### Fasolini's Company

**Oto Melara 440C GS**
- **Type**: Veteran: 4+
- **Move**: Medium, Wheeled: 10cm
- **Defence**: F 8, S 8, R 7, T 7
- **Weapons**: 4 barrel Heavy Cone-bore on separate, detachable tracked mount. Sh 8, FP 1/4.

**DETACHABLE MOUNT**
Tracked unit may be deployed with crew member: moves at Slow, Tracked 8cm. Wheeled transport may then move at Fast Wheeled 15cm. DV of tracked unit when independent: F 9, S 7, R 7, T 6. May not carry infantry. Always add 1LP to any move for tracked unit (so first move 2LP, 2nd move 3LP, 3rd move 5LP). Empty Transport may carry 1TU of Infantry.

### Divisions

#### Légère

**Hades Tank Destroyer**
- **Type**: Veteran: 4+
- **Move**: Fast, Lt Hover: 15cm
- **Defence**: F 10, S 8, R 8, T 7
- **Weapons**: 15cm Hi Powergun: Sh 1, FP 2/6, FARC only. Support Weapon: 1cm Gatling railgun: Sh 3, FP 1/3.

**VARIANTS**
- **Hades II Heavy Tank Destroyer**: This sacrifices defence for hitting power with a redesigned gun mount: DV F 8, S 7, R 7, T 7. 20cm Powergun: Sh 1, FP 2/8, FARC only. Support Wpn: 1cm Gatling railgun: Sh 3, FP 1/3. FARC only.

**Épée APC**
- **Type**: Veteran: 4+
- **Move**: Fast, Lt Hover: 15cm
- **Defence**: F 8, S 8, R 7, T 6
- **Weapons**: Heavy Support Weapon: Sh 2, FP 1/3 & carries 2 TUs infantry.

**CN44m Gorille Jeep**
- **Type**: Veteran: 4+
- **Move**: Fast, Lt Hover: 15cm
- **Defence**: F 6, S 6, R 6, T 5
- **Weapons**: Heavy Support Weapon, FARC: Sh 2, FP 1/3

#### Infantry Squad

**Panthère Medium Tank**
- **Type**: Veteran: 4+ C/As/lt: 3
- **Move**: Medium, Lt Hover: 10cm
- **Defence**: F 9, S 8, R 8, T 7
- **Weapons**: 15cm Hi Powergun: Sh 1, FP 2/6 Support Wpn: 1cm Gatling Railgun: Sh 3, FP 1/3. Turret mounted box of Manta Light ATGW: Sh 1, FP 0/5. (no short range)

**VARIANTS**
- **Tank Hunter Squad**: with Cone-bore Assault Rifle: Sh 2, FP 1/3 & Advanced Buzzbomb: Sh 2, FP 1/7 Support Squad: with Cone Bore Assault Rifle & HSW: Sh 3, FP 1/3. COMBINED FIRE ONLY Mortar Team: with Light Mortar: Sh 3, FP 3/1 (NA no short range).

**Epée APC**
- **Type**: Veteran: 4+
- **Move**: Fast, Lt Hover: 15cm
- **Defence**: F 8, S 8, R 8, T 7
- **Weapons**: Heavy Support Weapon: Sh 2, FP 1/3 & carries 2 TUs infantry.

**CN44m Gorille Jeep**
- **Type**: Veteran: 4+
- **Move**: Fast, Lt Hover: 15cm
- **Defence**: F 6, S 6, R 6, T 5
- **Weapons**: Heavy Support Weapon, FARC: Sh 2, FP 1/3

#### Infantry Squad

**Panthère Medium Tank**
- **Type**: Veteran: 4+ C/As/lt: 3
- **Move**: Medium, Lt Hover: 10cm
- **Defence**: F 9, S 8, R 8, T 7
- **Weapons**: 15cm Hi Powergun: Sh 1, FP 2/6 Support Wpn: 1cm Gatling Railgun: Sh 3, FP 1/3. Turret mounted box of Manta Light ATGW: Sh 1, FP 0/5. (no short range)

**VARIANTS**
- **Tank Hunter Squad**: with Cone-bore Assault Rifle: Sh 2, FP 1/3 & Advanced Buzzbomb: Sh 2, FP 1/7 Support Squad: with Cone Bore Assault Rifle & HSW: Sh 3, FP 1/3. COMBINED FIRE ONLY Mortar Team: with Light Mortar: Sh 3, FP 3/1 (NA no short range).

### Division Légère

**VARIANTS**

**Hypersonic missile pack vehicle - unarmed.**
- **Damage**: 4+

**Artillery Variant**: HSW: Sh 2, FP 1/3

**VARIANTS**
- **Missile Jeep**: Manta Light ATGW: Sh 1, FP 0/5. (no short R). No HSW. Large Scale: As above with up to 3 Babouin remote controlled missile units. Each moves using 1,2,4 rule (1LP moves one unit, 2LP the second, 4LP the 3rd unit). Babouin ATGW's independently targetable at minus 1QR (if Trained: 5+). Dv: 6 all arcs. Damage: ANY hit destroys. Max distance from Jeep: Short (30cm) Move: Lt Hover 25cm.

### Oltenian Regular Army

**Bihar R371 Medium Tank**
- **Type**: Veteran: 4+
- **Move**: Fast, Wheeled: 15cm
- **Defence**: F 10, S 9, R 8, T 7 (9B)
- **Weapons**: Heavy Coil Gun: Sh 2, FP 1/4, Light ATGW Launcher: Sh 1, FP 0/5 (no short range).

**VARIANTS**
- **Support Variant**: Dual-Feed cannon: Sh 1, FP 4*/5 (NA) *Against Infantry - no NA. FP 4 at short range, FP 2 at med range or FP 0 at (max) long range

**VARIANTS**
- **Tank Hunter**: 9cm Railgun Sh 1, FP 27. 1cm Gatling railgun Support Weapon: Sh 3, FP 1/3. Rocket Artillery: 18cm Artillery Sh 1, FP 5/6. 1cm Gatling railgun Support Weapon: Sh 3, FP 1/3.

### Oltenian Regular Army

**Alba R26 APC**
- **Type**: Veteran: 4+
- **Move**: Fast, Wheeled: 15cm
- **Defence**: F 9, S 8, R 7, T 6 (9B)
- **Weapons**: 2 x Auto grenade launchers: Sh 3, FP 3/1 NA (no short) Carries 3TUs Infantry

**VARIANTS**
- **Anti-tank variant**: replaces 1 grenade launcher with ATGW, so: 1 Auto grenade launchers: Sh 3, FP 3/1 NA (no short-range).

**VARIANTS**
- **Basic Truck**: Fast, Wheeled: 15cm F 6, S 5, R 5, T 5 with Heavy Support Weapon: Sh 2, FP 1/3 NA. Carries 2TUs Infantry