

The Firelords



6MM

Infantry Squad

Type	Veteran: 4+ C/As'l't: 3
Move	Infantry: 5cm
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

GIAT RA4-80 'Gun Truck'

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

VARIANTS

MLRS - 12 tubes as heavy mortars - **Sh 6**, **FP 5/4** (no short/medium).
Calliope - 3cm 8 x powergun: **Sh 8**, **FP 3/4**. 
Command - **NO WEAPONRY**.
 All RA4-80/100 carry 2 TU infantry



GIAT RA4-80 (8x8)

RANKS

Major
LV8
 LPs is 2d6 + 8

Captain
LV6
 LPs is 2d6 + 6

Lieutenant
LV4
 LPs is 2d6 + 4

Sergeant
LV2
 LPs is 2d6 + 2

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, all of which can carry up to 2 infantry TUs.

Fire Effect Detachment:

2 gun trucks RA4/80; 1 command RA4/80, 2 calliope RA4/80; 3 MLRS RA4/80s (on table);
 2 TUs of Infantry.

Total: 2070pts. Or...

Fire Support Detachment:

1 gun truck RA4/80; 1 command RA4/80,
 1 calliope RA4/80; 2 MLRS RA4/80s (on table);
 5 TUs of Infantry.

Total: 1350pts.

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.

POINTS COSTS

Gun Truck: **275pts**;
 Command: **100pts**,
 Calliope: **300pts**;
 MLRS (on table): **250pts**.
 Infantry: **35pts**.

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