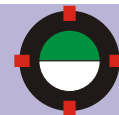




# Poplar Regiment & Bartel's Armour



6MM

## Infantry Squad

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

### 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

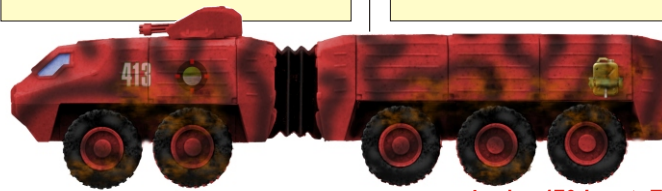


## Legion 4F6 Transport

Type	Veteran: <b>4+</b>
Move	Fast, Wheeled: <b>10cm</b>
Defence	<b>F 7, S 6, R 6, T 6</b>
Weapons	1cm Gatling railgun, <b>Sh 3, FP 1/3</b> 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 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.**

## 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: <b>4+</b>
Move	Medium, Wheeled: <b>7cm</b>
Defence	<b>F 9, S 8, R 8, T 7</b>
Weapons	Twin 9cm Railgun: <b>Sh 2, FP 2/7</b> . Support weapon: 1cm gatling railgun., <b>Sh 3, FP 1/3</b> . Carries <b>1 TU of Infantry</b> .
Defence Systems	Strip mines, <b>Sh 1</b> all up to <b>Close 5cm, FP 3/1(3+)</b>

### 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: <b>4+</b>
Move	Fast, Wheeled: <b>10cm</b>
Defence	<b>F 7, S 6, R 6, T 6</b>
Weapons	Hypersonic Missile Calliope <b>Sh 12, FP 0/4 - AA as per 4 light lasers: A</b> Support weapon: 1cm Gatling railgun., <b>Sh 3, FP 1/3</b> 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**.