

Broglie's Legion



6MM

Infantry Squad

Type	Elite: 3+ C/As'lt: 4
Move	Infantry: 5cm
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

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 5cm, 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

M12A1 Tank Destroyer

Type	Elite: 3+
Move	Medium, Hv Hover: 7cm
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 5cm, FP 3/1(3+)

Mine Clearance Sh 1 at Point Blank 2cm 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

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 7cm.

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**.