**Infantry Squad**

- **Type**: Veteran 4+ / Trained 5+  
- **Move**: Fast, Wheeled: 30cm  
- **Defence**: F 9, S 8, R 7, T 7 (B8)  
- **Weapons**: 2cm autocannon, Sh 2, FP 2/3, carries 2 TUs of infantry  

**VARIANTS**

- **Infantry Combat Vehicle**: with 2cm Gatling railgun Sh3 FP 2/4 & Manta light anti-tank ATGW Sh1, FP 5/0. 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+  

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**Walshbenz Geräteträger**

- **Type**: Veteran 4+  
- **Move**: Fast, Wheeled: 30cm  
- **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 range.  
- **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 1 TU Infantry who may fire Fléchette Rifles Sh2 FP 2/1 Long R & S Arcs only when mounted in vehicle.  

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**Walshbenz Geräteträger-12 ATGW**

- **Type**: Veteran 4+  
- **Move**: Fast, Wheeled: 30cm  
- **Defence**: F 6, S 6, R 6, T 6  
- **Weapons**: Light support buggy HSW Sh 2, FP 1/3 - F & S Arcs only.  

**VARIANTS**

- **Support Squad**: Fléchette Rifle Sh 1 FP 3/1 Long & HSW: Sh 2, FP 1/3.  
- **Tank Hunters**: Fléchette Rifle: (as Support Squad) & Buzz bomb: Sh 1, FP 1/6 (short range only). On Trikes for Tank Hunters or Standard Infantry ONLY Move: Fast, 2 Wheeled: 30cm but still fight as inf.  

**Defence**

- **2 Wheeler**: but still fight as inf.  

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**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  

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**DETACHMENTS**

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

- **Trained**: 4 Infantry TUs (1TU standard infantry, 1TU support squad, 2TU tank hunters, 2 APCs).  
- **Veteran**: 4 Infantry TUs (1TU standard infantry, 1TU support squad, 2TU tank hunters on trikes). 1 APC, 1 G12 missile buggy, 1 command vehicle. 1 Veteran Lieutenant included at 20pts. **Total**: 730 pts. 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**: 735 pts 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**: 1705 pts with the optional Sergeant. Treat these as Veteran.  

**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’.  

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**POINTS COSTS**


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**Messages for infantry and the APC give options for different experience levels.**  

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