

Sincanmo Federation



6MM

Infantry Squad

Type	Trained: 5+ C/As't: 1
Move	Infantry: 5cm
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 3) on 5+

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**



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Gecko 4x4 Gun 'Technical'

Type	Trained: 5+
Move	Fast, Wheeled: 10cm
Defence	F 7, S 6, R 6, T 6
Weapons	Tri-barrel powergun, Sh 3, FP 3/3. Carries 1 TU infantry.

VARIANTS

None

SPECIAL

'Chief Diabate's 6x6 Technical'
DVF 9, S 8, R 7, T 7.
Fitted with a Tri-barrel powergun,
Sh 3, FP 3/3.
Carries 1 TU infantry.



Kanagawa Gecko 4x4 with Tri-barrel

LEADERS

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

RANKS

Major
LV6
LPs is 2d6 + 6

Captain
LV4
LPs is 2d6 + 4

Lieutenant
LV2
LPs is 2d6 + 2

Sergeant
LV1
LPs is 2d6 + 1

Gecko 4x4 Missile 'Technical'

Type	Trained: 5+
Move	Fast, Wheeled: 10cm
Defence	F 7, S 6, R 6, T 6
Weapons	Manta Light ATGW Launcher: Sh 1, FP 0/5 (no short range). Cannot carry infantry

VARIANTS

Gecko Hypersonic Missile Launcher. **Sh 3, FP 0/4; Carries 1 TU infantry.**



Kanagawa Gecko 4x4 with ATGW

Goanna 6x6 Heavy 'Technical'

Type	Trained: 5+
Move	Fast, Wheeled: 10cm
Defence	F 8, S 7, R 7, T 6
Weapons	Medium Laser: Sh 2, FP 3/5 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
Goanna 6x6 Tri-barrel 'Technical'
Fitted with a Tri-barrel powergun,
Sh 3, FP 3/3.
Carries 1 TU infantry.



Kanagawa Goanna 6x6 with Railgun

DETACHMENTS

Each Detachment is 15TUs. Any infantry must be in vehicles at start of play.

Desert Raider Detachment:

2 Goannas with lasers, 3 Goannas with railguns; 2 Geckos with Manta ATGWs, 2 Geckos with tri-barrel 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.** Or...

Chief Diabate's Detachment:

2 Goannas with Kestrel ATGWs, 3 Goannas with tri-barrel powerguns; 2 Geckos with Manta ATGWs, 2 Geckos with tri-barrel 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); Including Chief Diabate in his technical (also carrying 1 Infantry attack squad TU). **Total: 940pts.**

Chose either detachment and treat as a SINGLE detachment during play. For two detachments, select both. For three duplicate the Desert Raider Detachment and add a captain (20pts).

Chief Diabate (100pts) is in a heavy, uparmoured Technical. The Desert Raider detachment includes a Lieutenant. A major (50pts) and a Lt (10pts), may be added as 'insurance' officers in two heavy Goannas, **irrespective of the number of detachments fielded.** In the event of Diabate's death, they would take over leadership. The major would command first, then a captain if present. If the Captain was killed, the insurance Lieutenant would take over acting as a captain and then, in the event of *his* death (or him not having been allocated at the start of the game) a regular Lieutenant would take over. After that, it's down to any 'insurance' sergeants.

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.**