

Heliodorus Regiment



6MM

Infantry Squad

Type	Veteran: 4+ C/As'l't: 3
Move	Infantry: 5cm
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)**.

Legion 4F6 Transport

Type	Veteran: 4+
Move	Fast, Wheeled: 10cm
Defence	F 7, S 6, R 6, T 6
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 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 **7cm**.
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



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**