

The Firelords - Post 332TW



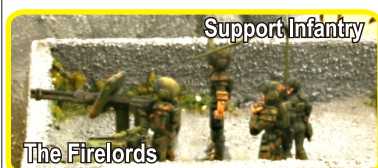
15MM

Infantry Squad

Type	Veteran: 4+ C/As'lt: 3
Move	Infantry: 8cm
Defence	6 , Light cov' +1 , Heavy +2
Weapons	1cm Assault rifle coil-guns, Sh 2 , FP 1/3 ,
Suppress	remove suppression marker (UP TO 4) on 4+

VARIANTS

None



ELITE SKILLS

Enhanced Sniper (S5):

Shooting bowls **THREE** dice and picks the best two.

Designation bonus **+2** (1LP)

Spotting up to 2 Spots for 2 strikes (2LPs)

Reveals only on extra QR roll

Master of Artillery (S4):

Off table. Half LPs **DOUBLE** strikes.

Seeker Warheads (S4):

Pick targets **ONLY** in phase 7b or 7c and double effect radius.

Communications Tech (S4)

Lead from the Front

Anti-ATGW Enhanced Data Link (S4)

Assad-4 Gun Truck 8x8

Type	Veteran: 4+
Move	Medium, Wheeled: 10cm
Defence	F 10 , S 9 , R 8 , T 7 .
Weapons	Twin 2cm gatling railgun: Sh 6 , FP 2/4 .

VARIANTS

Assad-4 Gun Tank

Twin 9cm ECAP cannon:

Sh 4, **FP 3/6**.

Assad-4 MLRS - 12 tubes as Mortars - **Sh 6** per turn, **FP 5/4** (no Short/Medium range).

Calliope - 3cm 8 x powergun: **4**

Sh 8, **FP 3/4**.

All Assad-4 carry 2 TU infantry



Assad-4 Gun Tank (8x8)

Centurion 400 Contoller

Type	Veteran: 4+
Move	Fast, Wheeled: 15cm
Defence	F 8 , S 7 , R 7 , T 6 (B9)
Weapons	1cm Railgun: Sh 3 , FP 1/3 Carries NO Infantry

NOTE:

When in use, the control vehicle gives three advantages/Elite Skills:

Communication Technician (S4):

All officers in entire force gain **+2 LPs**

Lead from the front: +2LPs

(These are already built in to stats, right).

Anti-ATGW Enhanced Data Link

(S4): Any vehicle that is targeted by a ATGW can call on the **Calliope** if it has LOS at **-1QR**.



Centurion C400 Controller

Koromo 4x4 Sniper Buggy

Type	Veteran: 4+
Move	Fast, Wheeled: 15cm
Defence	F 7 , S 6 , R 6 , T 6 .
Weapons	1cm Railgun: Sh 3 , FP 1/3

NOTE:

This carries no infantry but is equipped with a **Enhanced Sniper** to act as a forward Observer. The sniper may be deployed away from the vehicle.



Koromo 4x4

RANKS

Colonel Borsa LV10

LPs is 2d6 + 14

Elite Skills:

*Master of Artillery
Artillery Seeker
Warheads*

Major LV8

LPs is 2d6 + 12

Captain LV6

LPs is 2d6 + 10

Lieutenant LV4

LPs is 2d6 + 8

Sergeant LV2

LPs is 2d6 + 6

DETACHMENTS

Each Detachment is 10 TUs. At least four of the TUs must be vehicles. Of those vehicles, at least one must be an MLRS. All infantry (if any are present) start the game in vehicles or in an emplacement.

Fire Effect Detachment: 1 Gun Truck; 2 Gun Tanks; 1 Control Centurion 400, 2 Calliope ; 2 MLRS (on table); 2 TUs of Infantry. **Total: 2225pts.** Or...

Fire Support Detachment:

2 Gun Trucks; 1 Control Centurion 400, 1 Calliope; 2 MLRS (on table); 4 TUs of Infantry. **Total: 1660pts.**

Add a Lt. to any of these detachments at 20pts.

Treat this force - whatever option is selected - as a **SINGLE** detachment during play. Build a bigger force with both detachments and add a captain (40pts) or add a third detachment and a major (100pts) by duplicating one of the detachments above.

A single Enhanced Sniper in a Buggy may be swapped out for an infantry TU for **275pts**

Any force of two detachment or more may have Colonel Borsa with them (**320pts**). He will come with a supply of **Artillery Seeker Warheads**.

POINTS COSTS

Gun Truck: **275pts**; Gun Tank: **310pts**;

Calliope: **300pts**;

MLRS (on table): **250pts**.

Controller 400: **170pts** **Including cost of the Communications Tech upgrade.**

Infantry: **35pts**.

Up to 1 additional sergeant could be purchased at **10pts**.

Colonel Borsa is 320pts

A Sniper Buggy with an Enhanced Sniper is 310pts