

# Hampton's Legion



6MM

## Infantry Squad

<b>Type</b>	Veteran: <b>4+</b> C/As't: <b>3</b>
<b>Move</b>	Infantry: <b>5cm</b>
<b>Defence</b>	<b>6</b> , Light cov' <b>+1</b> , Heavy <b>+2</b>
<b>Weapons</b>	High-tech Assault Rifle, <b>Sh 2</b> , <b>FP 1/1</b> . (max range: long)
<b>Suppress</b>	remove suppression marker (UP TO 4) on <b>4+</b>

### 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'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

<b>Type</b>	Veteran: <b>4+</b>
<b>Move</b>	Fast, Lt Hover: <b>10cm</b>
<b>Defence</b>	<b>F 8</b> , <b>S 7</b> , <b>R 7</b> , <b>T 6</b>
<b>Weapons</b>	2cm Auto-cannon: <b>Sh 2</b> , <b>FP 2/3</b> Carries <b>3TUs</b> Infantry

### VARIANTS NONE carry INFANTRY

**Flamethrower Vehicle:** As APC plus Flamer **FArc 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:

**FArc Sh 6**, **FP 0/4**  Vehicle move when towing is **Med**, Wheeled **7cm**.  
 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

<b>Type</b>	Veteran: <b>4+</b>
<b>Move</b>	Fast, Lt Hover: <b>10cm</b>
<b>Defence</b>	<b>F 6</b> , <b>S 6</b> , <b>R 6</b> , <b>T 5</b>
<b>Weapons</b>	Heavy Support Weapon, <b>FArc: Sh 2</b> , <b>FP 1/3</b>

### 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**.




Roberts SL41M Mortar Jeep

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## MW815-88M ATGW System

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