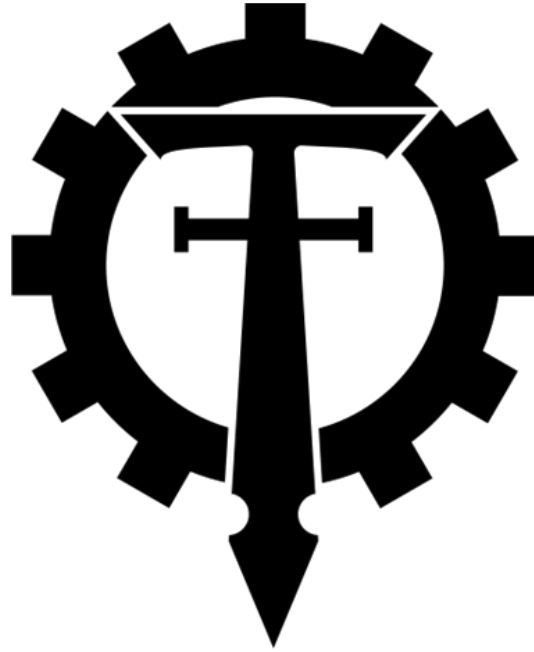




# COLLEGIA TITANICUS MKV

## SECUTARII SUPPORT CARDS

# STANDARD SUPPORT CARDS

## INFANTRY [1]

# SECUTARII HOPLITE DETACHMENT

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



Point Value 550



# 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 Hoplite Alpha | 10   | 5+ | 3/0 | Arc Lance [A,HW] | 10    | 3  | 0   | [HQ!], [IWD], [RA], Special |
| Secutarii Hoplite       | 10   | 5+ | 2/0 | Arc Lance [A,HW] | 10    | 2  | 0   | [IWD], [RA], Special        |

Victory Points 6

Your opponent gains 3 VPs when this company is broken

# SECUTARII PELTAST A DETACHMENT

The Secutarii Peltast A Detachment consists of 1 Secutarii Alpha and 12 Secutarii Peltast A Stands.



Point Value 550



# SECUTARII PELTAST A 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 Peltast A Alpha | 10   | 5+ | 2/0 | Galvanic Caster Direct Fire Indirect Fire [B] | 25    | 4<br>2 | 0   | [HQ!], [IWD], Special |
| Secutarii Peltast A       | 10   | 5+ | 1/0 | Galvanic Caster Direct Fire Indirect Fire [B] | 25    | 3<br>1 | 0   | [IWD], Special        |

Victory Points 6 VP

Your opponent gains 3 VPs when this company is broken

## SECUTARII PELTAST B DETACHMENT

The Secutarii Peltast Detachment B consists of 1 Secutarii Alpha and 12 Secutarii Peltast B Stands.



Point Value 500



## SECUTARII PELTAST B 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 Peltast B Alpha | 10   | 5+ | 2/0 | Arc Rifle [HW] | 15/30 | 3  | -1  | [HQ!], [IWD], Special |
| Secutarii Peltast B       | 10   | 5+ | 1/0 | Arc Rifle [HW] | 15/30 | 2  | -1  | [IWD], Special        |

**Victory Points 5 VP**

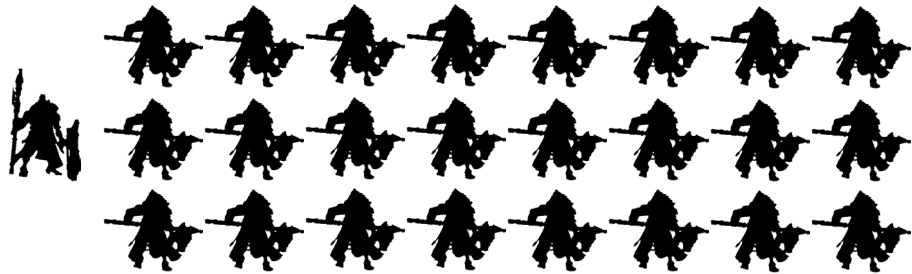
Your opponent gains 3 VPs when this company is broken

# GRAND SUPPORT CARDS

## INFANTRY [1]

# SECUTARII HOPLITE GRAND DETACHMENT

The Secutarii Hoplite Detachment consists of 1 Secutarii Alpha and 24 Secutarii Hoplite Stands.



Point Value 1050



# SECUTARII HOPLITE GRAND DETACHMENT

**Break Point 13:** The Detachment is broken if it has lost 13 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 Hoplite Alpha | 10   | 5+ | 3/0 | Arc Lance [A,HW] | 10    | 3  | 0   | [HQ!], [IWD], [RA], Special |
| Secutarii Hoplite       | 10   | 5+ | 2/0 | Arc Lance [A,HW] | 10    | 2  | 0   | [IWD], [RA], Special        |

Victory Points 11

Your opponent gains 6 VP's when this company is broken

# SECUTARII PELTAST A GRAND DETACHMENT

The Secutarii Peltast A Detachment consists of 1 Secutarii Alpha and 24 Secutarii Peltast A Stands.



Point Value 1000



# SECUTARII PELTAST A GRAND DETACHMENT

**Break Point 13:** The Detachment is broken if it has lost 13 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 Peltast A Alpha | 10   | 5+ | 2/0 | Galvanic Caster Direct Fire Indirect Fire [B] | 25    | 4<br>2 | 0   | [HQ!], [IWD], Special |
| Secutarii Peltast A       | 10   | 5+ | 1/0 | Galvanic Caster Direct Fire Indirect Fire [B] | 25    | 3<br>1 | 0   | [IWD], Special        |

Victory Points 10 VP

Your opponent gains 5 VP's when this company is broken

# SECUTARII PELTAST B GRAND DETACHMENT

The Secutarii Peltast Detachment B consists of 1 Secutarii Alpha and 24 Secutarii Peltast B Stands.



 Point Value 950 

# SECUTARII PELTAST B GRAND DETACHMENT

**Break Point 13:** The Detachment is broken if it has lost 13 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 Peltast B Alpha | 10   | 5+ | 2/0 | Arc Rifle [HW] | 15/30 | 3  | -1  | [HQ], [IWD], Special |
| Secutarii Peltast B       | 10   | 5+ | 1/0 | Arc Rifle [HW] | 15/30 | 2  | -1  | [IWD], Special       |

Victory Points 10 VP  
Your opponent gains 5 VPs when this company is broken