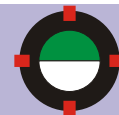




Poplar Regiment & Bartel's Armour



15MM

Infantry 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

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**.

Gatling Railgun Crew Served Weapon: **FArc Sh 3, FP 1/3 No Movement**, Counts as **Hvy Inf DV7** in **Light Cov' +1**. Any additional cover is **Heavy +2** - See right



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

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 TU of infantry**
OR may tow additional crew-served weapon (see right) with **NO infantry**



Centurion 4F6 Primus

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 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.



Centurion C400 Utility

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

Broadsword Tank Destroyer

Type	Veteran: 4+
Move	Medium, Wheeled: 10cm
Defence	F 10, S 9, R 8, T 7

Weapons 11cm Electrochemical cannon (as per 20cm powergun): **Sh 1, FP 2/8**. Support Weapon: Heavy cone-bore: **Sh 2, FP 1/4. 1TU Inf.**

Defence Systems Strip mines, **Sh 1** all up to **Close 8cm, FP 3/1(3+)**

VARIANTS

Broadsword 'Spartha' Area Defence system 2 x 2cm Gatling: **Sh 6, FP 2/4** Carries **1TU Infantry**.
Artillery variant: 15cm launcher: **Sh 1, FP 5/6 QR REDUCE -1 FOR DIRECT FIRE** (so fire as Trained: **5+**); 1cm Gatling railgun support weapon: **Sh 3, FP 1/3 NO Infantry**.



JTF Spartha Area Defence System

Centurion Missile Calliope

Type	Veteran: 4+
Move	Fast, Wheeled: 15cm
Defence	F 8, S 7, R 7, T 6 (B9)

Weapons Hypersonic Missile Calliope **Sh 12, FP 0/4 - AA as per 4 light lasers:** **Support weapon:** 1cm Gatling railgun; **Sh 3, FP 1/3** carries 1 TU of Infantry.

VARIANTS

Command Vehicle: 1cm Gatling railgun: **Sh 3, FP 1/3** but carries **2 TU's of Infantry**.
Mortar Carrier: Quick fire Heavy Mortar: **Sh 2 shots, FP 5/4 No Short or Med.** 1cm Gatling railgun: **Sh 3, FP 1/3. Carries 2 TUs of Inf.**



Centurion 800 Centurion Heavy Mortar

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 Spartha, 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 Spartha; 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).

POINTS COSTS

Both of these quite separate outfits often operate together simply because they share so many logistical systems and supply options.

Broadsword Tank destroyer, Command Tank Destroyer or Spartha: **370pts**, Broadsword artillery (on table): **280pts**; calliope: **300pts**; command: **165pts**; mortar (on table): **240pts**; 4F6 Centurion Primus: **310pts**; small C400 Utility transport/carrier: **150pts**; additional towed weapon: **35pts**.
Infantry: **25pts**; support squad: **35pts**.

Up to 2 additional sergeants could be purchased at **10pts**.