**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

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**DETACHMENTS**

- Each Detachment is 10 TUs.

**Infantry Detachment:**
- 1 large transporter/carrier with 6 infantry TUs - 3 infantry
- Support Squad TUs and 3 infantry cone-bore/flamethrowers TUs; 1 command transporter with 2 infantry cone-bore/flamethrowers TUs. **Total 515pts.** Or...

**Support Detachment:**
- 2 tractor transporters, both with additional towed weapon with crew (which counts as two TUs in total) and carrying 2 infantry Support Squad TUs and 2 infantry cone-bore/flamethrowers TUs; 1 mortar vehicle with 3 Infantry Mortar TUs. **Total 865pts.**

**Add a Lt. to any of these detachments at 20pts.**

Treat this force - whatever option is selected - as a SINGLE detachment during play. Build a bigger force with an additional detachment and add a captain (40pts). To add a third detachment, duplicate one of the detachments above and add a major (100pts).

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**POINTS COSTS**

- **Infantry**
  - Veteran: 3
  - C/As’lt: 1

- **Move**
  - Infantry: 15cm
  - Fast, Wheeled: 30cm

- **Defence**
  - 6, Light cov’ +1, Heavy +2
  - F 7, S 6, R 6, T 6

- **Weapons**
  - Cone-bore Assault Rifle: Sh 2, FP 1/3 & HSW: Sh 2, FP 1/3
  - Light Mortar: Sh 3, FP 3/1 (NA no short range)

- **Support Squad**
  - 2 tractor transporters, both with additional towed weapon with crew: 20cm.
  - Weapon counts as Hvy Inf DV7 in Light Cover +1.
  - Any additional cover is Heavy +2

- **Mortar Team**
  - Smoke Grenade: 1/3
  - HSW: 1/3

- **Infantry**
  - Veteran: 4+
  - Close Assault - so C/As’lt: 4+

- **Move**
  - Fast, Wheeled: 30cm

- **Defence**
  - F 7, S 6, R 6, T 6

- **Weapons**
  - Heavy Support Weapon in 360 mount: Sh 2, FP 1/3

- **VARIANTS**
  - Command Vehicle: same stats but 2 TUs of Infantry.
  - Mortar Carrier: same stats but 3 TUs of Inf & Double-barrelled Heavy Mortar Sh 2 shots; FP 5/4 No Short or Med.
  - Towed Cone Bore tractor: same stats but 2 TUs of Infantry and towed Cone-bore: - see card, right

- **Legion 4F6 Transport**
  - Veteran: 4+
  - Move: Fast, Wheeled: 30cm
  - Defence: F 7, S 6, R 6, T 6

- **Weapons**
  - Heavy Support Weapon in 360 mount: Sh 2, FP 1/3

- **VARIANTS**
  - Legion 4F6 tractor: same stats as card, left, but only 2 TUs of Infantry and towed Cone-bore with gun crew.

- **Extra Towed Cone Bore weapon**
  - Farc Sh 2, FP 1/4
  - 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.**

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**Extra Towed Weapon Details**

- **Legion 4F6 tractor:**
  - Same stats as.card, left, but only 2 TUs of Infantry and towed Cone-bore with gun crew.

- **Extra Towed Cone Bore weapon:**
  - Farc Sh 2, FP 1/4
  - 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.**

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**Legion 4F6 Transport**

- 1 large transporter/carrier: **160pts**
- command vehicle: **100pts**
- mortar (on table): **225pts**
- towed cone-bore weapon tractor (including towed weapon): **195pts**
- static cone-bore crew-served weapon: **45pts**
- Infantry: **30pts**
- mortar team squad: **40pts**
- support squad: **35pts**

- 1 additional sergeant could be purchased at **10pts**

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**Heliodorus Regiment**

- Extra Towed Weapon Details:
  - **Command Vehicle:**
    - Same stats but 2 TUs of Infantry.
  - **Mortar Carrier:**
    - Same stats but 3 TUs of Inf & Double-barrelled Heavy Mortar Sh 2 shots; FP 5/4 No Short or Med.
  - **Towed Cone Bore tractor:**
    - Same stats but 2 TUs of Infantry and towed Cone-bore: - see card, right

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**Infantry Squad**

- **Type:** Veteran: 4+
- **Move:** Infantry: 15cm
- **Defence:** 6, Light cov’ +1, Heavy +2
- **Weapons:** Cone-bore Assault Rifle plus Flamethrower (+1 Close Assault - so C/As’lt: 4)
- **Suppress:** remove suppression marker (UP TO 4) on 4+

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**Legion 4F6 Transport**

- **Type:** Veteran: 4+
- **Move:** Fast, Wheeled: 30cm
- **Defence:** F 7, S 6, R 6, T 6
- **Weapons:** Heavy Support Weapon in 360 mount: Sh 2, FP 1/3

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**VARIANTS**

- **Command Vehicle:**
  - Same stats but 2 TUs of Infantry.
- **Mortar Carrier:**
  - Same stats but 3 TUs of Inf & Double-barrelled Heavy Mortar Sh 2 shots; FP 5/4 No Short or Med.
- **Towed Cone Bore tractor:**
  - Same stats but 2 TUs of Infantry and towed Cone-bore: - see card, right

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**Extra Towed Weapon Details**

- **Legion 4F6 tractor:**
  - Same stats as card, left, but only 2 TUs of Infantry and towed Cone-bore with gun crew.

- **Extra Towed Cone Bore weapon:**
  - Farc Sh 2, FP 1/4
  - 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.**

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**Legion 4F6 Legate Mortar Carrier**

- Extra Towed Cone Bore weapon:
  - Farc Sh 2, FP 1/4
  - 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.**

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**Heliodorus Regiment**

- Extra Towed Weapon:
  - **Command Vehicle:**
    - Same stats but 2 TUs of Infantry.
  - **Mortar Carrier:**
    - Same stats but 3 TUs of Inf & Double-barrelled Heavy Mortar Sh 2 shots; FP 5/4 No Short or Med.
  - **Towed Cone Bore tractor:**
    - Same stats but 2 TUs of Infantry and towed Cone-bore: - see card, right

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**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

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**POINTS COSTS**

- **Large transport/carrier:** 160pts; **command vehicle:** 100pts; **mortar (on table):** 225pts; **towed cone-bore weapon tractor (including towed weapon):** 195pts; **static cone-bore crew-served weapon: 45pts.**
- **Infantry:** 30pts; **mortar team squad: 40pts**; **support squad: 35pts.**

- 1 additional sergeant could be purchased at **10pts**