

SECUTARII HOPLITE DETACHMENT

The Secutarii Hoplite Detachment consists of 1 Secutarii Alpha and 12 Secutarii Hoplite Stands.



Point Value 500



SECUTARII HOPLITE DETACHMENT

Break Point 8: The Detachment is broken if it has lost 8 stands. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: 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 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 5

Your opponent gains 3 VPs when this company is broken

SECUTARII PELTAST DETACHMENT (TYPE 1)

The Secutarii Peltast Detachment (Type 1) consists of 1 Secutarii Alpha and 12 Secutarii Peltast (Type 1) Stands.



Point Value 450



SECUTARII PELTAST DETACHMENT (TYPE 1)

Break Point 8: The Detachment is broken if it has lost 8 stands. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: 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 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 5 VP

Your opponent gains 3 VPs when this company is broken

SECUTARII PELTAST DETACHMENT (TYPE 2)

The Secutarii Peltast Detachment (Type 2) consists of 1 Secutarii Alpha and 12 Secutarii Peltast (Type 2) Stands.



Point Value 450



SECUTARII PELTAST DETACHMENT (TYPE 2)

Break Point 8: The Detachment is broken if it has lost 8 stands. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: 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 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 5 VP

Your opponent gains 3 VPs when this company is broken