

Solace Point Authority Gendarmes



15MM

Mobile Infantry Squad

Type	Trained: 5+ C/As't: 1
Move	Infantry: 8cm
Defence	6 , Light cov' +1 , Heavy +2
Weapons	Cone-bore Assault Rifle Sh 2, FP 1/3
Suppress	remove suppression marker (UP TO 3) on 5+
VARIANTS	
Support Squad: with Auto Shotgun: Sh 1, FP 3+1/0. (max range: Short) and Heavy Support Weapon: Sh 2, FP 1/3.	
Anti Tank Squad: Cone-bore Assault Rifle Sh 1, FP 1/3. & Buzzbombs: Sh 1, FP 1/6 short range only Use the Generic Air Car - Police Version - for transport	



Solace Gendarmes

Large Air Cushion Vehicle

Type	Trained: 5+
Move	Slow, Hvy Hover: 8cm
Defence	F 6, S 6, R 6, T 5
Weapons	None Carries 6 TUs of infantry
VARIANTS	
Armed variant: May have Heavy Support Weapon added in roof mount: Sh 2, FP 1/3.	
Combat variant: Additional light armour and increase in speed: Heavy Support Weapon Sh 2, FP 1/3. DV: F 8, S 7, R 7, T 5 Move: Medium, Hvy Hover: 10cm	



Generic Large Air Cushion Vehicle

RANKS

Major
LV4
LPs is 2d6 + 4

Captain
LV2
LPs is 2d6 + 2

Lieutenant
LV1
LPs is 2d6 + 1

Sergeant
LV0
LPs is 2d6 + 0

Generic Small Air Car

Type	Trained: 5+
Move	Very Fast, NoE: 25cm
Defence	F 5, S 5, R 5, T 5
Weapons	None Carries 1 TU of infantry
VARIANTS	
Police variant: May have Heavy Support Weapon added in roof mount: Sh 2, FP 1/3.	
Large or Truck variant: Carries 3TUs of infantry Heavy Support Weapon Sh 2, FP 1/3. DV: F 6, S 6, R 6, T 5 Move: Fast, NoE: 15cm	



Generic Transport Small Air-car

DETACHMENTS

This is, essentially, a police force, albeit a well-armed one. On Plattner's World they formed the backbone of the opposition to the 'Freedom' Militia. Dressed in grey paramilitary coveralls with a grey beret, they use similar equipment to the Solace Regular Army, although air-cars are the only transport available to them.

All Detachment are 15 TUs. All TUs may be infantry but a maximum of three TUs may be Anti Tank squads.

Gendarm Detachment:

10 TUs of cone-bore-armed troopers; 2 support squads; 3 (generic) police air-cars (30pts each). Include an Lt (**10pts**).
Total: 230pts. Or...

Special Weapons Gendarmes:

2 (generic) air-car trucks (30pts each); 4 (Generic) police air-cars (30pts each). 3 TUs of cone-bore-armed troopers; 3 support squads; 3 anti-tank squads. Include an Lt (**10pts**).
Total: 310pts

Treat this force - whatever option is selected - as a SINGLE detachment during play. Build a bigger force with both detachments replacing one Lieutenant with a Captain (**+10pts**). Add a third detachment by duplicating one of the above detachments and replacing one Lieutenant with a Major (**+40pts**).

POINTS COSTS

Infantry: **10pts**; infantry support squad: **15pts**;
infantry Anti-tank squad: **15pts**.
Large truck air-cars at **30pts**; police air-car: **30pts**;
Up to 1 additional sergeant could be purchased at **5pts**.