

	Vehicle	Size	Strength	Acc/TS/Dec	Toughness (Front/Side/Rear)	Crew	Notes	Weapons	Weapon Statistics
ALLIES	M1 Series Light Assault Walker "Wildfire"	6	d12+4	7/15/4	14/13/13 (5/4/4)	1	Heavy Armored, Open Topped, Walker	Quad .50 Cal, Victory Machine Guns	30/60/120, Damage 2d10, RoF 3, Shots 250, Weight 84, AP 4, Auto
	M1D Series Light Assault Walker "Bushmaster"	6	d12+4	7/15/4	14/13/13 (5/4/4)	1	Heavy Armored, Open Topped, Walker	Twin M20, 75mm Recoiless Guns 1x .30 Cal Victory Machine Gun	70/140/280, HE Rounds: 2d8, RoF 1, AP 2, SBT; AP Rounds: 3d10, AP 6, RoF 1, Shots 12, Heavy Weapon 30/60/120, Damage 2d8, RoF 3, Shots 250, Weight 84, AP 2, Auto
	M2 Series Medium Combat Walker "Mickey"	8	d12+6	5/12/3	30/20/20 (10/10/8)	1	Heavy Armor, Jump Walker (Jump 100')	Turret 75mm Howitzer .50 Cal Victory Machine Gun .30 Cal Victory Machine Gun	75/150/300, HE Rounds: 3d8, RoF 1, AP 4, MBT; AP Rounds: 4d10, RoF 1, AP 8, Shots 250, Heavy Weapon 30/60/120, 2d10, RoF 3, Shots 250, Weight 84, AP 4, Auto 30/60/120, 2d8, RoF 3, Shots 250, Weight 84, AP 2, Auto
AXIS	"Heinrich" Walker	6	d12+4	6/12/3	13/13/13 (3/3/3)	1	Heavy Armor	20mm Gun	50/100/200, AP Rounds: 2d10+2, RoF 3, AP 4, Heavy Weapon
	"Heinrich" Walker I-E	6	d12+4	6/12/3	13/13/13 (3/3/3)	1	Heavy Armor	Quad Flak V 43 MG 42	75/150/300, AP Rounds: 4d8, AP 8, RoF 3, Heavy Weapon 30/60/120, 2d8, RoF 4, Weight 24, Shots 50, AP 2, Auto
	"Luther" Walker	8	d12+6	5/10/3	25/25/23 (10/8/8)	1	Heavy Armor	50mm Flak 43 Kamfzange MG 48	75/150/300, AP Rounds: 4d8, AP 8; HE Rounds: 3d8, MBT, AP 2; RoF 3, Heavy Weapon Touch, 4d6, AP 6, Heavy Weapon 30/60/120, 2d8+2, RoF 3, AP 4

Toughness									
Vehicle	Size	Strength	Acc/TS/Dec	Toughness (Front/Side/Rear)		Crew	Notes	Weapons	Weapon Statistics
								Paired Kamfzange	Touch, 4d6, AP 6, Heavy Weapon
								MG 42	30/60/120, 2d8, RoF 4, Weight 24, Shots 50, AP 2, Auto
"Luther" Walker II-F	8	d12+6	5/10/3	25/25/23 (10/8/8)		1	Heavy Armor	MG 42	30/60/120, 2d8, RoF 4, Weight 24, Shots 50, AP 2, Auto