



Infantry Squad

Type	Veteran: 4+ C/As'l't: 3
Move	Infantry: 5cm
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: 10cm
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

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.**