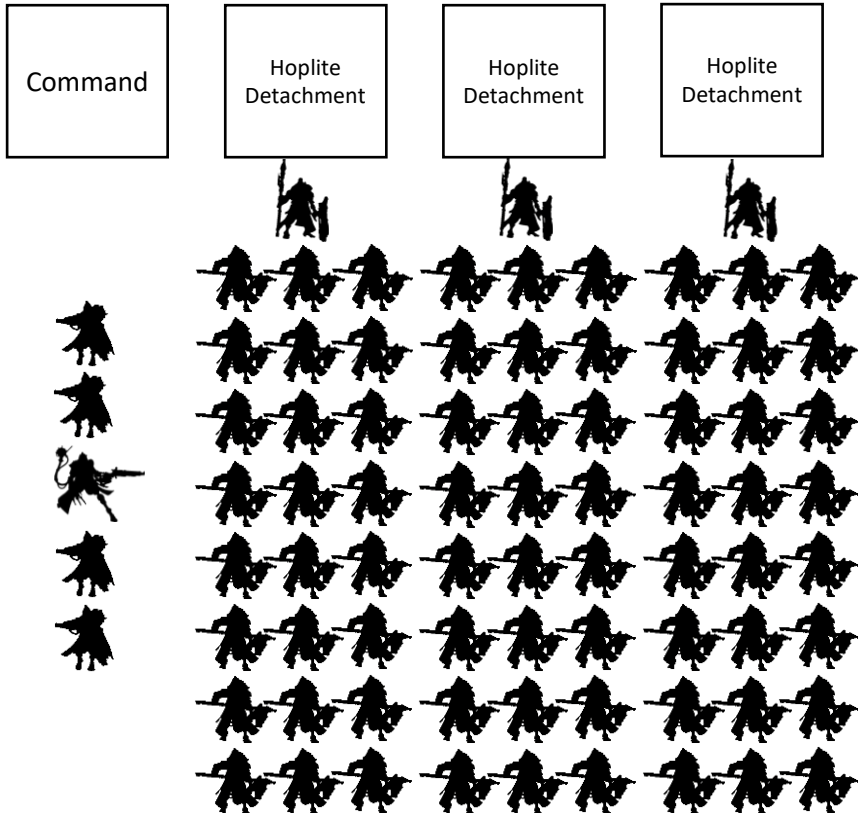


## SECUTARII HOPLITE GRAND COMPANY

The Secutarii Hoplite Grand Company consists of one command detachment of 1 Secutarii Axiarch and 4 Veteran Secutarii stands and three detachments of 1 Secutarii Alpha and 24 Secutarii Hoplite stands.



Point Value 3100

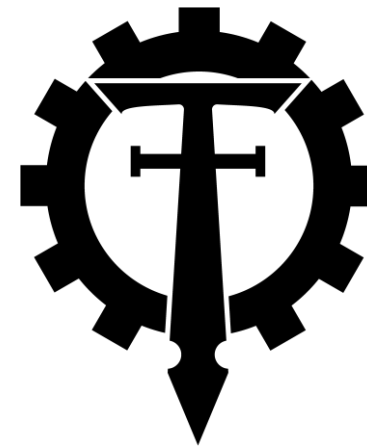


## SECUTARII HOPLITE GRAND COMPANY

**Break Point 48:** The Secutarii Hoplite Company is broken if it has lost 48 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	

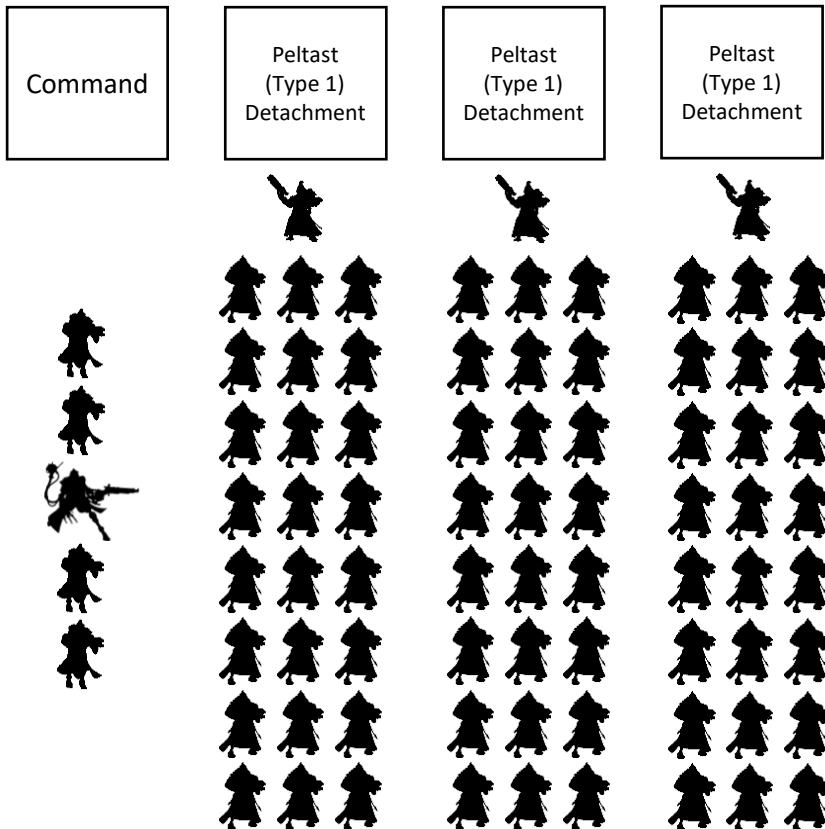


Victory Points 31

Your opponent gains 16 VPs when this Company is broken

# SECUTARII PELTAST GRAND COMPANY (TYPE 1)

The Secutarii Peltast Grand Company (Type 1) consists of one command detachment of 1 Secutarii Axiarch and 4 Veteran Secutarii stands and three detachments of 1 Secutarii Alpha and 24 Secutarii Peltast (Type 1) stands.



Point Value 2900

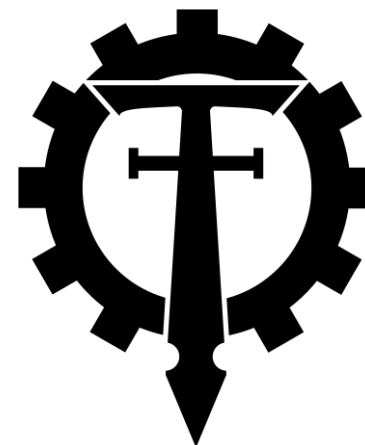


# SECUTARII PELTAST GRAND COMPANY (TYPE 1)

**Break Point 48:** The Secutarii Peltast Company is broken if it has lost 48 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

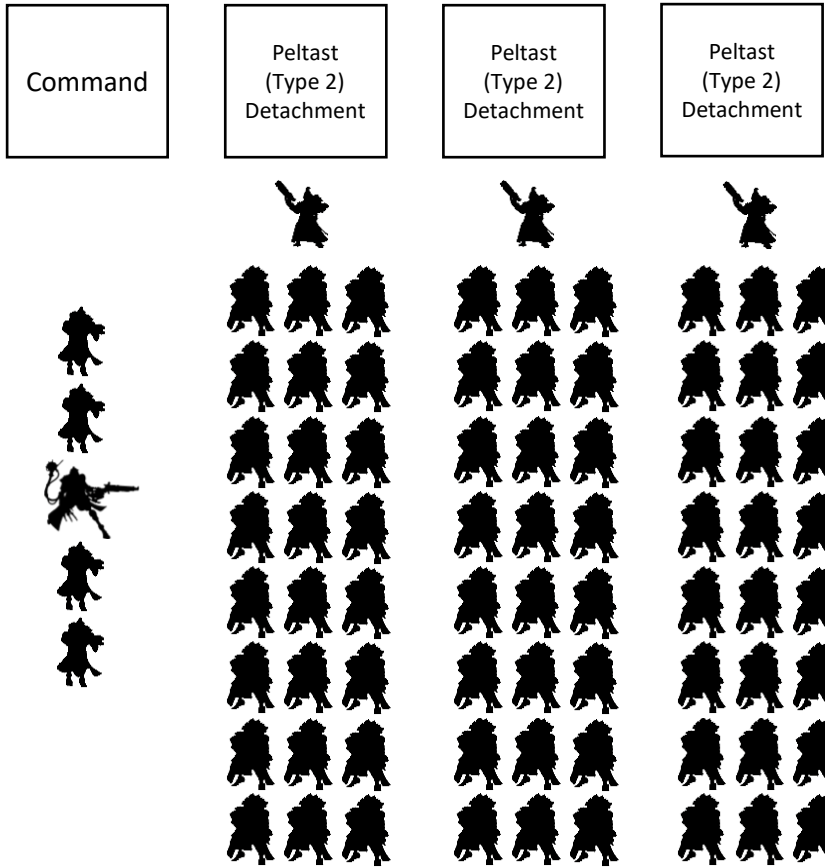


Victory Points 29

Your opponent gains 15 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 4 Veteran Secutarii stands and three detachments of 1 Secutarii Alpha and 24 Secutarii Peltast (Type 2) stands.



Point Value 2900

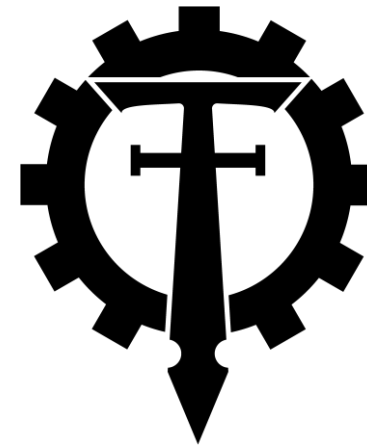


## SECUTARII PELTAST COMPANY (TYPE 2)

**Break Point 48:** The Secutarii Peltast Company is broken if it has lost 48 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 29

Your opponent gains 15 VPs when this Company is broken