

Hampton's Legion



28MM

Infantry Squad

Type	Veteran: 4+ C/As't: 3
Move	Infantry: 15cm
Defence	6 , Light cov' +1 , Heavy +2
Weapons	High-tech Assault Rifle, Sh 2 , FP 1/1 . (max range: long)
Suppress	remove suppression marker (UP TO 4) on 4+

VARIANTS

On Skimmers Move: Fast, Lt NoE: **30cm** but still fight as infantry
Assault Group: HT Assault Rifle: Sh 2, FP 1/1 (range: long) plus Flamethrower: **(+1 C/As't - So C/As't: 4)** .
Tank Hunters: with High-tech Assault Rifle: Sh 1, FP 1/1, (range: Long) & light ATGW: Sh 1, FP 0/5 (no short)



Infantry

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GD806 APC & Support

Type	Veteran: 4+
Move	Fast, Lt Hover: 30cm
Defence	F 8 , S 7 , R 7 , T 6
Weapons	2cm Auto-cannon: Sh 2 , FP 2/3 Carries 3TUs Infantry

VARIANTS NONE carry INFANTRY

Flamethrower Vehicle: As APC plus Flamer F Arc Sh 1, FP 3/3 (short)
Command Vehicle: As APC.
Towed Hypersonic Missile Calliope: See right



GD806 APC

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 **20cm**.
 Weapon counts as **Hvy Inf DV7 in Light Cover +1**.
 Any additional cover is **Heavy +2**

No Movement when deployed.

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



Towed Hypersonic-Calliope

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

SL41 Jeep

Type	Veteran: 4+
Move	Fast, Lt Hover: 30cm
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 **20cm**.
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**.




Roberts SL41M Mortar Jeep

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MW815-88M ATGW System

Type	Veteran: 4+
Move	Fast, Wheeled: 30cm
Defence	F 9 , S 8 , R 7 , T 7 (B8)
Weapons	Medium ATGW Sh 2 , FP 1/6 No Short Range and 2cm Auto-cannon Sh 2 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



Mowag-Whittle MW815-88M ATGW

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).

POINTS COSTS

GD806 with Towed calliope: **200pts**; GD806 flame thrower: **175pts**; GD806APC: **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**.