

## Farmers Alliance

### Infantry group

<b>Type</b>	Green: 6 C/As't: 3
<b>Move</b>	Infantry: 15cm
<b>Defence</b>	5, Light cov' +1, Heavy +2
<b>Weapons</b>	Low Tech Assault Rifle: Sh 1, FP 0/0.
<b>Suppress</b>	remove suppression marker (UP TO 4) on 4+

#### VARIANTS

**Shock Troops with High Tech Assault rifle:** Sh 2, FP 1/1 (max range: long)  
**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)

## Farmers Alliance

### Ex Government APC

<b>Type</b>	Trained: 5+
<b>Move</b>	Fast, Lt Hover: 30cm
<b>Defence</b>	F 8, S 7, R 7, T 6
<b>Weapons</b>	2 x Coil Gun s Sh 1, FP 1/4
both in independent 360 mounts. May carry 2 TU Infantry	

#### VARIANTS


None

## The Firelords

### GIAT RA4-80 'Gun Truck'

<b>Type</b>	Veteran: 4+
<b>Move</b>	Medium, Wheeled: 20cm
<b>Defence</b>	F 9, S 8, R 8, T 7.
<b>Weapons</b>	Twin 2cm gatling railgun: Sh 6, FP 2/4.

#### VARIANTS

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


**Infantry TUs:** Veteran: 4+ C/As't: 3,  
**Weapons:** 1cm Assault rifle coil-guns,  
 Sh 2, FP 1/3, DV: 6, Light cov' +1,  
 Heavy +2, **Suppress:** remove suppression marker (UP TO 4) on 4+

## Hammer's Slammers

### M9A1-3 Combat Car

<b>Type</b>	Elite: 3+
<b>Move</b>	Fast, Lt Hover: 30cm
<b>Defence</b>	F 9, S 9, R 9, T 7
<b>Weapons</b>	3 x 2cm tribarrel powerguns, firing left, front and right fire arcs respectively: each of Sh 3, FP 3/3.   
<b>Defence Systems</b>	Strip mines, Sh 1 all up to Close 15cm, FP 3/1(3+)
<b>Mine Clearance</b>	Sh 1 at Point Blank 5cm destroys 1 mine counter

#### VARIANTS

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

## Hammer's Slammers

### M2A1-4 Blower Tank

<b>Type</b>	Elite: 3+
<b>Move</b>	Medium, Hv Hover: 20cm
<b>Defence</b>	F 12, S 10, R 9, T 9
<b>Weapons</b>	20cm powergun: Sh 1, FP 2/8; 1 x 2cm tribarrel powergun: Sh 3, FP 3/3. 
<b>Defence Systems</b>	Strip mines, Sh 1 all up to Close 15cm, FP 3/1(3+)
<b>Mine Clearance</b>	Sh 1 at Point Blank 5cm destroys 1 mine counter

#### VARIANTS

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

## Hammer's Slammers

### A21 Jeep

<b>Type</b>	Elite: 3+
<b>Move</b>	Fast, Lt Hover: 30cm
<b>Defence</b>	F 6, S 6, R 6, T 5
<b>Weapons</b>	2cm tri-barrel powergun, FArc: Sh 3, FP 3/3. 

#### VARIANTS

None

## Zaporoskiye Brigade

### Sabre Medium/Heavy Tank

<b>Type</b>	Veteran: 4+
<b>Move</b>	Slow, Tracked: 15cm
<b>Defence</b>	F 11, S 9, R 8, T 8
<b>Weapons</b>	22cm DS Railgun: Sh 1, FP 2/7. 1cm railgun:, Sh 3, FP 1/3. & S/Weapon: Sh 2, FP 1/3. <i>Kestrel</i> Medium ATGW: Sh 1, FP 1/6. (no short-range).
<b>Defence Systems</b>	Drozd, Sh 1 all up to Close 15cm, FP 2/1(4+)

#### VARIANTS

None

## Hammer's Slammers

### Infantry Squad

<b>Type</b>	Elite: 3+ C/As't: 4
<b>Move</b>	Infantry: 15cm
<b>Defence</b>	6, Light cov' +1, Heavy +2
<b>Weapons</b>	2cm Assault Rifle powerguns: Sh 2, FP 2/2.
<b>Suppress</b>	remove suppression marker (UP TO 5) on 3+

#### 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 3/1 + 2cm. (no short range); Powergun 1 Sh, FP 2/2.

## Zaporoskiye Brigade

### Combat Engineers/Infantry

<b>Type</b>	Veteran: 4+ C/As't: 3
<b>Move</b>	Infantry: 15cm
<b>Defence</b>	6, Light cov' +1, Heavy +2
<b>Weapons</b>	1cm Assault Rifle coil-guns, Sh 2, FP 1/3
<b>Suppress</b>	remove suppression marker (UP TO 4) on 4+

#### 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)

## Zaporoskiye Brigade

### Thyssen APC

<b>Type</b>	Veteran: 4+
<b>Move</b>	Slow, Tracked: 15cm
<b>Defence</b>	F 8, S 7, R 7, T 6
<b>Weapons</b>	1cm railgun, 360, Sh 3, FP 1/3. <i>Can carry 3 infantry TUs</i>
<b>Defence Systems</b>	Drozd, Sh 1 all up to Close 15cm, FP 2/1(4+)

#### VARIANTS

**Command Track:** Cannot carry infantry.

## Zaporoskiye Brigade

### Black Skorpion Tank/Dest

<b>Type</b>	Veteran: 4+
<b>Move</b>	Fast, Tacked: 30cm
<b>Defence</b>	F 10, S 9, R 8, T 7
<b>Weapons</b>	22cm DS Railgun, FArc ONLY: Sh 1, FP 2/7. 1cm railgun:, Sh 3, FP 1/3, and Support Weapon: Sh 2, FP 1/3. <i>Fire only 2 weapons systems per turn.</i>

#### VARIANTS

None