



Infantry Squad

Type	Veteran: 4+ C/As't: 3
Move	Infantry: 8cm
Defence	6 , Light cov' +1 , Heavy +2
Weapons	High Tech Assault Rifle: Sh 2, FP 1/1,
Suppress	remove suppression marker (UP TO 4) on 4+

VARIANTS

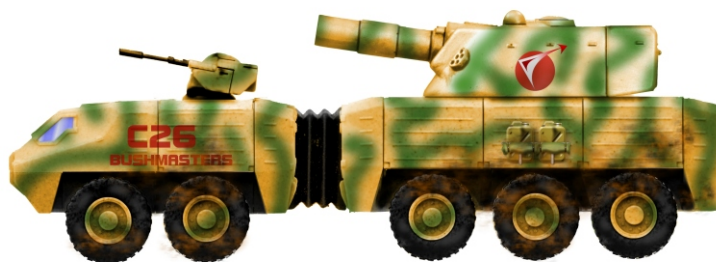
None

Legion 4F6 'Hog'

Type	Veteran: 4+
Move	Fast, Wheeled: 15cm
Defence	F 7, S 6, R 6, T 6
Weapons	20cm Rocket Artillery: Sh 1/6, FP 5/6; Heavy Support Weapon Sh 2, FP 1/3. carries 2 TU of Infantry.

VARIANTS

Command: Heavy Support Weapon
Sh 2, FP 1/3 carries 1 TU infantry



Legion 4F6 Legate 20cm Hog



Bushmasters

RANKS

Major
LV8

LPs is 2d6 + 8

Captain
LV6

LPs is 2d6 + 6

Lieutenant
LV4

LPs is 2d6 + 4

Sergeant
LV2

LPs is 2d6 + 2

DETACHMENTS

Each Detachment is 10 TUs. 10 TU. At least five of the TUs must be vehicles, of which at least four of which must be artillery pieces and all infantry (if any are present) start the game in vehicles, all of which can carry up to 2 infantry TUs

Artillery Detachment:

10 TUs at . 1 command, 4 artillery piece (on table); 5 TUs of infantry; A Lt in the command vehicle (**20pts**).

Total: 1295pts.

Treat this force as a SINGLE detachment during play.

POINTS COSTS

Howitzer (on table): **250pts.**

Command: **100pts,**

Infantry: **35pts.**

Up to 1 additional sergeant could be purchased at **10pts.**