

Late Compagnie de Barthe: Post 338



15MM

Infantry Squad

Type	Veteran: 4+ C/As'lt: 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
 Move: Very Fast, Lt NoE: 25cm with 2cm Assault Rifle powerguns: Sh 1, FP 2/2, Micro Buzzbombs: Sh 1, FP 1/7 (med range)



Tasigny APC

Type	Veteran: 4+
Move	Fast, Lt Hover: 15cm
Defence	F 8, S 7, R 7, T 6
Weapons	3cm Powergun: Sh 2, OR FP 3/4. 2cm tribarrel (5) powergun: Sh 3, FP 3/3. Can carry 3 infantry sections. ⚠️

VARIANTS
MICV Variant: As APC but carries only 1 infantry and replaces the 3cm with a 5cm HI powergun: Sh 1, FP 2/6.
Command Variant: Carries no infantry but 2 x HSW: Sh 4, FP 1/3.
AA Variant: Carries no infantry. only weapon is twin 3cm RF Powergun: Sh 3, FP 3/4
ATGW Variant: Carries no infantry Multi Shot Manta Light ATGW: Sh 1



Brigade Industries Tasigny APC

LEADERS

Colonel Barthe LV10

LPs is 2d6 + 10

Elite skills:
 Defensive Stalwart
 Morale Officer

Lt Colonel Benoit LV9

LPs is 2d6 + 9

Elite skills:
 Blitzkrieg,
 Tactical Genius

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

Javelot Support Buggy

Type	Veteran: 4+
Move	Fast, Wheeled: 15cm
Defence	F 7, S 6, R 6, T 6
Weapons	2cm Light powerguns, Sh 2, FP 2/2 Cannot carry infantry

VARIANTS

Heavy Support:
 3cm Powergun: ⚠️
 Sh 2, FP 3/4. Cannot carry infantry

Missile Support:
 Manta Light ATGW: Sh 2, FP 0/5. (no short range)
 Cannot carry infantry



Brigade Industries Javelot Missile Support buggy

DETACHMENTS

Each Detachment is 10 TUs.

Mechanised Infantry detachment:
 1 Javelot Support Buggy; 1 Javelot Heavy Support Buggy; 1 Javelot Missile Support Buggy; 1 Tasigny ATGW, 1 Tasigny AA; 2 Tasigny MICV; 4 TUs of infantry (2 support squad and 2 regular):
Total: 1290pts.

Mobile Infantry detachment: 1 Tasigny Command, 1 Tasigny APC, 1 Tasigny MICV, 7 TUs of infantry (4 Skimmer tank hunters, 1 support squad and 2 regular):
Total: 840pts. Or...

Armoured detachment: 5 Garibaldi/Gallieni tank destroyers; 1 Montsabert Support tank; 1 Montsabert tank; 1 Juin (Montsabert AAA) tank; 1 Montsabert Hog; 1 Montsabert Command tank: **Total: 3055pts. (20pts less for each Gallieni chosen to replace a Garibaldi)**

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). Lt Col Benoit may be added for **any** force greater than a single detachment. Add a third detachment with a major (100pts) or Colonel Jean Paul Barthe. (250pts)

The force may swap up to two snipers for infantry TUs providing the mechanised infantry detachment is in use. These may be **Enhanced Snipers** (Supplement 5).

Snipers cost 70pts each. **Enhanced Snipers** cost 210pts each (see other side of this sheet). Up to 2 additional sergeants could be purchased at 10pts each.

Garibaldi Heavy Tank Dest.

Type	Veteran: 4+
Move	Medium, Lt Hover: 10cm
Defence	F 11, S 9, R 8, T 7
Weapons	Twin 5cm HI Powergun: Sh 2, FP 2/6. 2cm tribarrel powergun: Sh 3, FP 3/3. ⚠️ Twin Kestral Medium ATGW: Sh 2, FP 1/6. (no short range).

VARIANTS

Gallieni Tank Destroyer
 This is a single barrelled tank destroyer based on the Montsabert hull. It is cheaper and may be swapped out on a one for one basis for the Garibaldi if the player desires, depending upon availability:
 Defence F 10, S 8, R 7, T 7,
 Move Fast, Lt Hover: 15cm
 1 20cm HI Powergun: Sh 1, FP 2/8.



Brigade Ind. Garibaldi Tank Destroyer

Montsabert Tank

Type	Veteran: 4+
Move	Fast, Lt Hover: 15cm
Defence	F 10, S 8, R 7, T 7
Weapons	5cm HI Powergun: Sh 1, FP 2/6. 2cm tribarrel (5) powergun: Sh 3 ⚠️ OR FP 3/3, Medium ATGW: Sh 2, FP 1/6. (no short range). ⚠️

VARIANTS

Command Tank: as above ⚠️
Support Tank Variant: as above but 5cm Powergun replaced with Dual-Feed Cannon: Sh 1, FP 4*/5 (NA) ⚠️
Anti-Air-Artillery: only weapon is quad 3cm RF Powergun: Sh 6, FP 3/4.
Hog: only weapon is Mortar-Howitzer: may fire as **Heavy Mortar** Sh 2, FP 5/4 (no short) OR **15cm Howitzer** Sh 1, FP 5/6 (-1 QR on table)



Brigade Industries Montsabert Tank

POINTS COSTS

Garibaldi tank destroyer: 365pts; Gallieni tank destroyer: 345pts; Montsabert Tank (with missile or tribarrel), Support, or Command tank: 315pts; Montsabert AAA, Mortar-Howitzer: 300pts
 Javelot Support Buggy: 70pts; Javelot Heavy Support/ATGW Buggy: 80pts; Tasigny MICV: 250pts; Tasigny APC: 205pts; Tasigny Command: 100pts; Tasigny AA, ATGW: 220pts; Infantry: 25pts; Infantry with support weapon: 35pts; Infantry with buzzbomb launcher and bikes/skimmers: 50pts.

* Dual Feed Auto cannon Variable FP against Infantry: 4 at short range, 2 at medium range or 0 at long - no effect at NA. 5 against vehicles at all ranges

Tri-barrel (5). If used on rapid fire, it only jams on TWO results of a 1. It requires one in each of the two rolls - first and second - to jam

Compaigne de Barthe update

Notes

Tri-barrel (5)

Some of the vehicles use the new weapon system **tri-barrel (5)**

This indicates that they are using innovative new 5 barrel powerguns for some of their primary or secondary weapons. In terms of firepower, these function exactly like standard 2cm tribarrels however the extra barrels enable them to run rather cooler in use without the need to use additional cooling systems above the nitrogen injection already employed.

Special rules apply: if this weapon is rapid fired, they require not only a '1 result' on their *second* three dice (as per the normal rules) but a '1 result' **on one of their first three dice as well** to jam. This makes them more resistant to jamming when fast firing.

AA fire

Some of the recent improvements involve buying ex *New Ukrainian Army* anti-air and artillery systems as fitted to the Tasigny AA and the Juin - the Monsabert AA system. These are simply a modular system available from the manufacturer in single, two and four barrelled versions: the twin is fitted to the APC hull and the quad to the tank chassis in a converted Monsabert turret.

The weapons throw a prodigious amount of firepower - the sheer amount of plasma in the air is very impressive - however the interface between the NUA gunnery computers (optimised for projectile firing systems that the NUA regularly employ) and the targeting systems used by the Compaigne de Barthe has resulted in a slight delay in performance in their assigned role against fast moving objects: incoming artillery rounds and ATGWs. Their firepower against slower moving vehicles and other targets is unaffected. In game terms, this results in them being assigned a Blue Triangle rather than a Red Triangle: they fire in their Anti-ATGW/Artillery roles as one quality level lower (Trained as opposed to Veteran).

Support Tank Variant:

This vehicle replaces the 5cm Powergun with a Dual-Feed Cannon: **Sh 1, FP4*/5 (NA)**
Purchased from an Oltenian supplier, this has a range Variable FP against Infantry: @ **FP4** at **short** range, **FP2** at **medium** range or **FP0** at **long**, Over Long range - at **NA** - it has - **no effect**.
It has **FP5** against vehicles at **all** ranges.

Hog:

The only weapon fitted to the Glorie Artillery vehicle is the Mortar-Howitzer: may fire as either a Heavy Mortar **Sh 2, FP 5/4 (no short) OR** 15cm Howitzer **Sh 1, FP 5/6 (-1 QR** on table) at the players choice

Enhanced Sniper: Elite skill

Some snipers are trained to a very high standard and bring with them enormous experience and specialist weaponry to the battlefield. Heavy calibre, anti-materiel weapons, advance optics and enhanced training can make all of the difference to a Sniper's chance of success. These are called Enhanced Snipers.

Enhanced Snipers may be substituted in a Detachment List for any sniper that is already indicated as a TU but have the following changes to their points costs and operation (see page 120 of The Crucible for Sniper rules).

Enhance Weaponry and Sighting systems: When firing, a Regular Sniper bowls two dice and adds them together. An Enhanced Sniper bowls THREE dice and picks the best two, then adding them together in the same way.

When damaging vehicles, a regular a Regular Sniper bowls one die and then subtracts 2 from the result (achieving a 0-4 spread). An Enhanced Sniper bowls TWO dice and then subtracts 2 from both of the results and then decides which one (the best one, perhaps) to use, discarding the rejected one.

Spotting with advanced skills and comtec: For 2LPs an Enhanced Sniper may spot for two separate artillery or mortar strike in a turn if the target areas are within line of site. This is not mandatory: an Enhanced Sniper may still pay only 1LP and spot for just one artillery or mortar strike (or none!) just as a Regular Sniper.

Designation with advanced techniques and technology: For 2LPs an Enhanced Sniper may designate only one target within line of site. However the bonus for the firer is increased from a +1 QR to a +2 QR. There is just a better chance of hitting the target.

Revealing: Normally a Regular Sniper can be revealed by a simple die roll from his target every time he either Fires or Designates (a roll of a 6 for trained and untrained targets, a 5 or 6 for veterans or elites).

With an Enhanced Sniper his own training is also a factor. If detected he may make a standard quality roll of his own: if successful then, though his own superb field craft and evasion technology, he remains un-revealed.

All other rules for a Regular Sniper apply to an Enhanced Sniper.

Cost: Enhanced Snipers are expensive to both train and maintain. They cost THREE times the cost of a regular sniper - so (in total) SIX times the cost of the most expensive non-mounted infantry. From the example on page 121 of the main rule book, that might make them 60pts for a Militia Enhanced Sniper or 420pts for a TAS Enhanced Sniper.

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