move Fast, Hover: 15cm but still fight as infantry. 2cm Assault Rifle Powerguns: Sh 1, FP 2/2 & Buzzbomb Sh 1, FP 1/6 (short range only).

**VARIANTS**

- **Light Anti-Tank Squad**: Defence Value 6, with Assault Rifle: Sh 1, FP 1/1 (range: Long) & Buzzbombs: Sh 1, FP 1/6 (short range only).

- **Light Attack Squad**: Defence Value 6, with Assault Rifle: Sh 1, FP 1/1 (range: Long) & Hypersonic Missile: Sh 3, FP 0/4

### Wolverine KleineKrad Half Track

**Type**: Veteran: 4+

**Move**: Fast, Tracked: 15cm

**Defence**: F 8, S 7, R 7, T 6

**Weapons**: Heavy support weapon: Sh 2, FP 1/3 & carries 1 TU infantry.

**VARIANTS**

- **Additional Towed weapon**: 5cm Powergun Sh 1, FP 2/6. **F. Arc.** May be deployed with gun crew who may not then move. When towing move is Med, Wheeled 10cm. Weapon counts as Hvy Inf DV in Light Cover +1. Any additional cover is Hvy +2

- **Anti-Tank UAV variant**: DV: F 9, S 7, R 7, T 6. May be fitted with Medium ATGW: Sh 1, FP 1/6 (no short). May not carry infantry.

### Flaming Sword CHB

**M12A4 Heavy Tank Dest.**

- **Type**: Veteran: 4+
- **Move**: Fast, Hv Hover: 15cm
- **Defence**: F 10, S 9, R 8, T 7
- **Weapons**: 9cm Powergun, F. Arc. **only**: Sh 1 shots, FP 2/6; 2cm Tri-barrel powergun: Sh 3, FP 3/3

**Defence Systems**

- **Drozd**: Sh 1 all up to Close 8cm, FP 2/1(4+)

**Mine Clearance**

- **Sh 1 at Point Blank 3cm destroys 1 mine counter**

**Command Tank**: same stats.

### GD806 APC & Support

**Infantry Squad**

- **Type**: Veteran: 4+ C/As’lt: 3
- **Move**: Infantry: 8cm
- **Defence**: 6, Light cov’ +1, Heavy +2
- **Weapons**: 2cm Assault Rifle powerguns, Sh 2, FP 2/2

**Support Squad**: 2cm Assault Rifle powerguns: Sh 1, FP 2/2 & Powergun Support Weapon: Sh 2, FP 3/3.

**Tank Hunters**: on Skimmers move Fast, Hover: 15cm but still fight as infantry. 2cm Assault Rifle Powerguns: Sh 1, FP 2/2 & Buzzbomb Sh 1, FP 1/6 (short range only).

**VARIANTS**

- **All carry NO INFANTRY Command Vehicle**: As APC

**Twin-caliboe variant**: As Command plus 2 x 3cm quick-firing Powergun: Sh 4, FP 3/4.

**Heavy Mortar variant**: As Command plus quick-fire Mortar: Sh 2 shots, FP 5/4 No Short or Med

**Tank Destroyer**: As Command but with additional 9cm powergun, **F. Arc.** only: Sh 1 shots, FP 2/6 and DVF: F 9, S 8, R 7, T 6

### A21 Jeep

**Infantry Squad**

- **Type**: Veteran: 4+
- **Move**: Infantry: 8cm
- **Defence**: 6, Light cov’ +1, Heavy +2
- **Weapons**: 2cm Assault Rifle powerguns: Sh 2, FP 2/2.

**Support Squad**: with 1cm Carbine powerguns: Sh 1, FP 1/1 & Tri-barrel support weapon: Sh 3, FP 3/3.

**VARIANTS**

- **Support Squad**: with 1cm Carbine powerguns: Sh 1, FP 1/1 & Tri-barrel support weapon: Sh 3, FP 3/3.

**VARIANTS**

- **Mortar Jeep**: Sh 3, FP 3/0. (no short range). Observed by any TU with a line of sight, die versus quality to hit. Not observed: quality -1. Radius from target point 10cm.