







<p><b>Hampton's Legion</b> </p> <p><b>GD806 APC &amp; Support</b></p> <table border="1"> <tr><td>Type</td><td>Veteran: <b>4+</b></td></tr> <tr><td>Move</td><td>Fast, Lt Hover: <b>30cm</b></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: <b>Sh 2, FP 2/3</b> Carries <b>3TUs</b> Infantry</td></tr> </table> <p><b>VARIANTS</b> <i>NONE</i> carry <b>INFANTRY</b></p> <p><b>Flamethrower Vehicle:</b> As APC plus Flamer <b>FArc Sh 1, FP 3/3 (short)</b></p> <p><b>Command Vehicle:</b> As APC.</p> <p><b>Towed Hypersonic Missile Calliope:</b> As APC but 1 TU Gun-crew and Missiles: <b>FArc Sh 6, FP 0/4</b> </p> <p><b>Deployed with crew</b> who may <b>not then move</b>. <b>Towing slows vehicle to Med</b>, Wheeled <b>20cm</b>. <b>Weapon counts as Hvy Inf DV7 in Light Cov' +1</b>. Any additional cover is <b>Heavy +2</b></p>	Type	Veteran: <b>4+</b>	Move	Fast, Lt Hover: <b>30cm</b>	Defence	F 8, S 7, R 7, T 6	Weapons	2cm Auto-cannon: <b>Sh 2, FP 2/3</b> Carries <b>3TUs</b> Infantry	<p><b>Hampton's Legion</b> </p> <p><b>Infantry Squad</b></p> <table border="1"> <tr><td>Type</td><td>Veteran: <b>4+</b> C/As'l't: <b>3</b></td></tr> <tr><td>Move</td><td>Infantry: <b>15cm</b></td></tr> <tr><td>Defence</td><td><b>6</b>, Light cov' <b>+1</b>, Heavy <b>+2</b></td></tr> <tr><td>Weapons</td><td>High-tech Assault Rifle, <b>Sh 2, FP 1/1</b>. 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( <b>max range: long</b> )	Suppress	remove suppression marker ( <b>UP TO 4</b> ) on <b>4+</b>	<p><b>Hampton's Legion</b> </p> <p><b>SL41 Jeep</b></p> <table border="1"> <tr><td>Type</td><td>Veteran: <b>4+</b></td></tr> <tr><td>Move</td><td>Fast, Lt Hover: <b>30cm</b></td></tr> <tr><td>Defence</td><td>F <b>6</b>, S <b>6</b>, R <b>6</b>, T <b>5</b></td></tr> <tr><td>Weapons</td><td>Heavy Support Weapon, <b>FArc: Sh 2, FP 1/3</b></td></tr> </table> <p><b>VARIANTS</b></p> <p><b>Mortar Jeep:</b> <b>Sh 3, FP 3/0. (no short range)</b>. Observed by any TU with a line of sight, die versus quality to hit. Not observed: quality -1. Radius from target point <b>20cm</b>.</p> <p><b>MLRS Hover Truck:</b> As Jeep except on stretched chassis with 8 tubes as Heavy Mortars: <b>Sh 4 per turn, FP 5/4 (no short/medium range)</b>.</p> <p>Armed with HSW (as above) and <b>DV F 6, S 6, R 6, T 5</b>.</p>	Type	Veteran: <b>4+</b>	Move	Fast, Lt Hover: <b>30cm</b>	Defence	F <b>6</b> , S <b>6</b> , R <b>6</b> , T <b>5</b>	Weapons	Heavy Support Weapon, <b>FArc: Sh 2, FP 1/3</b>	<p><b>Guardforce O'Higgins</b> </p> <p><b>Panavia Black Crow APC</b></p> <table border="1"> <tr><td>Type</td><td>Veteran: <b>4+</b></td></tr> <tr><td>Move</td><td>Very Fast, Lt NoE: <b>50cm</b></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, <b>FArc only Sh 3, FP 1/3</b>. May carry 2 CAP guns in Pods <b>FArc only: Sh 2, FP 0/5</b>. Carries <b>1 TU Fianóglach</b> Infantry - see below</td></tr> </table> <p><b>CHOOSE ONE INF. TU per APC</b></p> <p>Veteran: <b>4+</b> C/As'l't: <b>3</b> - Infantry: <b>15cm DV 6</b>, Lt cov' <b>+1</b>, Hv <b>+2</b> Sup <b>&gt;4</b>) on <b>4+</b></p> <p><b>Assault Squad:</b> with Flechette Rifle: <b>Sh 1, FP 3/1 (range: Long)</b> &amp; HSW: <b>Sh 2, FP 1/3. OR...</b></p> <p><b>Tank Hunters:</b> Flechette Rifle (as above) &amp; Buzzbomb: <b>Sh 1, FP 1/6 (short range only)</b>.</p>	Type	Veteran: <b>4+</b>	Move	Very Fast, Lt NoE: <b>50cm</b>	Defence	F 8, S 7, R 7, T 6	Weapons	1cm Gatling railgun, <b>FArc only Sh 3, FP 1/3</b> . May carry 2 CAP guns in Pods <b>FArc only: Sh 2, FP 0/5</b> . 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<p><b>Harris' Commando</b> </p> <p><b>M9A3 Combat Car</b></p> <table border="1"> <tr><td>Type</td><td>Veteran: <b>4+</b></td></tr> <tr><td>Move</td><td>Fast, Lt Hover: <b>30cm</b></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 <b>L &amp; R</b> fire arcs respectively: each of <b>Sh 3, FP 1/3</b>. 1 Light Laser <b>FArc Sh 2, FP 3/3 Long</b>. </td></tr> <tr><td>Defence Systems</td><td>Strip mines, <b>Sh 1</b> all up to <b>Close 15cm, FP 3/1(3+)</b></td></tr> </table> <p><b>VARIANTS: M9A10 Flatbed:</b> May carry 2 TUs Inf who may fire from vehicle: Cone-bore &amp; HSW: <b>Sh 2, FP 1/3</b>. <b>Extra Towed weapon:</b> Med Laser: <b>Sh 2, FP 3/5. FArc. Static Deploy'nt with 1TU guncrew</b>. Towing move is <b>Med</b>, Wheeled <b>20cm</b>. <b>Weapon counts as Hvy Inf DV7 in Light Cov' +1</b>. Any additional cover is <b>Heavy +2</b></p>	Type	Veteran: <b>4+</b>	Move	Fast, Lt Hover: <b>30cm</b>	Defence	F 9, S 9, R 9, T 7	Weapons	2 x 1cm Gatling railguns, firing <b>L &amp; R</b> fire arcs respectively: each of <b>Sh 3, FP 1/3</b> . 1 Light Laser <b>FArc Sh 2, FP 3/3 Long</b> . 	Defence Systems	Strip mines, <b>Sh 1</b> all up to <b>Close 15cm, FP 3/1(3+)</b>	<p><b>Thunderbolt Division</b> </p> <p><b>Br49 Dragoon T/ICV</b></p> <table border="1"> <tr><td>Type</td><td>Veteran: <b>4+</b></td></tr> <tr><td>Move</td><td>Medium, Tracked: <b>20cm</b></td></tr> <tr><td>Defence</td><td>F <b>10</b>, S 9, R 8, T 7</td></tr> <tr><td>Weapons</td><td>Turret mounted 5cm Hl Powergun: <b>Sh 1, FP 2/6</b>. <i>Manta light</i> ATGW: <b>Sh 1, FP 0/5. (no short range)</b>. 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Carries 1 TU Infantry.</p> <p><b>Mine &amp; Recovery vehicle:</b> Mine clearance - <b>Sh 2</b> at detection, range <b>Point Blank</b>: destroys 1 mine counter each. Same stats as Command Track but <b>+1</b> defensive value, all angles.</p>	Type	Trained: <b>5+</b>	Move	Slow, Tracked: <b>15cm</b>	Defence	F 8, S 7, R 7, T 6	Weapons	Support Weapon: <b>Sh 2, FP 1/3</b> . Carries <b>3 TU</b> of infantry
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