

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