

**IMPERIUS
DOMINATUS**

COMPANY CARDS

SECUTARII GENRAL RULES

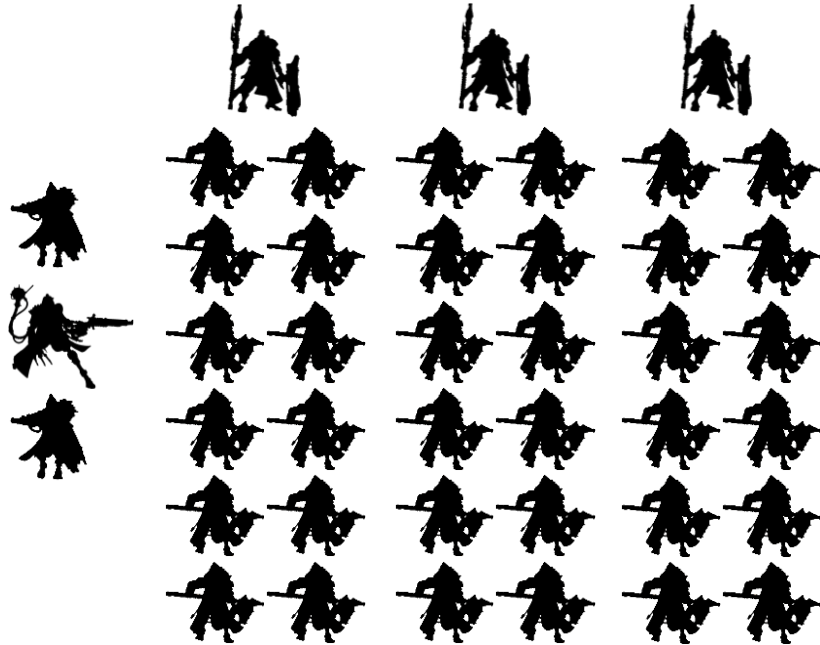
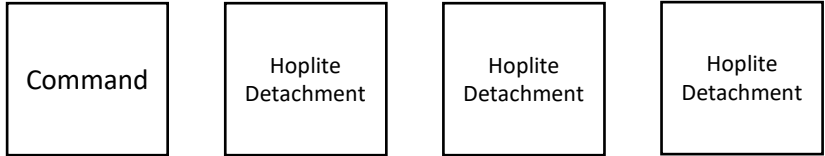
(FACTION VALUE 400)

Army to Hit Value is: 7+ for close combat attacks and 6+ for ranged attacks.

- **Secutarii infantry elements** gain the agile [AG] and stubborn [SU] abilities. They also ignore the to-hit modifier for cover and gain a +1-outcome bonus to close combat resolution.
- **Secutarii vehicle elements** gain the agile [AG] ability.
- **Secutarii** elements gain the indomitable [ID] ability within 25cms of a titan engine.
- **Secutarii formations** within 25cms of a destroyed titan must make an immediate morale check.

SECUTARII HOPLITE COMPANY

The Secutarii Hoplite Company consists of one command detachment of 1 Secutarii Axiarch and 2 Veteran Secutarii stands and three detachments of 1 Secutarii Alpha and 12 Secutarii Hoplite stands.



Point Value 1650

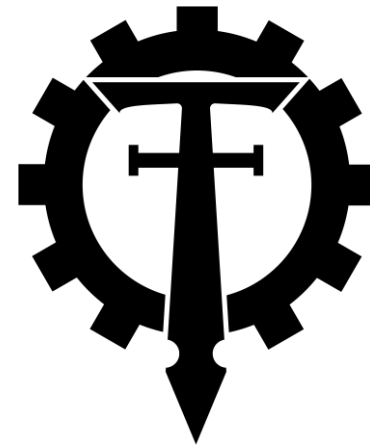


SECUTARII HOPLITE COMPANY

Break Point 21: The Secutarii Hoplite Company is broken if it has lost 21 stands either the Axiarch, Alpha, or Hoplite stands. Once the Company is broken each Detachment must take a Morale check.

Morale Value 5+: The Secutarii have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Secutarii Axiarch	15	4[5]+	4/-3	Arc-Lance [A, HW]	10	2	-2	[HQ2], [SU], [IWD], +1 DR point on damage rolls in CC
Secutarii Alpha	15	4[6]+	3/-2	Arc-Lance [A, HW]	10	2	-1	[HQ1], [SU]
Secutarii Hoplite	10	5[6]+	2/-1	Arc Lance [A, HW]	10	2	-1	

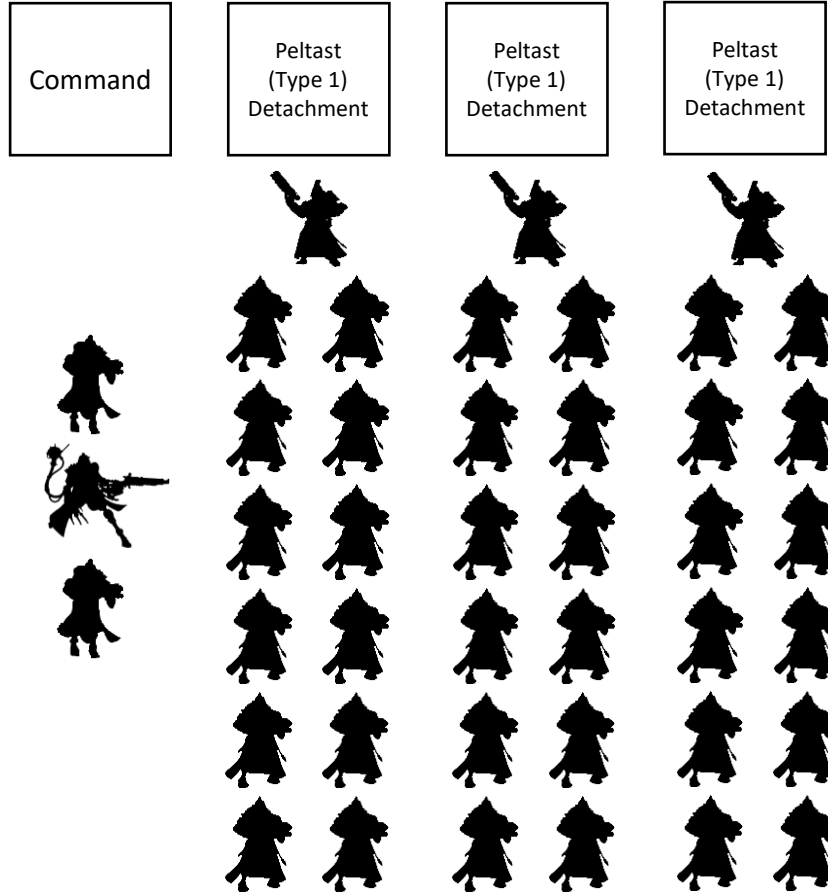


Victory Points 17

Your opponent gains 9 VPs when this Company is broken

SECUTARII PELTAST COMPANY (TYPE 1)

The Secutarii Peltast Company (Type 1) consists of one command detachment of 1 Secutarii Axiarch and 2 Veteran Secutarii stands and three detachments of 1 Secutarii Alpha and 12 Secutarii Peltast (Type 1) stands.



Point Value 1550

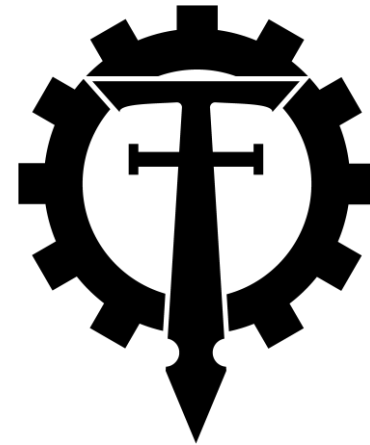


SECUTARII PELTAST COMPANY (TYPE 1)

Break Point 21: The Secutarii Peltast Company is broken if it has lost 21 stands either the Axiarch, Alpha, or Peltast stands. Once the Company is broken each Detachment must take a Morale check.

Morale Value 5+: The Secutarii have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Secutarii Axiarch	15	4[5]+	4/-3	Arc-Lance [A, HW]	10	2	-2	[HQ2], [SU], [IWD], +1 DR point on damage rolls in CC
Secutarii Alpha	15	4[6]+	3/-2	Arc-Lance [A, HW]	10	2	-1	[HQ1], [SU]
Secutarii Peltast (Type 1)	10	5[7]+	1/-1	Galvanic Caster [IC]	15/30	1	-1	AD 2/1 at SR/LR

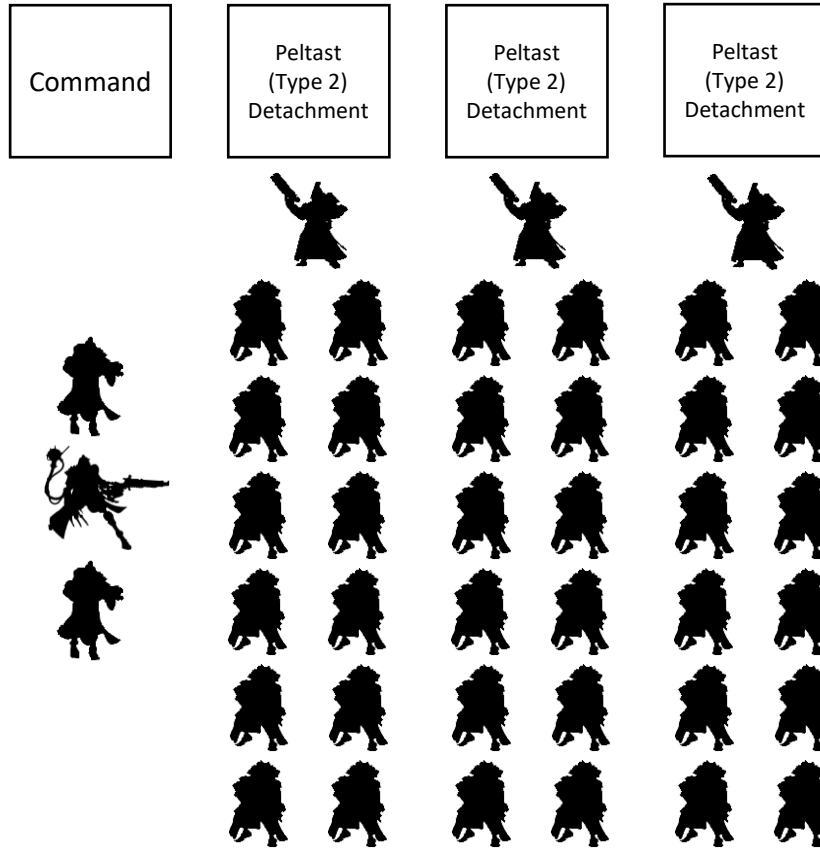


Victory Points 16

Your opponent gains 8 VPs when this Company is broken

SECUTARII PELTAST COMPANY (TYPE 2)

The Secutarii Peltast Company (Type 2) consists of one command detachment of 1 Secutarii Axiarch and 2 Veteran Secutarii stands and three detachments of 1 Secutarii Alpha and 12 Secutarii Peltast (Type 2) stands.



Point Value 1550

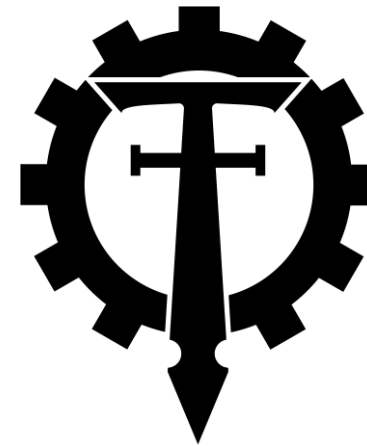


SECUTARII PELTAST COMPANY (TYPE 2)

Break Point 21: The Secutarii Peltast Company is broken if it has lost 21 stands either the Axiarch, Alpha, or Peltast stands. Once the Company is broken each Detachment must take a Morale check.

Morale Value 5+: The Secutarii have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Secutarii Axiarch	15	4[5]+	4/-3	Arc-Lance [A, HW]	10	2	-2	[HQ2], [SU], [IWD], +1 DR point on damage rolls in CC
Secutarii Alpha	15	4[6]+	3/-2	Arc-Lance [A, HW]	10	2	-1	[HQ1], [SU]
Secutarii Peltast (Type 2)	10	5[7]+	1/-1	Radium Carbine [A]	20	3	0	



Victory Points 16

Your opponent gains 8 VPs when this Company is broken