**Wrangel’s Legion**

**Infantry Squad**

<table>
<thead>
<tr>
<th>Type</th>
<th>Vet’n/Train:</th>
<th>Move</th>
<th>Defence</th>
<th>Weapons</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>4+/5+</td>
<td>Fast</td>
<td>6, Light cov’r +1, Heavy +2</td>
<td>Flechette Rifle, Sh 2, 3/1 Long, Grenade Launcher: Sh 1, 1F, FP 3/1</td>
</tr>
<tr>
<td></td>
<td>C/As/It: 3/1</td>
<td>15cm</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Walshbenz Geräteträger**

<table>
<thead>
<tr>
<th>Type</th>
<th>Veteran:</th>
<th>Move</th>
<th>Defence</th>
<th>Weapons</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>4+</td>
<td>Fast</td>
<td>6, S 6, R 6, T 6</td>
<td>Light support buggy</td>
</tr>
<tr>
<td></td>
<td></td>
<td>15cm</td>
<td></td>
<td>HSW Sh 2, FP 1/3 - F &amp; S Arcs only.</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Notes:**

The Legion mix trained and veteran detachments in the field, especially infantry units.

Use Veteran officers and a ratio of at least 1 trained infantry TU to 1 veteran infantry TU and no more than 2 trained infantry TUs to 1 veteran infantry TU. A mixed detachment like this may field 13 TUs.

An example of a Mixed Detachment is given below. Note the specific placement of paid for ‘insurance sergeants’.

**MW815-50A APC**

- **Type**: Veteran: 4+/Trained: 5+ |
- **Move**: Fast, Wheeled: 15cm |
- **Defence**: F 8, S 8, R 7, T 7 (B8) |
- **Weapons**: 2cm Auto-cannon, Sh 2, FP 2/3, Carries 2TUs of Infantry |

**VARIANTS**

- **Infantry Combat Vehicle**: with 2cm Gatling railgun Sh3 PP2/4 & Manta light Anti tank ATGW Sh1, FP0/5 No Short Range Carries 1 TU of infantry |

**Command Vehicle**: as per standard vehicle but no infantry. APC for Trained Infantry: as per standard vehicle but with reduced skill level: Trained 5+

**MW815-52A Gun System**

- **Type**: Veteran: 4+ |
- **Move**: Fast, Wheeled: 15cm |
- **Defence**: F 8, S 8, R 7, T 7 (B8) |
- **Weapons**: 9cm railgun, Sh 1, FP 2/7, plus HSW, Sh 2, FP 1/3, Carries NO Infantry |

**VARIANTS**

- **Missile Vehicle**: With Medium ATGW Sh1, FP 1/6 No Short Range and HSW Sh2 FP 1/3 Carries NO Infantry |

**Mortar Vehicle**: With Twin barrel light mortar Sh6 FP 3/1 No short range and HSW Sh2 FP 1/3, Carries NO Infantry |

**Mowag-Whittle MW815-51A ICV**

**Mowag-Whittle MW815-52A Gun Sys.**

**POINTS COSTS**

- **MW815-52A Gun System**: 280pts; MW815-52M Medium ATGW vehicle: 280pts; MW815-51A ICV: 160pts; MW815-53A Command Vehicle: 100pts; MW815-51LM Mortar Support Vehicle: 270pts; MW815-50A APC (Veteran): 160pts; MW815-50A APC (Trained): 65pts; W-Gr-6 with HSW: 65pts; W-Gr-12 with HSW & Auto Grenade Launcher: 85pts; W-Gr-12 with HSW & Light ATGW Launcher: 90pts; W-Gr-12 with HSW & transport trailer: 75pts; Infantry: Veteran standard infantry: 30pts; standard infantry on trikes: 40pts; Support Squad or Tank Hunters: 35pts; Tank Hunters on trikes: 45pts; Infantry: Trained standard infantry: 15pts; Support Squad or Tank Hunters: 20pts.

**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

**DETACHMENTS**

**Veteran/Trained Mixed Detachment (13TUs):**

- **Trained**: 4 Infantry TUs (1TU standard infantry, 1TU support squad, 2TUs tank hunters), 2 APCs. |
- **Veteran**: 4 Infantry TUs (1TU standard infantry, 1TU support squad, 2TUs tank hunters on trikes), 2 APCs, 1 G12 missile buggy, 1 command vehicle. A Veteran Lieutenant included at 20pts. **Total: 730pts**. Treat these as Veteran except for the specific TUs that are described as Trained.

**Light Scout Detachment (10TUs):**

- 5 Infantry TUs (2TUs standard infantry on trikes, 2TUs tank hunters on trikes, 1TU support squad), 1 ICV, 1 G12 double buggy, 1 G12 Grenade launcher buggy, 1 G12 missile buggy, 1 command vehicle. A Veteran Lieutenant included at 20pts and an optional paid for Sergeant at 10pts. **Total: 730pts** with the optional Sergeant. Treat these as Veteran.

**Heavy Detachment (10TUs):**

- 2 Infantry TUs (1TUs standard infantry, 1TU support squad), 2 ICVs, 1 medium missile vehicle, 1 mortar vehicle, 1 G12 missile buggy, 2 ‘Gun System’ vehicles, 1 command vehicle. A Veteran Lieutenant at 20pts and an optional paid for Sergeant at 10pts. **Total: 1705pts** with the optional Sergeant. Treat these as Veteran.

Any two detachments from the selection can be fielded with a Lieutenant replaced with a Captain (+20pts). To field three detachments all detachments must be included: a Heavy, a Light Scout and a Mixed, replacing one Lieutenant with a Captain (+20pts) and another with a Major (+80pts). Cards for infantry and the APC give options for different experience levels.