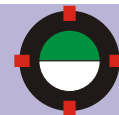




Poplar Regiment & Bartel's Armour



15MM

Infantry Squad

Type	Veteran: 4+ C/As'l't: 3
Move	Infantry: 8cm
Defence	6 , Light cov' +1 , Heavy +2
Weapons	Cone-bore Assault Rifle Sh 2, FP 1/3
Suppress	remove suppression marker (UP TO 4) on 4+

VARIANTS

Support Squad: with Cone-bore Assault Rifle: **Sh 1, FP 1/3** & HSW: **Sh 2, FP 1/3**.

Gatling Railgun Crew Served Weapon: **FArc Sh 3, FP 1/3 No Movement**, Counts as **Hvy Inf DV7** in **Light Cov' +1**. Any additional cover is **Heavy +2** - See right

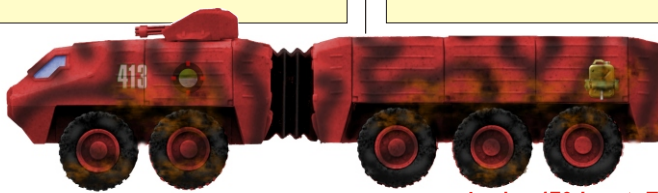


Legion 4F6 Transport

Type	Veteran: 4+
Move	Fast, Wheeled: 15cm
Defence	F 7, S 6, R 6, T 6
Weapons	1cm Gatling railgun; Sh 3, FP 1/3 Carries up to 6 TUs of Infantry

Legion 400 Transport Light Truck: as per Legion 4F6 but only carries **1 TU of infantry OR** may tow additional crew-served weapon.

Gatling Railgun Crew-served Weapon: See right



Legion 4F6 Legate Transport

Extra Towed Weapon Details

Legion 400 Light Truck: same stats as card, left, but **NO Infantry** and towed Gatling weapon with gun crew.

Extra Towed Gatling Railgun:

FArc Sh 3, FP 1/3
Vehicle move when towing is **Med, Wheeled 10cm**.
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.

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

GIAT RA4-80 'Gun Truck'

Type	Veteran: 4+
Move	Medium, Wheeled: 10cm
Defence	F 9, S 8, R 8, T 7
Weapons	Twin 9cm Railgun: Sh 2, FP 2/7 . Support weapon: 1cm gatling railgun.; Sh 3, FP 1/3 . Carries 1 TU of Infantry .
Defence Systems	Strip mines, Sh 1 all up to Close 8cm, FP 3/1(3+)

VARIANTS

Artillery variant:
15cm launcher: **Sh 1, FP 5/6**
QR REDUCE -1 FOR DIRECT FIRE (so fire as Trained: **5+**); 1cm Gatling railgun support weapon: **Sh 3, FP 1/3**.



GIAT RA4-80 'Gun Truck'

Legion 800 Missile Calliope

Type	Veteran: 4+
Move	Fast, Wheeled: 15cm
Defence	F 7, S 6, R 6, T 6
Weapons	Hypersonic Missile Calliope Sh 12, FP 0/4 - AA as per 4 light lasers: A Support weapon: 1cm Gatling railgun.; Sh 3, FP 1/3 carries 1 TU of Infantry.

VARIANTS

Command Vehicle: 1cm Gatling railgun: **Sh 3, FP 1/3** but carries **2 TU's of Infantry**.
Mortar Carrier: Double-barrel Heavy Mortar: **Sh 2 shots, FP 5/4 No Short or Med**. 1cm Gatling railgun: **Sh 3, FP 1/3**. Carries **2 TUs of Inf**.



Legion 800 Centurion Heavy Mortar

DETACHMENTS

All Detachments are 10 TUs. At least five of the TUs must be vehicles and all infantry (if any are present) must start the game in vehicles.

Bartel's Armour

Armoured Detachment: 3 RA4/80 gun trucks; 1 command vehicle, 1 missile calliope; 1 RA4/80 artillery hog (on table); 1 mortar carrier 3 TUs of infantry (2 regular infantry, 1 support squad). Include an Lt (**20pts**). **Total: 1805pts.** Or...

Mechanised Infantry Detachment: 1 large transporter with 6 TUs of infantry (3 regular infantry, 3 support squads). 1 command vehicle (a maximum of TWO of the infantry TUs may be deployed in this vehicle instead of the APC); 1 light transport/truck with crew-served weapon. Include an Lt (**20pts**). **Total: 590pts**

Poplar Regiment

Assault Grenadiers Detachment: 4 RA4/80 gun trucks; 1 command vehicle, 1 mortar carrier; 4 TUs of infantry (2 regular infantry, 2 support squads) in the command and mortar vehicles. Include an Lt (**20pts**). **Total: 1605pts.** Or...

Infantry Support Detachment: 5 small transporters carrying 3 TUs of infantry (1 regular infantry, 2 support squads) and towing 2 crew-served weapons. 1 command vehicle carrying 1 regular infantry TU. Include an Lt (**20pts**). **Total: 605pts.**

Treat this force - whatever option is selected - as a **SINGLE** detachment during play. Build a bigger force with both detachments from one company swapping an Lt for a captain (**+20pts**).

Operate a mixed force up to four detachments from both Poplar and Bartel's, swapping up to two Lieutenants for up to two detachments for a maximum of two majors (**+80pts**).

POINTS COSTS

Both of these quite separate outfits often operate together simply because they share so many logistical systems and supply options.

Gun Truck: **275pts**, artillery (on table): **240pts**; calliope: **270pts**; command: **145pts**; mortar (on table): **220pts**;
large transport/carrier: **160pts**; small transport/carrier: **50pts**;
additional towed weapon: **35pts**.
Infantry: **25pts**; support squad: 35pts.

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