

Wrangel's Legion

28MM

Infantry Squad

Type	Vet'n/Train'd: 4+/5+ C/As't: 3/1
Move	Infantry: 15cm
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: 30cm but still fight as inf.



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.
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: 30cm
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: 30cm
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**.