

Compagnie de Barthe



15MM

Infantry Squad

Type	Veteran: 4+ C/As't: 3
Move	Infantry: 8cm
Defence	6, Light cov' +1, Heavy +2
Weapons	2cm Assault Rifle powerguns, Sh 2, FP 2/2
Suppress	remove suppression marker (UP TO 4) on 4+

VARIANTS Support Squad 2cm Assault Rifle Powerguns: **Sh 1, FP 2/2** & Powergun Support Weapon: **Sh 2, FP 3/3**.
Tank Hunters on **Skimmers** or **2 Wheeled Bikes** move Fast; **15cm**; Lt. NoE or Two Wheeled; but still fight as infantry. Assault Rifle (as above) & Buzzbomb **Sh 1, FP 1/6 (short range only)**.



GD800 APC & SP Gun

Type	Veteran: 4+
Move	Fast, Lt Hover: 15cm
Defence	F 8, S 7, R 7, T 6
Weapons	2cm Powergun: Sh 2, FP 2/2. Coil Gun: Sh 1, FP 1/4. Can carry 3 infantry sections.

VARIANTS

Calliope Variant: Carries **no infantry** but **only** weapon is: **Calliope:** 8 x 3cm Powergun: **Sh 8, FP 3/4**. **SP Anti-Tank Variant**
Defensive value: F 9, S 8, R 8, T 7. **No infantry**, Armed with powergun cannon: **Sh 2, FP 3/3**, plus either 5cm High Intensity powergun or 15cm Powergun: **FArc Sh 1, FP 2/6 (same stats for either weapon)**



General Duotronics GD800 APC

LEADERS

Colonel Barthe LV10

LPs is 2d6 + 10

Elite skills:
Defensive Stalwart
Morale Officer

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

Each Detachment is 10 TUs.

Defensive Infantry detachment: 10 TUs of infantry (3 Skimmer tank hunters, 4 support squad and 3 regular):
Total: 335pts. Or...

Mobile Infantry detachment: 1 APC, 9 TUs of infantry (6 Skimmer tank hunters, 1 support squad and 2 regular):
Total: 475pts. Or...

Light Armoured detachment: 4 calliopes, 6 tank destroyers: **Total: 3050pts.**

Add a Lt. to any of these detachments at 20pts.

Treat this force - whatever option is selected - as a SINGLE detachment during play. Build a bigger force with an additional detachment and add a captain (40pts). Add a third detachment with a major (100pts) **or** Colonel Jean Paul Barthe. (**250pts**)

The force may swap a sniper for an infantry TU providing the defensive infantry detachment is in use. Snipers cost 70pts

POINTS COSTS

Giat self propelled gun or calliope: **305pts**; Giat APC: **150pts**;
 Infantry: **25pts**; Infantry with support weapon or buzzbomb launcher: **35pts**; Infantry with buzzbomb launcher and bikes/skimmers: **40pts**.

Up to 2 additional sergeants could be purchased at **10pts each**.