

BAFFIN'S LEGION (pre 330TW)



Infantry

Type	Elite: 3+ C/Assault: 4
Move	Infantry 8cm
Defence	6, Light cov' +1, Heavy +2
Weapons	Flechette Assault Rifle; Sh 2, FP 3/1 (max range long).
Supress	Remove suppression marker (UP TO 5) on 3+

VARIANTS

Support Squad: Flechette Assault Rifle; Sh 1, FP 3/1 (max range long) and Flechette Support Weapon; Sh 2, FP 3/2.

Anti-Tank Squad: Flechette Assault Rifle; Sh 1, FP 3/1 (max range long) & Buzzbombs; Sh 1, FP 1/6 (max range: short range only)



Baffin Anti-Tank Squad

M12 Tank Destroyer

Type	Elite: 3+
Move	Medium, Hv Hover: 10cm
Defence	F 11, S 10, R 9, T 9
Weapons	15cm, F Arc ONLY
Powergun	Sh 1, FP 2/6; Flechette Support Weapon; Sh 2, FP 3/2.

Defence Systems	Strip Mines: Sh 1, all up to Close 8cm FP 3/1(3+).
Defence Systems	Sh 1 at Point Blank 3cm Destroys 1 mine counter

VARIANTS

Command Tank: Same stats



Icarus M12 Tank Destroyer

Jeep/Gun Tractor

Type	Elite: 3+
Move	Fast; Light Hover: 15cm
Defence	F 6, S 6 R 6, T 5
Weapons	Flechette HSW
Sh 2, FP 3/2.	Carries 1 TU infantry.
May tow Calliope with crew - speed reduced to medium Hover: 10cm	

VARIANTS

Mortar Jeep Same stats but add **Mortar:** 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.

All Jeeps may tow **Calliope** - speed reduced to slow Hover: 8cm.



Fabrique Nationale A19 Jeep

GD-804 APC

Type	Elite: 3+
Move	Fast; Light Hover: 15cm
Defence	F 8, S 7, R 7, T 6
Weapons	Flechette HSW
Sh 2, FP 3/2.	Carries 3 TUs infantry.

VARIANTS

GD-806 Calliope
Replace HSW with twin Calliope 3cm Powerguns Sh 4, FP 3/4. Carries **NO** infantry.

GD-807 Rocketeer
Replace HSW with Hypersonic Missile Launcher Sh 3, FP 0/4. Carries **NO** infantry.

GD-814 Command
Same Stats as APC but unarmed and carries **NO** infantry.

GD-834 Logistics Flatbed
Same Stats as APC but unarmed and carries **NO** infantry.



General Duotronics GD-806 Calliope

Ar-842 APC

Type	Elite: 3+
Move	Medium, Hv Hover: 10cm
Defence	F 10, S 9, R 8, T 8
Weapons	Heavy Conebore
Sh 2, FP 1/4	Carries 6 TUs infantry.
May tow Calliope - speed reduced to slow Hover: 8cm. Infantry capacity reduced to 5TUs.	

VARIANTS

None

GR-806T Towed Calliope

Twin Calliope: 3cm Powerguns Sh 4, FP 3/4. F Arc ONLY

When deployed, all weapons count as Infantry: Hvy Inf DV7 in Light Cov'+1. Any additional cover is Heavy +2 Deploy or hitch up: 2LP



Saunders-Haglunds PvACV Ar 842

GD-719 Light Tank

Type	Elite: 3+
Move	Fast; Light Hover: 15cm
Defence	F 8, S 7, R 7, T 6
Weapons	4cm QF Powergun
Sh 2, FP 3/4 plus coaxial	Flechette HSW Sh 2, FP 3/2.
Must fire at same target	
Carries 1 TU infantry.	

VARIANTS

None



General Duotronics GD-719 Light Tank

LEADERS RANKS

Colonel Baffin LV10

LPs is 2d6 + 10

Elite skills:

Command
Material

Major LV8

LPs is 2d6 + 8

Captain LV6

LPs is 2d6 + 6

Lieutenant LV4

LPs is 2d6 + 4

Sergeant LV2

LPs is 2d6 + 2

GD-621 Artillery Hog

Type	Elite: 3+
Move	Medium, Hv Hover: 10cm
Defence	F 8, S 7, R 7, T 6
Weapons	21cm Artillery system: Sh 1/6, FP 5/6
Flechette HSW	
Sh 2, FP 3/2.	

VARIANTS

None



General Duotronics GD-621 Hog

POINTS COST

Tank or Command Tank: **450pts**; APC: **125pts**; Dual Ar-842 APC: **175pts**; Calliope, Rocketeer Missile Launcher: **250pts**; Missile Hog: **250pts**; Command Vehicle: **200pts**; Flatbed: **50pts**; Additional Towed Calliope: **100pts**; Light Tank: **250pts**; Jeep/Gun Tractor: **50pts**; Mortar Jeep: **75pts**; Infantry: **35pts**; Anti-Tank & support Infantry **45pts**, Up to 2 additional sergeants could be purchased at 20pts each.

DETACHMENT

Detachments are 8TUs. Elite

Armour detachment: 4 tanks (or 3 tanks and 1 command tank destroyer), 1 GD804 APC, 3 Infantry TUs (one of each type): **Total: 2050pts**. Or...

Mechanised Infantry detachment: 1 APC (any type), 1 command vehicle; 1 Light tank; 1 Calliope; 1 mortar jeep; 3 Infantry TUs (1 standard, 1 with buzzbombs and 1 with support weapon): **Total: 1025pts - 1075pts**. Or...

Infantry Support detachment: 1 Ar842 APC, 6 Infantry TUs (two of each type), 1 Mortar Jeep **Total: 500pts**. Or...

Fire Support detachment: 2 Towed Calliope, 2 Tow Gun Tractors, 1 command vehicle; 1 Artillery Hog, 1 Rocketeer; 2 mortar jeeps, 1 gun jeep; **Total: 1200pts**.

Add a Lt. to any of these detachments at 40pts. Build a bigger force with two detachments and a captain (100pts). **Colonel Broglie (250pts)** may be substituted for the commander of any force of two detachments or more, providing he is personally commanding the tank destroyer detachment