

Infantry Squad

Type	Warrior: 4+ C/As't: 3
Move	Infantry: 8cm
Defence	5, Light cov' +1, Heavy +2
Weapons	High-Tech Assault Rifle: Sh 2, FP 1/1. (max range: long)
Suppress	remove suppression marker (UP TO 4) on 4+

VARIANTS

Anti-Tank Squad with Assault Rifle: Sh 1, FP 1/1. (max range: long) & Buzzbombs: Sh 1, FP 1/6 (short range only).
Attack Squad with Assault Rifle Sh 1, FP 1/1. (max range: long) & Hypersonic Missile Sh 3, FP 0/4
Riders (Non Mechanical Transport) Standard Infantry: move: **Fast**



Qaadi (Judge) 4x4 Technical

Type	Warrior: 4+
Move	Fast, Wheeled: 15cm
Defence	F 7, S 6, R 6, T 6
Weapons	Tri-barrel powergun, Sh 3, FP 3/3. Carries 1 TU infantry including driver.

VARIANTS

Hypersonic Missile Launcher. Sh 3, FP 0/4; Carries 1 NO infantry.

Manta Light ATGW Missile Launcher. Sh 1, FP 0/5 (no short) Carries NO infantry.



Koromo Qaadi (Judge)

Naib (Deputy) 6x6 Technical

Type	Warrior: 4+
Move	Fast, Wheeled: 15cm
Defence	F 8, S 7, R 7, T 6
Weapons	Tri-barrel powergun, Sh 3, FP 3/3. Carries 1 TU infantry.

VARIANTS

Conebore. Sh 2, FP 1/4; Carries NO infantry.

Manta Light ATGW Missile Launcher. Sh 1, FP 0/5 (no short) Carries NO infantry.

Naib Armoured Technical
As per standard technical with tri-barrel but with heavy armour pack DV F 9, S 8, R 7, T 7.



Koromo Naib (Deputy)

Naib (Deputy) 6x6 Technical

Type	Warrior: 4+
Move	Fast, Wheeled: 15cm
Defence	F 8, S 7, R 7, T 6
Weapons	Tri-barrel powergun, Sh 3, FP 3/3. Carries 1 TU infantry.

VARIANTS

Missile 'Technical'
Fitted with a "Kestrel" Medium ATGW Sh 1, FP 1/6, (no short range)

Trailer Calliope: 3cm 8 x Powergun: Sh 8, FP 3/4. 360Arc. Static Deployment ON TRAILER with 1TU Infantry. Move: Medium 10cm.

Naib Laser Technical
Medium Laser: Sh 2, FP 3/5 Carries 1 TU infantry.



Koromo Naib (Deputy)

Amiir (Prince) - Half track

Type	Warrior: 4+
Move	Fast, Wheeled: 15cm
Defence	F 8, S 7, R 7, T 6
Weapons	Medium Laser: Sh 2, FP 3/5 Carries 1 TU infantry.

VARIANTS

4 Barrel Conebore. Sh 8, FP 1/4; Carries NO infantry.

Trailer Missile 'Technical'
Fitted with a "Kestrel" Medium ATGW Sh 1, FP 1/6, 360Arc. Static Deployment ON TRAILER with 1TU Infantry. Move: Medium 10cm.
Amiir Heavy Armoured Technical
As per standard technical armed with tri-barrel but with heavy armour pack DV F 9, S 8, R 7, T 7.



Koromo Amiir (Prince) Half track

Garaad 8x8 Heavy support

Type	Warrior: 4+
Move	Fast, Wheeled: 15cm
Defence	F 10, S 8, R 7, T 6
Weapons	Twin Medium Laser: Sh 4, FP 3/5, Tri-barrel powergun, Sh 3, FP 3/3. Cannot carry infantry

VARIANTS

'Chief Diabate's 8x8 Ugass
DV F 10, S 8, R 7, T 7 (9B)(-2BB)
Fitted with additional floor armour against mines and spaced armour for -2FP against buzzbombs)
Support Garaad
Replace turret with Ultra-high velocity 7cm Railgun: Sh 1, FP 2/6



Koromo Garaad 8x8

LEADERS RANKS

Chief Diabate LV10
LPs is 2d6 + 10
Elite skills:
 Inspirational Leader
 (LV10 includes the +2 for Inspirational Leader)

Major LV6
LPs is 2d6 + 6

Captain LV4
LPs is 2d6 + 4

Lieutenant LV2
LPs is 2d6 + 2

Sergeant LV1
LPs is 2d6 + 1

Infantry Squad

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Weapons	High-Tech Assault Rifle: Sh 2, FP 1/1. (max range: long)
Suppress	remove suppression marker (UP TO 4) on 4+

VARIANTS

Anti-Tank Squad with Assault Rifle:
Sh 1, FP 1/1. (max range: long) & Buzzbombs: Sh 1, FP 1/6 (short range only).

Attack Squad with Assault Rifle
Sh 1, FP 1/1. (max range: long) & Hypersonic Missile Sh 3, FP 0/4
Riders (Non Mechanical Transport)
Standard Infantry: move: Fast



Militia Infantry

Sincanmo Federation

Qaadi (Judge) 4x4 Technical

Type	Warrior: 4+
Move	Fast, Wheeled: 15cm
Defence	F 7, S 6, R 6, T 6
Weapons	Tri-barrel powergun, Sh 3, FP 3/3. Carries 1 TU infantry including driver.

VARIANTS

Hypersonic Missile Launcher.
Sh 3, FP 0/4; Carries 1 NO infantry.

Manta Light ATGW Missile Launcher. Sh 1, FP 0/5 (no short) Carries NO infantry.



Koromo Qaadi (Judge)

Naïb (Deputy) 6x6 Technical

Type	Warrior: 4+
Move	Fast, Wheeled: 15cm
Defence	F 8, S 7, R 7, T 6
Weapons	Tri-barrel powergun, Sh 3, FP 3/3. Carries 1 TU infantry.

VARIANTS

Missile 'Technical'
Fitted with a "Kestrel" Medium ATGW
Sh 1, FP 1/6, (no short range)

Trailer Calliope: 3cm 8 x Powergun:
Sh 8, FP 3/4. 360Arc. Static
Deployment ON TRAILER with 1TU Infantry. Move: Medium 10cm.

Naïb Laser Technical
Medium Laser: Sh 2,
FP 3/5 Carries 1 TU infantry.



Koromo Naïb (Deputy)

Amiir (Prince) - Half track

Type	Warrior: 4+
Move	Fast, Wheeled: 15cm
Defence	F 8, S 7, R 7, T 6
Weapons	Medium Laser: Sh 2, FP 3/5 Carries 1 TU infantry.

VARIANTS

4 Barrel Conebore.
Sh 8, FP 1/4; Carries NO infantry.

Trailer Missile 'Technical'
Fitted with a "Kestrel" Medium ATGW
Sh 1, FP 1/6, 360Arc. Static
Deployment ON TRAILER with 1TU Infantry. Move: Medium 10cm.
Amiir Heavy Armoured Technical
As per standard technical armed with tri-barrel but with heavy armour pack
DVF 9, S 8, R 7, T 7.



Koromo Amiir (Prince) Half track

DETACHMENTS

Detachments are 12TUs except Diabate's (14TUs). Warriors fight as Veteran but have Leadership as Trained. Any infantry must be in vehicles at start of play.

Warriors of Jihad Heavy Detachment:

1 Gecko or Zebu with hypersonic missiles, 1 Gecko/Zebu with tri-barrel powergun, 1 Goanna with tri-barrel powergun, 1 Goanna with railgun, 2 Geckos/Zebus with Manta ATGWs, 2 Warthogs, 1 Hunchback with Hypersonic Missiles, 1 Hunchback with Cannon/ATGW, with 2 TU of infantry (an attack squad and an anti-tank squad in any suitable vehicles). Including a Major. **Total: 1080pts.** Or...

Desert Raider Detachment:

2 Goannas with lasers, 2 Goannas with railguns; 2 Gecko/Zebus with Manta ATGWs, 1 Gecko/Zebu with tri-barrel powergun with 1 regular TU of infantry, 1 Gecko/Zebu with hypersonic missiles with 1 TU of infantry (an attack squad); and 2 snipers. Including 1 Lieutenant. **Total: 820pts.** Or...

Chief Diabate's Detachment (14TUs):

2 Goannas with Kestrel ATGWs, 2 Goannas with tri-barrel powerguns; 2 Gecko/Zebus with Manta ATGWs, 2 Gecko/Zebus with tri-barrel powerguns with 1 TU of infantry in each (1 with assault rifles, 1 anti-tank squad), 1 Gecko/Zebu with hypersonic missiles with 1 TU of infantry (an attack squad); Including Chief Diabate in his technical (also carrying 1 Infantry attack squad TU). **Total: 1070pts.**

Chose up to three detachments without duplication. The **Warriors of Jihad** are always led by a Major.

Chief Diabate (**220pts**) is in a heavy, uparmoured Technical. The Desert Raider detachment includes a Lieutenant. A major (**50pts**) in a vehicle may be added as an 'insurance' officer in chief Diabate's Detachment. A Lt (**10pts**), in a vehicle may be added as an 'insurance' officer in the Jihad Detachment. In the event of Diabate's death, his Major would take over leadership without his special skills. If the major in the Jihad was killed, the insurance Lieutenant would take over acting as a Major and then, in the event of either of their deaths (or an insurance Lt not having been allocated), it's down to an 'insurance' sergeants or plain sergeants.

POINTS COSTS

Gecko or Zebu: **80pts**; Goanna: **95pts**. Warthog: **105pts**. Hunchback: **135pts**.
Infantry: **10pts**; Anti-tank infantry or Attack Squad: **20pts**.
Snipers: **40pts**. 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 220pts in his Heavy Warthog/Hunchback or similar technical.**