

## Infantry Squad

Type	Warrior: 4+ C/As't: 3
Move	Infantry: 15cm
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



Militia Infantry

Sincanmo Federation

## Gecko/Zebu 4x4 Gun 'Technical'

Type	Warrior: 4+
Move	Fast, Wheeled: 30cm
Defence	F 7, S 6, R 6, T 6
Weapons	Tri-barrel powergun, Sh 3, FP 3/3. Carries 1 TU infantry.

### VARIANTS

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

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

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



Dodge-Tata Zebuo 4x4 with ATGW

## LEADERS

**Chief Diabate**  
**LV10**

LPs is 2d6 + 10

**Elite skills:**

*Inspirational Leader*  
(LV10 includes the +2 for Inspirational Leader)

**Major**  
**LV6**

LPs is 2d6 + 6

## RANKS

**Captain**  
**LV4**

LPs is 2d6 + 4

**Lieutenant**  
**LV2**

LPs is 2d6 + 2

**Sergeant**  
**LV1**

LPs is 2d6 + 1

## 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.

## Hunchback 6x6 Light APC

Type	Warrior: 4+
Move	Fast, Wheeled: 30cm
Defence	F 9, S 8, R 7, T 7
Weapons	2 Hypersonic Missile Launchers Sh 6, FP 0/4; Carries 2 TU infantry.

### VARIANTS

2 3cm cannon: Sh 4, FP 2/4  
Manta Light ATGW, Sh 2, FP 0/5 (no short) Carries 2 TU infantry.

**'Chief Diabate's 6x6 Technical'** DV F 9, S 8, R 7, T 7 (9B)(-2BB) Fitted with a Tri-barrel powergun, and additional floor armour against mines and spaced armour for -2FP against buzzbombs) Sh 3, FP 3/3. Carries 1 TU infantry.



AC-TPEA Hunchback with ATGW

## Goanna 6x6 Heavy 'Technical'

Type	Warrior: 4+
Move	Fast, Wheeled: 30cm
Defence	F 8, S 7, R 7, T 6
Weapons	Medium Laser: Sh 2, FP 3/5 <i>Cannot carry infantry</i>

### 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

## 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**.