Hampton’s Legion

### Infantry Squad

**Type** | Veteran: 4+ C/As’tl: 3
---|---
**Move** | Fast, Lt Hover: 15cm
**Defence** | F 8, S 7, R 7, T 6
**Weapons** | 2cm Auto-cannon: Sh 2, FP 2/3
**Supress** | remove suppress marker (UP TO 4) on 4+

**VARIANTS**
- **Skimmers** Move: Fast, Lt NoE: 15cm but still fight as infantry.
- **Assault Group**: HT Assault Rifle: Sh 2, FP 1/1
- **Tank Hunters**: with High-tech Assault Rifle: Sh 1, FP 1/1, (range: Long) & light ATGW: Sh 1, FP 0/5 (no short)

![Infantry with skimmers](Image)

---

### GD806 APC & Support

**Type** | Veteran: 4+
---|---
**Move** | Fast, Lt Hover: 15cm
**Defence** | F 8, S 7, R 7, T 6
**Weapons** | 2cm Auto-cannon: Sh 2, FP 2/3
**Supress** | remove suppress marker (UP TO 4) on 4+

**VARIANTS**
- **Towed Hypersonic Calliope**: As APC plus 2cm Auto-cannon: Sh 2, FP 2/3

![GD806 APC](Image)

---

### Extra Towed Weapon Details

**GD806 towing vehicle**: same stats as card, left, but NO Infantry and towed Hypersonic Calliope weapon with gun crew.

**Extra Towed Hypersonic Missile Calliope**: F Arc Sh 6, FP 0/4

Vehicle move when towing is Med, Wheeled 10cm.

Weapon counts as Hvy Inf DVT in Light Cover +1.

Any additional cover is Heavy +2

No Movement when deployed.

Turning deployed weapon costs 1LP. Hitching or unhitching costs 2LPs.

---

### SL41 Jeep

**Type** | Veteran: 4+
---|---
**Move** | Fast, Lt Hover: 15cm
**Defence** | F 6, S 6, R 6, T 5
**Weapons** | Heavy Support Weapon, F Arc: Sh 2, FP 1/3

**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.
- **MLRS Hover Truck**: As Jeep except on stretched chassis with 8 tubes as Heavy Mortars: Sh 4 per turn, FP 5/4 (no short/medium range) Armed with HSW (as above) and DV F 6, S 6, R 6, T 5.

![SL41 Jeep](Image)

---

### MW815-88M ATGW System

**Type** | Veteran: 4+
---|---
**Move** | Fast, Wheeled: 15cm
**Defence** | F 9, S 8, R 7, T 7 (B8)
**Weapons** | Medium ATGW Sh2, FP 1/6 No Short Range and 2cm Auto-cannon Sh2 FP 2/3 NO Infantry

**VARIANTS**
- **Towed Hypersonic Missile Calliope**: As above system but no ATGW.

Instead towed Hypersonic missile calliope 1 TU Gun-crew and Missiles: See stats for Towed Hypersonic Missile calliope above, right.

![MW815-88M ATGW](Image)

---

### Extra Towed Hypersonic-Calliope

**GD806 towing vehicle**: same stats as card, left, but NO Infantry and towed Hypersonic Calliope weapon with gun crew.

**Extra Towed Hypersonic Missile Calliope**: F Arc Sh 6, FP 0/4

Vehicle move when towing is Med, Wheeled 10cm.

Weapon counts as Hvy Inf DVT in Light Cover +1.

Any additional cover is Heavy +2

No Movement when deployed.

Turning deployed weapon costs 1LP. Hitching or unhitching costs 2LPs.

---

### Points Costs

GD806 with Towed calliope: **200pts**; GD806 flame thrower: **175pts**; GD806 APC: **150pts**; Hover MLRS truck: **200pts** (on table); jeep: **75pts**, mortar jeep: **100pts**; GD806 command vehicle: **100pts**

Infantry: **25pts**; close assault: **30pts**; tank hunters: **35pts**; infantry with skimmers: **35pts**.

Up to 2 additional sergeants could be purchased at **10pts**.

---

### 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

All Detachments are 10 TUs. At least 3 of the TUs should be infantry. At least half of the infantry should be regularly armed troops and there must either be sufficient carrying capacity within the vehicles to move all infantry or they need to be on skimmers.

### Infantry Detachment:

1 APC, 3 tank hunter infantry TUs; 3 regular infantry TUs on skimmers; 1 towed missile calliope with GD806 hover OR 815-88 wheeled transporter; 2 jeeps. Include a lieutenant (20pts). **Total 730pts**. Or...

### Assault Detachment:

1 APC, 2 regular infantry TUs, 1 assault squad TU. 1 command vehicle; 3 flamethrower vehicles; 1 mortar jeep; 1 MLRS OR 1 ATGW (815-88). Include a lieutenant (20pts). **Total 1175pts**.

Treat this force - whatever option is selected - as a SINGLE detachment during play. Build a bigger force with both detachments and swap a lieutenant for a captain (+20pts).