### Farmers Alliance

#### Infantry group

<table>
<thead>
<tr>
<th>Type</th>
<th>Move</th>
<th>Defence</th>
<th>Weapons</th>
<th>Suppress</th>
</tr>
</thead>
<tbody>
<tr>
<td>Green: 6 C/As’lt.: 3</td>
<td>Inf: 15cm</td>
<td>5, Light cov’ +1, Heavy +2</td>
<td>Low Tech Assault Rifle: Sh 1, FP 0/0.</td>
<td>remove suppression marker (UP TO 4) on 3+</td>
</tr>
</tbody>
</table>

**VARIANTS**
- **Shock Troops with High Tech Assault rifle**: Sh 2, 2cm tri-barrel powerguns, firing left, front and right fire arcs respectively: each of Sh 3, FP 3/3, 3/3, 3/3.
- **Anti-Tank Squad with Buzz Bombs**: Sh 1, FP 1/6 (max range: Short) and High Tech Assault rifle Sh 1, FP 1/1 (max range: long).

#### Ex Government APC

<table>
<thead>
<tr>
<th>Type</th>
<th>Move</th>
<th>Defence</th>
<th>Weapons</th>
<th>Suppress</th>
</tr>
</thead>
<tbody>
<tr>
<td>Trained: 5+</td>
<td>Fast, Lt Hover: 30cm</td>
<td>F 8, S 9, R 9, T 7</td>
<td>2 x Coil Gun s Sh 1, FP 1/4 both in independent 360 mounts.</td>
<td>remove suppression marker (UP TO 4) on 4+</td>
</tr>
</tbody>
</table>

**VARIANTS**
- **Hammer’s Slammers**: Sh 1 at Point Blank 5cm destroys 1 mine counter.
- **M2A1-4 Blower Tank**: Close 15cm, FP 3/1(3+).
- **Ex Government APC**: Close 15cm, FP 3/1(3+).

**Zaporoskiye Brigade**

#### Combat Engineers/Infantry

<table>
<thead>
<tr>
<th>Type</th>
<th>Move</th>
<th>Defence</th>
<th>Weapons</th>
<th>Suppress</th>
</tr>
</thead>
<tbody>
<tr>
<td>Veteran: 4+ C/As’lt.: 3</td>
<td>Inf: 15cm</td>
<td>6, Light cov’ +1, Heavy +2</td>
<td>1cm Assault Rifle powerguns: Sh 2, FP 2/2.</td>
<td>remove suppression marker (UP TO 5) on 3+</td>
</tr>
</tbody>
</table>

**VARIANTS**
- **On Skimmers Move**: Fast, Lt NoE: 30cm but still fight as infantry.
- **White Mice Unit**: 1cm SMG powerguns, Sh 3, FP 1/1 (short/medium range only). Grenade Launcher + 2cm powergun Launcher: Sh 1, FP 3/3 + 2cm. (no short range); Powergun 1 Sh, FP 2/2.

#### Thyssen APC

<table>
<thead>
<tr>
<th>Type</th>
<th>Move</th>
<th>Defence</th>
<th>Weapons</th>
<th>Suppress</th>
</tr>
</thead>
<tbody>
<tr>
<td>Veteran: 4+</td>
<td>Inf: 15cm</td>
<td>F 8, S 7, R 7, T 6</td>
<td>1cm Assault Rifle powerguns: Sh 2, FP 1/3.</td>
<td>remove suppression marker (UP TO 4) on 4+</td>
</tr>
</tbody>
</table>

**VARIANTS**
- **Support Squad with 1cm Assault Rifle coil-guns & support weapon**: Assault Rifle - Sh 1, FP 1/3, & Support Weapon Sh 2, FP 1/3. Tank Hunters with 1cm Assault Rifle & Buzz Bombs: Assault Rifle Sh 1, FP 1/1, & Buzz Bomb Sh 1, FP 1/6 (short range only).
- **Command Track**: Cannot carry infantry.

#### Ex Government APC

<table>
<thead>
<tr>
<th>Type</th>
<th>Move</th>
<th>Defence</th>
<th>Weapons</th>
<th>Suppress</th>
</tr>
</thead>
<tbody>
<tr>
<td>Veteran: 4+</td>
<td>Medium, Wheeled: 20cm</td>
<td>F 9, S 8, R 8, T 7</td>
<td>Twin 2cm gatling railgun: Sh 6, FP 2/4.</td>
<td>-</td>
</tr>
</tbody>
</table>

**VARIANTS**
- **MLRS - 12 tubes as heavy mortars**: Sh 6, FP 5/4 (no short/medium). Calloip - 3cm 8 x powergun: Sh 8, FP 3/4.
- **Command - NO WEAPONRY. All RA4-80/100 carry 2 TU infantry**

**Farmers Alliance**

#### M9A1-3 Combat Car

- **Type**: Elite: 3+ (max range: long)
- **Move**: Fast, Lt Hover: 30cm
- **Defence**: F 9, S 9, R 9, T 7
- **Weapons**: 3 x 2cm tribarrel powerguns, firing left, front and right fire arcs respectively: each of Sh 3, FP 3/3, 3/3, 3/3.

**VARIANTS**
- **M9A4 Command Car**: minus 1 Defensive Value on sides and rear. Weapon 1x 360 tribarrel.

#### M2A1-4 Blower Tank

- **Type**: Elite: 3+ (max range: long)
- **Move**: Medium, Hv Hover: 20cm
- **Defence**: F 12, S 10, R 9, T 9
- **Weapons**: 20cm powergun: Sh 1, FP 2/8. 1 x 2cm tribarrel powergun: Sh 3, FP 3/3.

**VARIANTS**
- **M2-4F Command Tank**: same stats.

#### A21 Jeep

- **Type**: Elite: 3+ (max range: long)
- **Move**: Fast, Lt Hover: 30cm
- **Defence**: F 6, S 6, R 6, T 5
- **Weapons**: 2cm tri-barrel powergun, FP Sh 3, FP 3/3.

**VARIANTS**
- **None**

#### Zaporoskiye Brigade

#### Sabre Medium/Heavy Tank

- **Type**: Veteran: 4+ (max range: long)
- **Move**: Slow, Tracked: 15cm
- **Defence**: F 11, S 9, R 8, T 8
- **Weapons**: 22cm DS Railgun: Sh 1, FP 2/7. 1cm railgun: Sh 3, FP 1/3. 6cm Powergun: Sh 2, FP 1/3. Kestrel Medium ATGW: Sh 1, FP 1/6. (no short-range).

**VARIANTS**
- **None**

#### Hammer’s Slammers

#### Combat Engineers/Infantry

- **Type**: Elite: 3+ C/As’lt.: 4 (max range: long)
- **Move**: Fast, Lt NoE: 30cm
- **Defence**: F 6, Light cov’ +1, Heavy +2
- **Weapons**: 2cm Assault Rifle powerguns: Sh 2, FP 2/2.
- **Suppress**: remove suppression marker (UP TO 5) on 5+.

**VARIANTS**
- **On Skimmers Move**: Fast, Lt NoE: 30cm but still fight as infantry.
- **White Mice Unit**: 1cm SMG powerguns, Sh 3, FP 1/1 (short/medium range only). Grenade Launcher + 2cm powergun Launcher: Sh 1, FP 3/3 + 2cm. (no short range); Powergun 1 Sh, FP 2/2.

#### Thyssen APC

- **Type**: Veteran: 4+ (max range: long)
- **Move**: Slow, Tracked: 15cm
- **Defence**: F 8, S 7, R 7, T 6
- **Weapons**: 1cm railgun, 360, Sh 3, FP 1/3. Can carry 3 infantry TUs

**VARIANTS**
- **None**

#### Black Skorpion Tank/Dest

- **Type**: Veteran: 4+ (max range: long)
- **Move**: Fast, Tacked: 30cm
- **Defence**: F 10, S 9, R 8, T 7
- **Weapons**: 22cm DS Railgun, FP 2/7. 1cm railgun: Sh 3, FP 1/3, and Support Weapon: Sh 2, FP 1/3. Fire only 2 weapons systems per turn.

**VARIANTS**
- **None**