Broglie's Legion

Infantry Squad

**Type:** Elite: +3/C/As't: 4

**Move:** Infantry: 15cm

**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)

**M12A1 Tank Destroyer**

**Type:** Elite: +3+

**Move:** Medium, Hv Hover: 20cm

**Defence:** F 11, S 10, R 9, T 9

**Weapons:** 15cm, F Arc 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 15cm, FP 3/1(3+)

**Mine Clearance:** Sh 1 at Point Blank 5cm destroys 1 mine counter

**VARIANTS**

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

**Command Tank:** same stats.

**GD806 APC & Support**

**Type:** Elite: +3

**Move:** Fast, Lt Hover: 30cm

**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 15cm, 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 and bazookas (above) plus 2cm launcher: Sh 1, FP 5/6: DIRECT FIRE QR -1.

**A21 Jeep & Command**

**Type:** Elite: +3+

**Move:** Fast, Lt Hover: 30cm

**Defence:** F 6, S 6, R 6, T 5

**Weapons:** 1 Flechette, F Arc 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 20cm.

**Command Vehicle:** An APC sized vehicle: Armed with 1 Flechette, Sh 2, FP 3/2

**DEFLECTIONS**

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 jeep; 3 Infantry TUs (1 standard, 1 with buzzbombs and 1 with support weapon): **Total: 600pts.** Or...

**Support detachment:** 2 twin Calliope, 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.**