

# Heliodorus Regiment



15MM

## Infantry Squad

<b>Type</b>	Veteran: <b>4+</b> C/As'l't: <b>3</b>
<b>Move</b>	Infantry: <b>8cm</b>
<b>Defence</b>	<b>6</b> , Light cov' <b>+1</b> , Heavy <b>+2</b>
<b>Weapons</b>	Cone-bore Assault Rifle <b>Sh 2, FP 1/3</b> plus Flamethrower (+1 Close Assault - so C/As'l't: <b>4</b> )
<b>Suppress</b>	remove suppression marker ( <b>UP TO 4</b> ) on <b>4+</b>

### VARIANTS

**Support Squad:** with Cone-bore Assault Rifle: **Sh 1, FP 1/3** & HSW: **Sh 2, FP 1/3**.

**Mortar Team:** Light Mortar: **Sh 3, FP 3/1 (NA no short range)**.

## Legion 4F6 Transport

<b>Type</b>	Veteran: <b>4+</b>
<b>Move</b>	Fast, Wheeled: <b>15cm</b>
<b>Defence</b>	<b>F 7, S 6, R 6, T 6</b>
<b>Weapons</b>	Heavy Support Weapon in 360 mount: <b>Sh 2, FP 1/3</b> Carries up to <b>6TUs</b> of Infantry

### VARIANTS

**Command Vehicle:** same stats but 2 TU's of Infantry.

**Mortar Carrier:** same stats but 3 TU's of Inf & Double-barrelled Heavy Mortar **Sh 2** shots, **FP 5/4 No Short or Med**.

**Towed Cone Bore tractor:** same stats but 2 TUs of Infantry and towed Cone-bore: - **see card, right**

## Extra Towed Weapon Details

**Legion 4F6 tractor:** same stats as card, left, but only **2 TUs of Infantry** and towed Cone-bore with gun crew.

### Extra Towed Cone Bore weapon:

**FArc Sh 2, FP 1/4**

Vehicle move when towing is

**Med, Wheeled 10cm.**

Weapon counts as **Hvy Inf DV7** in

**Light Cover +1.**

Any additional cover is **Heavy +2**

**No Movement when deployed.**

**Turning deployed weapon costs 1LP. Hitching or unhitching costs 2LPs.**

## 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



Infantry Mortar Team

Heliodorus Regiment



Legion 4F6 Legate Mortar Carrier



Extra Towed weapon

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## DETACHMENTS

Each Detachment is 10 TUs.

### Infantry Detachment:

1 large transporter/carrier with 6 infantry TUs - 3 infantry Support Squad TUs and 3 infantry cone-bore/flamethrowers TUs; 1 command transporter with 2 infantry cone-bore/flamethrowers TUs. **Total 515pts. Or...**

### Support Detachment:

2 tractor transporters, both with additional towed weapon with crew (which counts as two TUs in total) and carrying 2 infantry Support Squad TUs and 2 infantry cone-bore/flamethrowers TUs; 1 mortar vehicle with 3 Infantry Mortar TUs. **Total 865pts.**

**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). To add a third detachment, duplicate one of the detachments above and add a major (100pts).

## POINTS COSTS

Large transport/carrier: **160pts**; command vehicle: **100pts**; mortar (on table): **225pts**; towed cone-bore weapon tractor (including towed weapon): **195pts**; static cone-bore crew-served weapon: **45pts**.  
Infantry: **30pts**; mortar team squad: **40pts**; support squad: **35pts**.

1 additional sergeant could be purchased at **10pts**