Up to 2 additional sergeants could be purchased at
Broadsword Tank destroyer, Command Tank Destroyer or Spartha:
because they share so many logistical systems and supply options.
Both of these quite separate outfits often operate together simply
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**POINTER CTS**

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**Intracy Squad**

**Type**: Veteran: 4+ C/As’lt: 3

**Move**: Infantry: 8cm

**Defence**: 6, Light cov’ +1, Heavy +2

**Weapons**: Cone-bore Assault Rifle

**Sh**: 2, FP 1/3

**Supress**: 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.
- **Gatling Railgun Crew Served**
  - **Weapon**: Farc Sh 3, FP 1/3
  - **Movement**: Counts as Hvy Inf DVT in Light Cov’ +1. Any additional cover is Heavy +2 - See right

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**Centurion 4F6 Primus**

**Type**: Veteran: 4+

**Move**: Fast, Wheeled: 15cm

**Defence**: F9, S 8, R 8, T 7 (B9)

**Weapons**: Heavy Support Weapon

- In 360 mount: Sh 2, FP 1/3
- Twin 2cm Gatling Railgun:
  - Sh 6, FP 2/4
  - Carries up to 4 TUs of Infantry

**VARIANTS**

- **Centurion C400 Utility Truck**
  - as per Primus 4F6 but:
    - **DV**: F 8, S 7, R 7, T 6 (B9)
    - Heavy Support Weapon in 360 mount: Sh 2, FP 1/3 only carries 2 TUs of infantry
    - **OR** may tow additional crew-served weapon (see right) with NO infantry

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**Extra Towed Weapon Details**

- **Centurion C400 Utility Truck**: same stats as card, left, but NO Infantry and towed Gatling weapon with gun crew.
- **Extra Towed Gatling Railgun**:
  - **Farc Sh**: 3, FP 1/3
  - Vehicle move when towing is Med, Wheeled 10cm.
  - Weapon counts as Hvy Inf DVT in Light Cover +1.
  - Any additional cover is Heavy +2
  - **No Movement when deployed.**
  - Turning deployed weapon costs 1LP. Hitching or unhitching costs 2LPs.

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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

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**DETACHMENTS**

All Detachments are 10 TUs. At least five of the TUs must be vehicles and all infantry (if any are present) must start the game in vehicles.

- **Bartel’s Armour**
  - **Armoured Detachment**: 3 Tank destroyers (including a command tank); 1 Spatha, 1 missile calliope; 1 Broadsword artillery hog (on table); 1 Centurion mortar carrier 3 TUs of infantry (2 regular infantry, 1 support squad). Include an Lt (20pts). **Total: 2405pts. Or…**
  - **Mechanised Infantry Detachment**: 1 Primus, 1 command vehicle, 1 C400 transport/truck with crew-served weapon. with 6 TUs of infantry (3 regular infantry, 3 support squads) Include an Lt (20pts). **Total: 860pts**

- **Poplar Regiment**
  - **Assault Grenadiers Detachment**: 4 Spatha; 1 Tank Destroyer command vehicle, 1 mortar carrier; 4 TUs of infantry (2 regular infantry, 2 support squads) in vehicles. Include an Lt (20pts). **Total: 2230pts. Or…**
  - **Infantry Support Detachment**: 4 small transporters carrying 4 TUs of infantry (2 regular infantry, 2 support squads) and towing 2 crew-served weapons. 1 command vehicle, 1 Calliope. Include an Lt (20pts). **Total: 1250pts.**

- Treat this force - whatever option is selected - as a SINGLE detachment during play. Build a bigger force with both detachments from one company swapping an Lt for a captain (+20pts).

- Operate a mixed force up to four detachments from both Poplar and Bartel’s, swapping up to two Lieutenants for up to two detachments for a maximum of two majors (+80pts).