### LEADERS

**Chief Diabate**

**LV10**

LPs is 2d6 + 10

**Elite skills:**

- Inspirational Leader

**Chose one:**

- "Chief Diabate's 6x6 Technical"
- "Kestrel" Medium ATGW

Fitted with a Tri-barrel powergun, Carries 1 TU infantry.

**Chief Diabate's Detachment:**

1 Goanna 6x6 ATGW, 2 Goannas with Kestrel ATGWs, 3 Goannas with tribarrel powerguns, 2 Goannas with Manta ATGWs, 2 Goannas with tribarrel powerguns with 1 TU of infantry in each (1 with assault rifles, 1 anti-tank squad), 1 Gecko with hypersonic missiles with 1 TU of infantry (an attack squad); and 2 snipers. Including 1 Lieutenant. **Total: 780pts.**

Chief Diabate (100pts) is in a heavy, uparmoured Technical.

Chose either detachment and treat as a SINGLE detachment during play. For two detachments, select both.

**Goanna 6x6 Heavy 'Technical'**

- **Type:** Trained: 5+
- **Move:** Fast, Wheeled: 15cm
- **Defence:** F 7, S 6, R 6, T 6
- **Weapons:** Medium Laser: Sh 2, FP 3/3, Cannot carry infantry

**VARIANTS**

- Goanna 6x6 Missile 'Technical'
  - Fitted with a "Kestrel" Medium ATGW, Sh 1, FP 1/6, (no short range)
- Goanna 6x6 Railgun 'Technical'
  - Fitted with a 1cm railgun, Sh 3, FP 1/3

Neither carry infantry

Chose either detachment and treat as a SINGLE detachment during play. For two detachments, select both.

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### POINTS COSTS

- **Gecko:** 60pts; **Goanna:** 75pts.
- **Infantry:** 5pts; **Anti-tank infantry or Attack Squad:** 15pts.
- **Snipers:** 30pts. Sniper TUs may be in vehicles or deployed according to the scenario.

Up to 1 additional sergeant could be purchased at 5pts.

Chief Diabate has a leadership of 10 (including his Elite Skill of Inspirational Leader) and costs **100pts or 200pts in his Heavy technical.**