**Infantry Squad**

*Type: Veteran: 4+ C/A’s: 3*

*Move: Infantry: 5cm*

*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+*

**Legion 4F6 Transport**

*Type: Veteran: 4+*

*Move: Fast, Wheeled: 10cm*

*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*

**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 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 2LP.*

**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.*

**Poplar Regiment**

*Assault Grenadiers Detachment: 4 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: 1605pts. 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*

**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…*

**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. Or…**

*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.*

**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