Hampton’s Legion

Infantry Squad

Type: Veteran: 4+ C/As’lt: 3
Move: Infantry: 5cm
Defence: 6, Light cov’ +1, Heavy +2
Weapons: Sh 2, FF 1T (max range: long)
Suppress: remove suppression marker (UP TO 4) on 4+

VARIANTS
On Skimmers Move: Fast, Lt NoE: 10cm but still fight as infantry
Assault Group: HT Assault Rifle: Sh 2, FP 1/1 (range: long) plus Flamethrower: (+1 C/As’lt - So C/As’lt: 4) 
Tank Hunters: with High-tech Assault Rifle: Sh 1, FP 1/1, (range: Long) & light ATGW: Sh 1, FP 0/5 (no short)

GD806 APC & Support

Type: Veteran: 4+
Move: Fast, Lt Hover: 10cm
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 Flamethrower F Arc Sh 1, FP 3/3 (short)
Command Vehicle: As APC. Towed Hypersonic Missile Calliope: See right

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.

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 7cm.
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.

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).

POINTS COSTS

SL41 Jeep

Type: Veteran: 4+
Move: Fast, Lt Hover: 10cm
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 7cm.
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.

MW815-88M ATGW System

Type: Veteran: 4+
Move: Fast, Wheeled: 10cm
Defence: F 9, S 8, R 7, T 7 (B8)
Weapons: Medium ATGW Sh2, FP1/6 No Short Range and 2cm Auto-cannon Sh2 FP2/3 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