

<p>Hampton's Legion </p> <p>GD806 APC & Support</p> <table border="1"> <tr><td>Type</td><td>Veteran: 4+</td></tr> <tr><td>Move</td><td>Fast, Lt Hover: 15cm</td></tr> <tr><td>Defence</td><td>F 8, S 7, R 7, T 6</td></tr> <tr><td>Weapons</td><td>2cm Auto-cannon: Sh 2, FP 2/3 Carries 3TUs Infantry</td></tr> </table> <p>VARIANTS NONE carry INFANTRY Flamethrower Vehicle: As APC plus Flamer FArc Sh 1, FP 3/3 (short) Command Vehicle: As APC. Towed Hypersonic Missile Calliope: As APC but 1 TU Gun-crew and Missiles: FArc Sh 6, FP 0/4  Deployed with crew who may not then move. Towing slows vehicle to Med, Wheeled 10cm. Weapon counts as Hvy Inf DV7 in Light Cov' +1. Any additional cover is Heavy +2</p>	Type	Veteran: 4+	Move	Fast, Lt Hover: 15cm	Defence	F 8, S 7, R 7, T 6	Weapons	2cm Auto-cannon: Sh 2, FP 2/3 Carries 3TUs Infantry	<p>Hampton's Legion </p> <p>Infantry Squad</p> <table border="1"> <tr><td>Type</td><td>Veteran: 4+ C/As'l't: 3</td></tr> <tr><td>Move</td><td>Infantry: 8cm</td></tr> <tr><td>Defence</td><td>6, Light cov' +1, Heavy +2</td></tr> <tr><td>Weapons</td><td>High-tech Assault Rifle, Sh 2, FP 1/1. (max range: long)</td></tr> <tr><td>Suppress</td><td>remove suppression marker (UP TO 4) on 4+</td></tr> </table> <p>VARIANTS On Skimmers Move: Fast, Lt NoE: 15cm but still fight as infantry Assault Group: HT Assault Rifle: Sh 2, FP 1/1 (range: long) plus Flamethrower: (+1 C/As'l't - So C/As'l't: 4) . Tank Hunters: with High-tech Assault Rifle: Sh 1, FP 1/1, (range: Long) & light ATGW: Sh 1,FP 0/5 (no short)</p>	Type	Veteran: 4+ C/As'l't: 3	Move	Infantry: 8cm	Defence	6 , Light cov' +1 , Heavy +2	Weapons	High-tech Assault Rifle, Sh 2, FP 1/1. (max range: long)	Suppress	remove suppression marker (UP TO 4) on 4+	<p>Hampton's Legion </p> <p>SL41 Jeep</p> <table border="1"> <tr><td>Type</td><td>Veteran: 4+</td></tr> <tr><td>Move</td><td>Fast, Lt Hover: 15cm</td></tr> <tr><td>Defence</td><td>F 6, S 6, R 6, T 5</td></tr> <tr><td>Weapons</td><td>Heavy Support Weapon, FArc: Sh 2, FP 1/3</td></tr> </table> <p>VARIANTS Mortar Jeep: Sh 3, FP 3/0. (no short range). Observed by any TU with a line of sight, die versus quality to hit. Not observed: quality -1. Radius from target point 10cm. MLRS Hover Truck: As Jeep except on stretched chassis with 8 tubes as Heavy Mortars: Sh 4 per turn, FP 5/4 (no short/medium range). Armed with HSW (as above) and DV F 6, S 6, R 6, T 5.</p>	Type	Veteran: 4+	Move	Fast, Lt Hover: 15cm	Defence	F 6, S 6, R 6, T 5	Weapons	Heavy Support Weapon, FArc: Sh 2, FP 1/3	<p>Guardforce O'Higgins </p> <p>Panavia Black Crow APC</p> <table border="1"> <tr><td>Type</td><td>Veteran: 4+</td></tr> <tr><td>Move</td><td>Very Fast, Lt NoE: 25cm</td></tr> <tr><td>Defence</td><td>F 8, S 7, R 7, T 6</td></tr> <tr><td>Weapons</td><td>1cm Gatling railgun, FArc only Sh 3, FP 1/3. May carry 2 CAP guns in Pods FArc only: Sh 2, FP 0/5. Carries 1 TU Fianóglach Infantry - see below</td></tr> </table> <p>CHOOSE ONE INF. TU per APC Veteran: 4+ C/As'l't: 3 - Infantry: 15cm DV 6, Lt cov' +1, Hv +2 Sup >4 on 4+ Assault Squad: with Flechette Rifle: Sh 1, FP 3/1 (range: Long) & HSW: Sh 2, FP 1/3. OR... Tank Hunters: Flechette Rifle (as above) & Buzzbomb: Sh 1, FP 1/6 (short range only).</p>	Type	Veteran: 4+	Move	Very Fast, Lt NoE: 25cm	Defence	F 8, S 7, R 7, T 6	Weapons	1cm Gatling railgun, FArc only Sh 3, FP 1/3. May carry 2 CAP guns in Pods FArc only: Sh 2, FP 0/5. Carries 1 TU Fianóglach Infantry - see below	<p>Guardforce O'Higgins </p> <p>Thyssen Light Tank</p> <table border="1"> <tr><td>Type</td><td>Trained: 5+</td></tr> <tr><td>Move</td><td>Slow, Tracked: 8cm</td></tr> <tr><td>Defence</td><td>F 9, S 7, R 7, T 7</td></tr> <tr><td>Weapons</td><td>12cm CAP gun Sh 1, FP 0/5 Support Weapon: Sh 2, FP 1/3.</td></tr> </table> <p>VARIANTS Light Support Tank: 10cm Artillery Howitzer: Sh 1, FP 4/4 in direct fire mode. QR REDUCE -1 FOR DIRECT FIRE (so fire as Untrained: 6+) Anti-Artillery variant:  8 x 3cm CAP calliope: Sh 8, FP 0/3.</p>	Type	Trained: 5+	Move	Slow, Tracked: 8cm	Defence	F 9, S 7, R 7, T 7	Weapons	12cm CAP gun Sh 1, FP 0/5 Support Weapon: Sh 2, FP 1/3.		
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<p>Harris' Commando </p> <p>M9A3 Combat Car</p> <table border="1"> <tr><td>Type</td><td>Veteran: 4+</td></tr> <tr><td>Move</td><td>Fast, Lt Hover: 15cm</td></tr> <tr><td>Defence</td><td>F 9, S 9, R 9, T 7</td></tr> <tr><td>Weapons</td><td>2 x 1cm Gatling railguns, firing L & R fire arcs respectively: each of Sh 3, FP 1/3. 1 Light Laser FArc Sh 2, FP 3/3 Long. </td></tr> <tr><td>Defence Systems</td><td>Strip mines, Sh 1 all up to Close 8cm, FP 3/1(3+)</td></tr> </table> <p>VARIANTS: M9A10 Flatbed: May carry 2 TUs Inf who may fire from vehicle: Cone-bore & HSW: Sh 2, FP 1/3. Extra Towed weapon: Med Laser: Sh 2, FP 3/5. FArc. Static Deploy'nt with 1TU guncrew. Towing move is Med, Wheeled 10cm. Weapon counts as Hvy Inf DV7 in Light Cov' +1. Any additional cover is Heavy +2</p>	Type	Veteran: 4+	Move	Fast, Lt Hover: 15cm	Defence	F 9, S 9, R 9, T 7	Weapons	2 x 1cm Gatling railguns, firing L & R fire arcs respectively: each of Sh 3, FP 1/3 . 1 Light Laser FArc Sh 2, FP 3/3 Long. 	Defence Systems	Strip mines, Sh 1 all up to Close 8cm, FP 3/1(3+)	<p>Thunderbolt Division </p> <p>Br49 Dragoon T/ICV</p> <table border="1"> <tr><td>Type</td><td>Veteran: 4+</td></tr> <tr><td>Move</td><td>Medium, Tracked: 10cm</td></tr> <tr><td>Defence</td><td>F 10, S 9, R 8, T 7</td></tr> <tr><td>Weapons</td><td>Turret mounted 5cm Hl Powergun: Sh 1, FP 2/6. Manta light ATGW: Sh 1, FP 0/5. (no short range). Can carry 1TU infantry - if any on board add 1cm SMG powerguns: Sh 3, FP 1/1 - firing Left/Right/Rear arcs (short/medium range only).</td></tr> </table> <p>VARIANTS Br51 Fire Support Vehicle: Turret mounted 9cm Auto-cannon: Sh 2, FP 3/5, 2cm auto canon: Sh 2, FP 2/2 mounted in turret. No infantry. Br48PS Recovery: No weapons or infantry. DV. F 10, S 9, R 10, T 8</p>	Type	Veteran: 4+	Move	Medium, Tracked: 10cm	Defence	F 10, S 9, R 8, T 7	Weapons	Turret mounted 5cm Hl Powergun: Sh 1, FP 2/6. Manta light ATGW: Sh 1, FP 0/5. (no short range). Can carry 1TU infantry - if any on board add 1cm SMG powerguns: Sh 3, FP 1/1 - firing Left/Right/Rear arcs (short/medium range only).	<p>Guardforce O'Higgins </p> <p>Infantry Squad</p> <table border="1"> <tr><td>Type</td><td>Trained: 5+ C/As'l't: 1</td></tr> <tr><td>Move</td><td>Infantry: 8cm</td></tr> <tr><td>Defence</td><td>5, Light cov' +1, Heavy +2</td></tr> <tr><td>Weapons</td><td>Flechette Rifle, Sh 2, FP 3/1, Range Long</td></tr> <tr><td>Suppress</td><td>remove suppression marker (UP TO 3) on 5+</td></tr> </table> <p>VARIANTS Assault Squad with Flechette Rifle: Sh 1, FP 3/1, Range Long & Heavy Support Weapon: Sh 2, FP 1/3. Tank Hunters: Flechette Rifle: (as above) & Buzzbomb: Sh 1, FP 1/6 (short range only).</p>	Type	Trained: 5+ C/As'l't: 1	Move	Infantry: 8cm	Defence	5 , Light cov' +1 , Heavy +2	Weapons	Flechette Rifle, Sh 2, FP 3/1, Range Long	Suppress	remove suppression marker (UP TO 3) on 5+	<p>Guardforce O'Higgins </p> <p>Legion 202 Light Truck</p> <table border="1"> <tr><td>Type</td><td>Trained: 5+</td></tr> <tr><td>Move</td><td>Slow, Wheeled: 8cm</td></tr> <tr><td>Defence</td><td>F 6, S 6, R 6, T 6</td></tr> <tr><td>Weapons</td><td>Support Weapon, FArc: Sh 2, FP 1/3. Carries 2 TU of inf</td></tr> </table> <p>VARIANTS Mortar Truck: Heavy Mortar: Sh 1, FP 5/4 (No short/medium range). Cannot carry infantry.</p>	Type	Trained: 5+	Move	Slow, Wheeled: 8cm	Defence	F 6, S 6, R 6, T 6	Weapons	Support Weapon, FArc: Sh 2, FP 1/3. Carries 2 TU of inf	<p>Guardforce O'Higgins </p> <p>Thyssen APC</p> <table border="1"> <tr><td>Type</td><td>Trained: 5+</td></tr> <tr><td>Move</td><td>Slow, Tracked: 8cm</td></tr> <tr><td>Defence</td><td>F 8, S 7, R 7, T 6</td></tr> <tr><td>Weapons</td><td>Support Weapon: Sh 2, FP 1/3. Carries 3 TU of infantry</td></tr> </table> <p>VARIANTS Command Track: As APC but cannot carry infantry. Mortar Carrier: As APC but with 6 barrel rocket launcher (fire as Double-barrel Light Mortar: Sh 6 shots, FP 3/1 No Short). Carries 1 TU Infantry. Mine & Recovery vehicle: Mine clearance - Sh 2 at detection, range Point Blank: destroys 1 mine counter each. Same stats as Command Track but +1 defensive value, all angles.</p>	Type	Trained: 5+	Move	Slow, Tracked: 8cm	Defence	F 8, S 7, R 7, T 6	Weapons	Support Weapon: Sh 2, FP 1/3. Carries 3 TU of infantry
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