

# Broglie's Legion



15MM

## Infantry Squad

Type	Elite: 3+ C/As/lt: 4
Move	Infantry: 8cm
Defence	6, Light cov' +1, Heavy +2
Weapons	Flechette assault rifle, Sh 2, FP 3/1. (max range: long)
Suppress	remove suppression marker (UP TO 5) on 3+

### VARIANTS

**Support Squad** with Flechette assault rifle: Sh 1, FP 3/1, (max range: long) & support weapon: Sh 2, FP 3/2.

**Tank Hunters** with Flechette assault rifle: Sh 1, FP 3/1, (max range: long) & Buzzbombs: Sh 1, FP 1/6 (short range only)



Infantry

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## M12A1 Tank Destroyer

Type	Elite: 3+
Move	Medium, Hv Hover: 10cm
Defence	F 11, S 10, R 9, T 9
Weapons	15cm, FArc ONLY powergun: Sh 1, FP 2/6; 2cm tri-barrel powergun: Sh 3, FP 3/3. ⚠

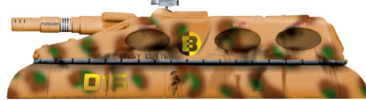
**Defence Systems** Strip mines, Sh 1 all up to Close 8cm, FP 3/1(3+)

**Mine Clearance** Sh 1 at Point Blank 3cm destroys 1 mine counter

### VARIANTS

**Earlier (Baffin period) M12:** flechette support weapon (not tri-barrel) Sh 2, FP 3/2 with no Anti-artillery ability

**Command Tank:** same stats.



Icarus M12A1 Tank Destroyer

## GD806 APC & Support

Type	Elite: 3+
Move	Fast, Lt Hover: 15cm
Defence	F 8, S 7, R 7, T 6
Weapons	1 Flechette: Sh 2, FP 3/2 Carries 3TUs Infantry

**Defence Systems** Strip mines, Sh 1 all up to Close 8cm, FP 3/1(3+)

### VARIANTS

**Ar842 Dual APC:** Move: Slow, Hover: 8cm, auto-cannon Sh 2, FP 2/4 ONLY. carries 6TUs Infantry.

**Twin-calliope variant:** 2 x 3cm quick-firing powergun: Sh 4, FP 3/4. (no infantry). ⚠

**Artillery Variant:** no infantry but flechette (above) plus 21cm launcher: Sh 1, FP 5/6: DIRECT FIRE QR -1.



General Duotronics Twin-Calliope

## A21 Jeep & Command

Type	Elite: 3+
Move	Fast, Lt Hover: 15cm
Defence	F 6, S 6, R 6, T 5
Weapons	1 Flechette, Farc Sh 2, FP 3/2

### 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.

### Command Vehicle.

An APC sized vehicle: Armed with 1 Flechette: Sh 2, FP 3/2  
**Defence:** F 8, S 7, R 7, T 6  
Carries no Infantry



Fabrique Nationale A21 1100K Jeep

## LEADERS

### Colonel Broglie LV12

LPs is 2d6 + 12

#### Elite skills:

*Dead Eye, Tactical Genius, Command Material, Morale Officer*

## RANKS

### Major LV10

LPs is 2d6 + 10

### Captain Lv8

LPs is 2d6 + 8

### Lieutenant Lv6

LPs is 2d6 + 6

### Sergeant Lv4

LPs is 2d6 + 4

## DETACHMENTS

**Each Detachment is 8 TUs.** All infantry TUs start the game in APCs.

**Tank destroyer detachment:** 8 tanks (or 7 tanks and 1 command tank destroyer): **Total: 3600pts.** Or...

**Mechanised Infantry detachment:** 1 APC, 1 command vehicle; 2 gun jeeps; 1 mortar jeeps; 3 Infantry TUs (1 standard, 1 with buzzbombs and 1 with support weapon): **Total: 600pts.** Or...

**Support detachment:** 2 twin Calliopes, 1 command vehicle; 2 Artillery variant; 2 mortar jeeps, 1 gun jeep; **Total: 1375pts.**

**Add a Lt. to any of these detachments at 40pts.**

Treat this force - whatever option is selected - as a SINGLE detachment. 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.

## POINTS COSTS

Tank destroyer or Command Tank destroyer: **450pts**; APC: **125pts**; Ar842 APC: **175pts**; calliope or artillery piece (on table): **250pts**; jeep: **75pts**; mortar jeep or command vehicle: **100pts**; standard infantry: **35pts**; infantry with buzzbombs or support weapon: **45pts**.

Up to 2 additional sergeants could be purchased at **20pts each**.