

## Infantry Squad

Type	Warrior: 4+ C/Assault: 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	Assault Rifle: Sh 1, FP 1/1. (max: long) & Buzzbombs: Sh 1, FP 1/6 (short range only).
Attack Squad	Assault Rifle: Sh 1, FP 1/1. (max range: long) & Hypersonic Missile: Sh 3, FP 0/4
Support Squad	Assault Rifle: Sh 1, FP 1/1. (max range: long) & Heavy Support Weapon: Sh 2, FP 1/3
Riders (Non Mechanical Transport)	Standard Infantry but 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 NO infantry.
Manta Light ATGW Missile Launcher.	Sh 1, FP 0/5 (no short) Carries NO infantry.
Qaadi Armoured car	Up armoured with turret: Medium Laser Sh 2, FP 3/5 OR Twin Powerguns Sh 3, FP 3/3. DV F 8, S 7, R 7, T 7. 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	
Single RF Barrel Conebore	Sh 3, FP 1/4; Carries NO infantry.
Twin Manta Light ATGW Missile Launcher.	Sh 2, FP 0/5 (no short) Carries NO infantry.
Naib Armoured Technical	As per ANY standard Naib with no trailer 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	Medium Laser: Sh 2, FP 3/5 Carries 1 TU infantry.
VARIANTS	
Missile Technical	Fitted with a Kestrel Medium ATGW: Sh 1, FP 1/6, 360Arc (no short range) Carries 1 TU infantry
Troop Carrier	Troops - if on board - may fire from vehicle Sh 2, FP 1/1. (max range: long) Carries 2 TU infantry
Trailer Calliope	3cm 8 x Powergun: Sh 8, FP 3/4. 360Arc. Static Deployment ON TRAILER Carries NO infantry. Move: Medium 10cm.
Naib Hypersonic launcher	Twin Hypersonic missile systems: Sh 6, FP 0/4; Carries 1 TU infantry.
Command car	Fire from crew only: Sh 1, FP 1/1. (max range: long) Carries NO infantry



Koromo Naib (Deputy)

## Amiir (Prince) - Half track

Type	Warrior: 4+
Move	Fast, Tracked: 15cm
Defence	F 8, S 7, R 7, T 6
Weapons	Medium Laser: Sh 2, FP 3/5 Carries 1 TU infantry.
VARIANTS	
Single RF Barrel Conebore	Sh 3, FP 1/4; Carries NO infantry.
4 Barrel Conebore	Sh 8, FP 1/4; Carries NO infantry.
Trailer Missile Technical	Fitted with a twin Kestrel Medium ATGW: Sh 2, FP 1/6, 360Arc (no short range) Static Deployment ON TRAILER Carries NO infantry. Move: Medium 10cm.
Troop Carrier	Troops - if on board - may fire from vehicle: Sh 2, FP 1/1. (max range: long) Carries 2 TU infantry
Command car	Fire from crew only: Sh 1, FP 1/1. (max range: long) Carries NO infantry
Amiir Heavy Armoured Technical	As per ANY standard Amir with no trailer 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	
Support Garaad	Replace turret with Ultra-high velocity 7cm Railgun: Sh 1, FP 2/6
AA Garaad	Replace turret with twin 3cm powerguns: Sh 4, FP 3/4
Armoured Car Garaad	Replace turret with 10cm powergun: Sh 1, FP 2/5
Chief Diabate's 8x8 Ugass	DV F 10, S 8, R 7, T 7 (9B)(-BB) Fitted with additional floor armour against mines and spaced armour or -2FP against buzzbombs) ALL variants carry the additional Tribarrel



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

## TOWED WEAPONS

Amiir and Naib may be employed to tow additional weapon systems.

All vehicles carry an **additional weapon** (Naib: tribarrel powergun, Amiir: Medium Laser) but neither carry an infantry unit: in **both** cases the vehicle body is full of crew for the deployed weapon.

Towing reduces vehicle to **Medium, Wheeled or Tracked 10cm**.

When deployed, weapons count as **Hvy Inf DV7** in Light cover +1. Any additional cover is Heavy cover +2

Turning deployed weapon costs 1LP. Hitching or unhitching costs 2LPs.

## DETACHMENTS

**Detachments are 12TUs.**

**Warriors** fight as Veteran but have Leadership as Trained. Any infantry must be in vehicles at start of play. Because of the highly irregular nature of the Sincanmo forces, many different vehicle and infantry options may be selected so detachment costs may vary considerably depending on the exact mix chosen.

### **Warriors of Jihad: Heavy Detachment:**

1 Quadi (any weapon), 1 Quadi Armoured car (any weapon); 2 Naib (up armoured, any weapon); 2 Amiir (up armoured; Cone Bore - either barrel configuration); 2 Amiir (with missile trailer); 2 Garaad (any weapon) with 2 TU of infantry (1 attack, 1 anti-tank). Including a **Major**. **Total: 1835 to 2015pts. Or...**

### **Desert Raider Detachment:**

4 Quadi (any weapon), 2 Naib (any weapon), 2 Amiir (any weapon), with 4 TU of infantry (1 attack, 1 anti-tank, 2 of anything else including a single sniper or Riders). Including a **Captain**. **Total: 1130pts to 1495. Or...**

### **Chief Diabate's Detachment:**

**Chief Diabate's Ugass**; 1 Quadi Armoured car (any weapon); 1 Naib (up armoured, any weapon); 1 Amiir (up armoured with 4 barrel Cone Bore); 1 Naib (with calliope trailer), 1 Amiir Troop Carrier (up armoured); 1 Garaad Laser, 1 Support Garaad, with 4 TU of infantry (1 attack, 1 anti-tank, 2 of anything else including Riders). **Total: 2210pts to 2300pts.**

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

Chief Diabate (220pts) is usually in a heavy, uparmoured Ugass. A Lieutenant (10pts) may be added as an 'insurance' officer in chief Diabate's Detachment. A Lt (10pts), in a vehicle may also be added as an 'insurance' officer in the Jihad or Raider 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.

If a Command vehicle is chosen - either as a Naib or Amiir option for the Warriors or Raiders, add 2LPs to Leadership rolls for that detachment. Do the same if Diabate is in his own Ugass armoured vehicle

## POINTS COST

Qaadi with tribarrel: **100pts**; Qaadi with Hypersonic Missile Launcher: **100pts**; Qaadi with Manta Light ATGW Missile Launcher: **100pts**; Quadi Armoured car Medium Laser or Twin: **160pts**.

Naib with tribarrel: **125pts**; Naib with Kestrel Medium ATGW: **175pts**; Naib Troop Carrier: **110pts**; Naib Trailer Calliope: **230pts**; Naib Laser Technical: **175pts**; Naib Hypersonic Launcher: **185pts**; Naib Command car: **175pts**; Naib Single RF Barrel Conebore: **185pts**; Naib Twin Manta Light ATGW Missile Launcher: **185pts**  
**Naib up-armoured package: +70pts.**

Amiir with laser: **175pts**; Amiir with Single RF Barrel Conebore: **185pts**; Amiir with 4 Barrel Conebore: **215pts**; Amiir with Kestral Trailer Missile: **220pts**; Amiir Troop Carrier: **110pts**; Amiir Command car: **175pts**.  
**Amiir up-armoured package: +70pts**

Garaad with Twin Medium Laser: **300pts**; Support Garaad Railgun: **300pts**; Garaad Armoured Car 10cm powergun: **300pts**.

Chief Diabate's Ugass: **350pts**.

Infantry: **20pts**; Anti-tank Squad, Support Squad, Attack Squad, or Mounted Infantry: **35pts**.  
Snipers: **70pts**. Sniper TUs may be in vehicles or deployed according to the scenario.

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

Chief Diabate costs **100pts** or **450pts** in his Ugass.