

Wrangel's Legion

15MM

Infantry Squad

Type	Vet'n/Train'd: 4+/5+ C/As't: 3/1
Move	Infantry: 8cm
Defence	6 , Light cov' +1 , Heavy +2
Weapons	Flechette Rifle, Sh 2 , FP 3/1 Long . Grenade Launcher: Sh 1 , FP 3/1 No Short
Suppress	remove suppression (UP TO 4/3) on 4+/5+

VARIANTS

Support Squad: Flechette Rifle **Sh 1** **FP 3/1 Long** & HSW: **Sh 2**, **FP 1/3**.
Tank Hunters: Flechette Rifle: (as Support Squad) & Buzzbomb: **Sh 1**, **FP 1/6 (short range only)**.
 On **Trikes** for Tank Hunters or Standard Infantry **ONLY Move:** Fast, 2 Wheeled: **15cm** but still fight as inf.



Walshbenz Geräteträger

Type	Veteran: 4+
Move	Fast, Wheeled: 15cm
Defence	F 6 , S 6 , R 6 , T 6
Weapons	Light support buggy HSW Sh 2 , FP 1/3 - F & S Arcs only .

VARIANTS

Double Buggy: As Light Buggy but with Auto-grenade launcher: **Sh 3**, **FP 3/1 - R & S Arcs only. No Short**.
Missile Buggy: As Double Buggy but replace Auto-grenade launcher with light ATGW missile pack: **Sh 1**, **FP 0/5 - R & S Arcs only. No Short Range**
Transport Buggy: As Double Buggy but no rear weapon. **Carries 1TU Infantry** who may fire Flechette Rifles **Sh2 FP3/1 Long R & S Arcs only when mounted in vehicle**.



Walshbenz Geräteträger-12 ATGW

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'.

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

MW815-50A APC

Type	Veteran: 4+ /Trained: 5+
Move	Fast, Wheeled: 15cm
Defence	F 9 , 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 FP2/4** & 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+**



Mowag-Whittle MW815-51A ICV

MW815-52A Gun System

Type	Veteran: 4+
Move	Fast, Wheeled: 15cm
Defence	F 9 , 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**, **FP1/6 No Short Range** and HSW **Sh2 FP1/3 Carries NO Infantry**

Mortar Vehicle: With Twin barrel light mortar **Sh6 FP3/1 No short range** and HSW **Sh2 FP1/3. Carries NO Infantry**



Mowag-Whittle MW815-52A Gun Sys.

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). 1 APC, 1 G12 missile buggy, 1 command vehicle. 1 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: 735pts** 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.

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**.