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

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.

**Gendarmer 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 Gendarmeres:**
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**.

**Mobile Infantry Squad**

**Type**
Trained: 5+ C/As’lt: 1

**Move**
Infantry: 15cm

**Defence**
6, Light cov’r +1, Heavy +2

**Weapons**
Cone-bore Assault Rifle
Sh 2, FP 1/3

**Suppress**
remove suppress marker (UP TO 3) on 5+

**VARIANTS**

**Support Squad:** with Auto Shotgun:
Sh 1, FP 3/6. (max range: Short) and Heavy Support Weapon:
Sh 2, FP 1/3.

**Anti Tank Squad:** Cone-bore Assault Rifle
Sh 1, FP 1/6 short range only
Use the Generic Air Car - Police Version - for transport

**Large Air Cushion Vehicle**

**Type**
Trained: 5+

**Move**
Slow, Hvy Hover: 15cm

**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:** 6 6 6 5
**Move:** Medium, Hvy Hover: 20cm

**Generic Small Air Car**

**Type**
Trained: 5+

**Move**
Very Fast, NoE: 50cm

**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 3 TUs of infantry Heavy Support Weapon Sh 2, FP 1/3.
**DV:** F 6, S 6, R 6, T 5
**Move:** Fast, NoE: 30cm

**Generic Transport Small Air-car**

**Move**
Type
Very Fast, NoE: 50cm

**Defence**
F 5, S 5, R 5, T 5

**Weapons**
None

**VARIANTS**

**Cone-bore Assault Rifle**
Sh, FP 1/3

**Suppress**
remove suppression marker (UP TO 3) on 5+

**Defence**
VARIANTS

**Solace Point Authority Gendarmes**

28MM

**Solace Gendarmes**

**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.