### Zaporoskiye Brigade

#### Infamy Group

**Type**
- Green: 6 C/As’lt: 3

**Move**
- Infantry: 5cm

**Defence**
- 5, Light cov’ +1, Heavy +2

**Weapons**
- Low Tech Assault Rifle: Sh 1, FP 0/0.

**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)

#### Ex-Government APC

**Type**
- Train: 5+

**Move**
- Fast, Lt Hover: 10cm

**Defence**
- F 8, S 7, R 7, T 6

**Weapons**
- 2 x Coil Gun s Sh 1, FP 1/4

**Suppress**
- remove suppression marker (UP TO 4) on 4+

#### Ex-Government APC

**Type**
- Veteran: 4+

**Move**
- Medium, Wheeled: 7cm

**Defence**
- F 9, S 8, R 8, T 7.

**Weapons**
- 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 WEAPONY, All RA4-80/100 carry 2 TU infantry

### Hammer’s Slammers

#### M9A1-3 Combat Car

**Type**
- Elite: 3+

**Move**
- Fast, Lt Hover: 10cm

**Defence**
- F 9, S 9, R 9, T 7

**Weapons**
- 3 x 2cm tri-barrel powerguns, firing left, front and right fire arcs respectively:
  - each of Sh 3, FP 3/3.

**Defence Systems**
- Strip mines, Sh 1 all up to Close 5cm,FP 3/1(3+)

**Mine Systems**
- Sh 1 at Point Blank 2cm destroys 1 mine counter

**VARIANTS**
- M9A4 Command Car: minus 1 Defensive Value on sides and rear. Weapon 1x360 tri-barrel.

#### M2A1-4 Blower Tank

**Type**
- Elite: 3+

**Move**
- Medium, Hv Hover: 7cm

**Defence**
- F 12, S 10, R 9, T 9

**Weapons**
- 20cm powergun:
  - Sh 1, FP 2/8; 1 x 2cm tri-barrel powergun: Sh 3, FP 3/3.

**Defence Systems**
- Strip mines, Sh 1 all up to Close 5cm,FP 3/1(3+)

**Mine Systems**
- Sh 1 at Point Blank 2cm destroys 1 mine counter

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

### Hammer’s Slammers

#### A21 Jeep

**Type**
- Elite: 3+

**Move**
- Fast, Lt Hover: 10cm

**Defence**
- F 6, S 6, R 6, T 5

**Weapons**
- 2cm tri-barrel powergun,
- Arc: Sh 3, FP 3/3.

#### Sabre Medium/Heavy Tank

**Type**
- Veteran: 4+/ Heavy: 7cm

**Move**
- Slow, Tracked: 5cm

**Defence**
- F 11, S 9, R 8, T 8

**Weapons**
- 22cm DS Railgun: Sh 1, FP 2/1, 1cm railgun: Sh 3, FP 1/3 & S/Weapon: Sh 2, FP 1/3. Kestrel Medium ATGW: Sh 1, FP 1/6. (no short-range).

#### Combat Engineers/Infantry

**Type**
- Elite: 3+ C/As’lt: 4

**Move**
- Infantry: 5cm

**Defence**
- 6, Light cov’ +1, Heavy +2

**Weapons**
- 2cm Assault Rifle powerguns: Sh 2, FP 2/2.

**Suppress**
- remove suppression marker (UP TO 5) on 3+

**VARIANTS**
- On Skimmers Move: Fast, Lt NoE: 10cm but still fight as infantry.
- White Mice Unit: 1cm SMG powerguns, Sh 3, FP 1/1 (short/medium range only).
- Grenade Launcher + 2cm powergun Launch: Sh 1, FP 3/1 + 2cm. (no short range); Powergun 1 Sh, FP 2/2.

#### Thyssen APC

**Type**
- Veteran: 4+

**Move**
- Slow, Tracked: 5cm

**Defence**
- F 8, S 7, R 7, T 6

**Weapons**
- 1cm railgun, 360, Sh 3, FP 1/3. Can carry 3 infantry TUs

**Defence Systems**
- Drozd. Sh 1 all up to Close 5cm,FP 2/1(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)

#### Black Skorpion Tank/Dest

**Type**
- Veteran: 4+

**Move**
- Fast, Tacked: 10cm

**Defence**
- F 10, S 9, R 8, T 7

**Weapons**
- 22cm DS Railgun, FP 2/1, 1cm railgun: Sh 3, FP 1/3, and Support Weapon: Sh 2, FP 1/3. Fire only 2 weapons systems per turn.

**VARIANTS**
- None