

Troops	Arm	Move	Attacks	Assault	Hits	Save	Cost	Limit	Notes
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AMREP

Curtis	Armour	20 H	6/100	3	7	4	240	-/3	S1
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GERMAN (ONESS)

Helheim	Armour	20 H	8/40	6	6	4	215	-/3	S1
Fenrir	Armour	20 H	7/100	5	6	4	250	-/3	S1
Thrall MRL	Armour	25 H	6/100	2	3	6	135	-/1	-
Thrall AA	Artillery	25 H	2/40	2	3	6	35	-/1	-
Thrall MRL	Artillery	-	6	-	3	6	95	-/[4]	-
Thrall Truck	Transport	25 H	-	2	3	6	15	-/-	T2

Woden, Helheim and Fenrir vehicles can be equipped with sideskirts at a cost of 10 points. This gives them the *Tough* attribute, which means that their armour isn't reduced when attacked from the side.

EUROFED

CAC-41 AT Gun	Infantry	10 F	4/80*	2	4 L	6	55	-/-	-
CI-55 Infantry Gun	Infantry	10 F	5/60H	2	4 L	6	55	-/-	-
Catroux Ambulance (CV6)	Command	25 W	-	-	4	5	45	-/1 [2]	#6
Catroux AGS	Armour	25 W	3/60	3	4	5	100	-/1	HV
Catroux Mortar	Artillery	-	6	-	4	6	120	-/[4]	-
Catroux AA Vehicle	Artillery	25 W	2/40	2	4	5	35	-/-	-
Lievre Tractor	Transport	25 W	-	2	3 L	6	10	-/-	#1

CDSU

Chang Zheng Rocket Launcher	Armour	30 H	7/80H	3	4	5	145	-/2	-
Chang Zheng Rocket Launcher	Artillery	-	7	-	4	5	125	-/[6]	-
Xinglong AA Missile	Artillery	30 H	4/80	3	4	5	135	-/2	-

SAC

Ratel	Armour	25 W	5/80#	3	5	4	130	-/-	S1
Buffel w/smart missiles	Armour	30 W	3/80#	2	3	6	60	-/-	-
Hippo Truck (all)	Transport	20 W	-	2	4	6	10	-/-	T2
Impala Armoured Car	Recce	35 W	3/60	3	3	5	75	-/3	-
Springbok Jeep	Transport	35 W	-	1	2	6	10	-/-	T1

PACFED

Bennelong CO (CV9)	Command	60 G	3/30	-	6	6	140	1	-
Bennelong HQ (CV8)	Command	40 G	2/30	-	4	6	70	-/3	-
Tiger AA Tank	Artillery	25 G	3/40	4	5	5	95	-/2	-
Kakadu Rocket Launcher	Armour	25 G	5/80H	3	4	4	125	-/2	R
Kakadu Rocket Launcher	Artillery	-	-	-	4	4	115	-/[4]	-

INFANTRY

Twin MG	Infantry	10 F	3/40*	2	3 L	6	15	-/3	-
Autocannon	Infantry	10 F	2/50	2	3 L	6	15	-/3	-
Gatling	Infantry	10 F	4/30*	2	3 L	6	20	-/3	-
Missile Team	Infantry	10 F	4/60#	2	3 L	6	40	-/3	-

Notes

S#	Stabilisation level #
T#	Transport capacity #
HV	Hyper-Velocity Penetrator: The save value of the target is reduced by one

Weapon notes

- * - does not cause hits against AFVs
- # - does not cause hits against infantry / LVs
- H - Howitzer