







<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: 7cm</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 5cm. Wheeled transport may then move at Fast Wheeled 10cm. 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: 7cm	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: 10cm</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. FArc 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. FArc only. Support Wpn: 1cm Gatling railgun. Sh 3, FP 1/3. F arc only</p>	Type	Veteran: 4+	Move	Fast, Lt Hover: 10cm	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 .	<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: 10cm</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: 10cm	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: 10cm</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 (20cm) Move: Lt Hover 17cm</p>	Type	Veteran: 4+	Move	Fast, Lt Hover: 10cm	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: 10cm</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: 10cm	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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<p>Fasolini's Company </p> <p>Infantry Squad</p> <table border="1"> <tr><td>Type</td><td>Veteran: 4+ C/As't: 3</td></tr> <tr><td>Move</td><td>Infantry: 5cm</td></tr> <tr><td>Defence</td><td>6, Light cov' +1, Heavy +2</td></tr> <tr><td>Weapons</td><td>Cone-bore Assault Rifle Sh 2, FP 1/3 plus Grenade Launcher: Sh 1, FP 3/1 No Short</td></tr> <tr><td>Suppress</td><td>remove suppression marker (UP TO 4) on 4+</td></tr> </table> <p>VARIANTS Tank Hunter Squad: with Cone-bore Assault Rifle: Sh 1, 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).</p>	Type	Veteran: 4+ C/As't: 3	Move	Infantry: 5cm	Defence	6 , Light cov' +1 , Heavy +2	Weapons	Cone-bore Assault Rifle Sh 2 , FP 1/3 plus Grenade Launcher: Sh 1 , FP 3/1 No Short	Suppress	remove suppression marker (UP TO 4) on 4+	<p>Division Légère </p> <p>Panthère Medium Tank</p> <table border="1"> <tr><td>Type</td><td>Veteran: 4+</td></tr> <tr><td>Move</td><td>Medium, Lt Hover: 7cm</td></tr> <tr><td>Defence</td><td>F 9, S 8, R 8, T 7</td></tr> <tr><td>Weapons</td><td>15cm HI Powergun: Sh 1, FP 2/6. Support Wpn: 1cm Gatling Rail Gun. Sh 3, FP 1/3. Turret mounted box of Manta Light ATGW: Sh 1, FP 0/5. (no short range)</td></tr> </table> <p>VARIANTS Command Tank: same stats.</p>	Type	Veteran: 4+	Move	Medium, Lt Hover: 7cm	Defence	F 9 , S 8 , R 8 , T 7	Weapons	15cm HI Powergun: Sh 1 , FP 2/6 . Support Wpn: 1cm Gatling Rail Gun. Sh 3 , FP 1/3 . Turret mounted box of Manta Light ATGW: Sh 1 , FP 0/5 . (no short range)	<p>Division Légère </p> <p>Infantry Squad</p> <table border="1"> <tr><td>Type</td><td>Veteran: 4+ C/As't: 3</td></tr> <tr><td>Move</td><td>Infantry: 5cm</td></tr> <tr><td>Defence</td><td>6, Light cov' +1, Heavy +2</td></tr> <tr><td>Weapons</td><td>Flechette Assault Rifle, Sh 2, FP 3/1. (max range: long)</td></tr> <tr><td>Suppress</td><td>remove suppression marker (UP TO 4) on 4+</td></tr> </table> <p>VARIANTS Anti-Tank Squad: with Flechette Rifle: Sh 1, FP 3/1 (range: Long) & Buzzbombs: Sh 1, FP 1/6 (short range only). Heavy Attack Squad: with Flechette Rifle: Sh 1, FP 3/1 (range: Long) & Hypersonic Missile: Sh 3, FP 0/4</p>	Type	Veteran: 4+ C/As't: 3	Move	Infantry: 5cm	Defence	6 , Light cov' +1 , Heavy +2	Weapons	Flechette Assault Rifle, Sh 2 , FP 3/1 . (max range: long)	Suppress	remove suppression marker (UP TO 4) on 4+	<p>Oltenian Regular Army </p> <p>Infantry Squad</p> <table border="1"> <tr><td>Type</td><td>Trained: 5+ C/As't: 1</td></tr> <tr><td>Move</td><td>Infantry: 5cm</td></tr> <tr><td>Defence</td><td>5, Light cov' +1, Heavy +2</td></tr> <tr><td>Weapons</td><td>Auto Shotgun: Sh 2, FP 3/0. (max range: Short)</td></tr> <tr><td>Suppress</td><td>remove suppression marker (UP TO 3) on 5+</td></tr> </table> <p>VARIANTS Support Squad: with Auto Shotgun: Sh 1, FP 3/0. (max range: Short) & Heavy Support Wpn: Sh 2, FP 1/3. Guard: with Auto Shotgun: Sh 1, FP 3/0. (max range: Short) & High-Tech Assault Rifle: Sh 2, FP 1/1 (max range: long); and body armour DV 6, Light cov' +1, Heavy +2</p>	Type	Trained: 5+ C/As't: 1	Move	Infantry: 5cm	Defence	5 , Light cov' +1 , Heavy +2	Weapons	Auto Shotgun: Sh 2 , FP 3/0 . (max range: Short)	Suppress	remove suppression marker (UP TO 3) on 5+	<p>Oltenian Regular Army </p> <p>Alba R26 APC</p> <table border="1"> <tr><td>Type</td><td>Trained: 5+</td></tr> <tr><td>Move</td><td>Fast, Wheeled: 10cm</td></tr> <tr><td>Defence</td><td>F 9, S 8, R 7, T 6 (9B)</td></tr> <tr><td>Weapons</td><td>2 x Auto grenade launchers: Sh 3, FP 3/1 NA (no short) Carries 3TUs Infantry</td></tr> </table> <p>VARIANTS Anti-tank variant: replaces 1 grenade launcher with ATGW, so: 1 Auto grenade launchers: Sh 3, FP 3/1 NA (no short-range). 1 Medium ATGW: Sh 1, FP 1/6 NA (no short-range). Basic Truck: Fast, Wheeled: 10cm F 6, S 5, R 5, T 5 with Heavy Support Weapon: Sh 2, FP 1/3 NA. Carries 2TUs Infantry</p>	Type	Trained: 5+	Move	Fast, Wheeled: 10cm	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
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