Inspirational Leader) and costs 100pts or 200pts in his Heavy technical.

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.

LEADERS

Chiefe 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

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.