

Heliodorus Regiment (Post 335TW)



15MM

Infantry Squad

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

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)**.



Infantry Mortar Team

Heliodorus Regiment

Centurion 4F6 Transport

Type	Veteran: 4+
Move	Fast, Wheeled: 15cm
Defence	F 8, S 7, R 7, T 6 (B9)
Weapons	Heavy Support Weapon in 360 mount: Sh 2, FP 1/3 Carries up to 6TUs 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 only **2TUs of Infantry** and towed Cone-bore: - see card, right



Centurion 4F6 Mortar Carrier

Extra Towed Weapon Details

Centurion 4F6 or C400 tractor: same stats as card, left, but only **reduced infantry capacity**. May move Cone-bore and carry gun crew.

Extra Towed Advanced Cone Bore weapon: **FArc** Heavy Cone-Bore (as per Rail Gun) **Sh 1, FP 2/7** Either towing Vehicle reduces speed when towing. Move is then:

Med, Wheeled 10cm.
Towed 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.**



Extra Towed weapon

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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

Centurion C400 Utility

Type	Veteran: 4+
Move	Fast, Wheeled: 15cm
Defence	F 8, S 7, R 7, T 6 (B9)
Weapons	Heavy Support Weapon in 360 mount: Sh 2, FP 1/3 Carries up to 2TUs of Infantry

VARIANTS

Towed Cone Bore tractor: same stats but carries **no infantry** - just the crew of the towed Cone-bore: for details of weapon see card, above right



Centurion C400 Utility

Centurion 4F6 Primus

Type	Veteran: 4+
Move	Fast, Wheeled: 15cm
Defence	F 9, S 8, R 8, T 7 (B9) (-2BB)
Weapons	Heavy Support Weapon in 360 mount: Sh 2, FP 1/3 Twin 2cm Gatling Railgun: Sh 6, FP 2/4. Carries up to 4TUs of Infantry

VARIANTS

Gorgon: same stats (with HSW) but Carries 3 TU's of Inf and swaps out the Twin Railguns weapon for **Twin Heavy Gatling Coil Gun Sh 8, FP 1/4; plus heavy ATGW Sh 1, FP 3/8 (No short range)**



Centurion 4F6 Primus Pilus

DETACHMENTS

Each Detachment is 10 TUs.

Infantry Detachment: 1 4F6 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 615pts.** Or...

Recce Detachment: 3 C400 Utility with 4 infantry TUs - 2 infantry Support Squad TUs and 2 infantry cone-bore/flamethrowers TUs; 1 command transporter with 2 infantry cone-bore/flamethrowers TUs. **Total 800pts.** Or...

Support Detachment: 2 tractor transporters (C400 or 4F6), both with additional towed weapon with crew (which counts as two TUs in total) with 2 infantry Support Squad TUs and 2 infantry cone-bore/flamethrowers TUs (one of whom is a command TU); 1 mortar vehicle **OR** 1 transport 46F with 3 Infantry Mortar TUs. **Total 900pts to 1010pts depending on selection.** Or...

Primus Pilus Detachment: 3 Centurion 4F6 Primus, carrying 4 infantry Support Squad TUs and 3 infantry cone-bore/flamethrowers TUs (one of whom is a command TU). **Total 1155pts.**

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).

NOTE: (-2BB) on DV: Additional internal armour reduces effect of ALL shaped charges weapons (Buzzbombs and ATGW) adding an extra **2** to the defensive value from every angle.

The towed weapon has been increased with speciality ammunition to give extra penetration but with a slower cyclic rate: Heavy Cone-Bore (as per Rail Gun) **Sh 1, FP 2/7**

Up to **2 Gorgons** can be swapped out for **2 Primus Pilus** for an Additional **60pts** each.



Centurion 4F6 Gorgon

POINTS COSTS

4F6 transport/carrier: **200pts**; 4F6 command vehicle: **160pts**;
4F6 mortar (on table): **260pts**; C400 Utility: **150pts**;
4F6 towed cone-bore weapon tractor (inc. towed weapon): **250pts**;
C400 towed cone-bore weapon tractor (inc. towed weapon): **225pts**;
4F6 Centurion Primus: **310pts**; 4F6 Centurion Gorgon: **370pts**;
static Advanced cone-bore crew-served weapon: **75pts**.
Infantry: **30pts**; mortar team squad: **40pts**; support squad: **35pts**.

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