











<p>Fasolini's Company </p> <p>Oto Melara 440C GS</p> <table border="1"> <tr><td>Type</td><td>Veteran: 4+</td></tr> <tr><td>Move</td><td>Medium, Wheeled: 20cm</td></tr> <tr><td>Defence</td><td>F 8, S 8, R 7, T 7</td></tr> <tr><td>Weapons</td><td>4 barrel Heavy Cone-bore on separate, detachable tracked mount. Sh 8, FP 1/4.</td></tr> </table> <p>DETACHABLE MOUNT Tracked unit may be deployed with crew member: moves at Slow, Tracked 15cm. Wheeled transport may then move at Fast Wheeled 30cm. 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.</p>	Type	Veteran: 4+	Move	Medium, Wheeled: 20cm	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.	<p>Division Légère </p> <p>Hadès Tank Destroyer</p> <table border="1"> <tr><td>Type</td><td>Veteran: 4+</td></tr> <tr><td>Move</td><td>Fast, Lt Hover: 30cm</td></tr> <tr><td>Defence</td><td>F 10, S 8, R 8, T 7</td></tr> <tr><td>Weapons</td><td>15cm HI Powergun: Sh 1, FP 2/6. F Arc only. Support Weapon: 1cm Gatling railgun: Sh 3, FP 1/3.</td></tr> </table> <p>VARIANTS Hadès 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. F Arc only. Support Wpn: 1cm Gatling railgun. Sh 3, FP 1/3. F arc only</p>	Type	Veteran: 4+	Move	Fast, Lt Hover: 30cm	Defence	F 10, S 8, R 8, T 7	Weapons	15cm HI Powergun: Sh 1, FP 2/6. F Arc only. Support Weapon: 1cm Gatling railgun: Sh 3, FP 1/3.	<p>Division Légère </p> <p>Épée APC</p> <table border="1"> <tr><td>Type</td><td>Veteran: 4+</td></tr> <tr><td>Move</td><td>Fast, Lt Hover: 30cm</td></tr> <tr><td>Defence</td><td>F 8, S 8, R 7, T 6</td></tr> <tr><td>Weapons</td><td>Heavy Support Weapon: Sh 2, FP 1/3 & carries 2 TUs infantry.</td></tr> </table> <p>VARIANTS Command APC: An APC sized vehicle - unarmed. Carries 2TUs Inf. Anti-Artillery Mixed Calliope: with 2cm Powerguns Sh 8, FP 3/3 & Hypersonic missile pack Sh 3, FP 0/4. Must fire at same target.  Carries NO Infantry. HSW: Sh 2, FP 1/3 Artillery Variant: HSW: Sh 2, FP 1/3 plus 21cm launcher: Sh 1, FP 5/6: DIRECT FIRE QR -1. Carries NO Infantry.</p>	Type	Veteran: 4+	Move	Fast, Lt Hover: 30cm	Defence	F 8, S 8, R 7, T 6	Weapons	Heavy Support Weapon: Sh 2, FP 1/3 & carries 2 TUs infantry.	<p>Division Légère </p> <p>CN44m Gorille Jeep</p> <table border="1"> <tr><td>Type</td><td>Veteran: 4+</td></tr> <tr><td>Move</td><td>Fast, Lt Hover: 30cm</td></tr> <tr><td>Defence</td><td>F 6, S 6, R 6, T 5</td></tr> <tr><td>Weapons</td><td>Heavy Support Weapon, FArc: Sh 2, FP 1/3</td></tr> </table> <p>VARIANTS Missile Jeep: Manta Light ATGW: Sh 1, FP 0/5. (no short R). No HSW. Advanced Missile Jeep: As above with up to 3 Babouin remote controlled missile units. Each moves using 1,2,4 rule (1LP moves one unit, 2LP the 2nd, 4LP the 3rd unit). Babouin ATGW's independently targetable at minus 1QR (i.e Trained: 5+). DV: 6 all arcs. Damage: ANY hit destroys. Max distance from Jeep - Short (60cm) Move: Lt Hover 50cm</p>	Type	Veteran: 4+	Move	Fast, Lt Hover: 30cm	Defence	F 6, S 6, R 6, T 5	Weapons	Heavy Support Weapon, FArc: Sh 2, FP 1/3	<p>Oltenian Regular Army </p> <p>Bihor R371 Medium Tank</p> <table border="1"> <tr><td>Type</td><td>Trained: 5+</td></tr> <tr><td>Move</td><td>Fast, Wheeled: 30cm</td></tr> <tr><td>Defence</td><td>F 10, S 9, R 8, T 7 (9B)</td></tr> <tr><td>Weapons</td><td>Heavy Coil Gun, Sh 2, FP 1/4, Light ATGW Launcher. Sh 1, FP 0/5 (no short-range).</td></tr> </table> <p>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 Tank Hunter: 9cm Railgun Sh 1, FP 2/7. 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.</p>	Type	Trained: 5+	Move	Fast, Wheeled: 30cm	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).						
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