

# Solace Point Authority Gendarmes

28MM

## Mobile Infantry Squad

<b>Type</b>	Trained: <b>5+</b> C/As't: <b>1</b>
<b>Move</b>	Infantry: <b>15cm</b>
<b>Defence</b>	<b>6</b> , Light cov' <b>+1</b> , Heavy <b>+2</b>
<b>Weapons</b>	Cone-bore Assault Rifle <b>Sh 2, FP 1/3</b>
<b>Suppress</b>	remove suppression marker ( <b>UP TO 3</b> ) on <b>5+</b>
<b>VARIANTS</b>	
<b>Support Squad:</b> with Auto Shotgun: <b>Sh 1, FP 3/0. (max range: Short)</b> and Heavy Support Weapon: <b>Sh 2, FP 1/3.</b>	
<b>Anti Tank Squad:</b> Cone-bore Assault Rifle <b>Sh 1, FP 1/3.</b> & Buzzbombs: <b>Sh 1, FP 1/6 short range only</b> <b>Use the Generic Air Car - Police Version - for transport</b>	



Solace Gendarmes

## Large Air Cushion Vehicle

<b>Type</b>	Trained: <b>5+</b>
<b>Move</b>	Slow, Hvy Hover: <b>15cm</b>
<b>Defence</b>	<b>F 6, S 6, R 6, T 5</b>
<b>Weapons</b>	None <b>Carries 6 TUs of infantry</b>
<b>VARIANTS</b>	
<b>Armed variant:</b> May have Heavy Support Weapon added in roof mount: <b>Sh 2, FP 1/3.</b>	
<b>Combat variant:</b> Additional light armour and increase in speed: Heavy Support Weapon <b>Sh 2, FP 1/3.</b> <b>DV: F 8, S 7, R 7, T 5</b> <b>Move: Medium, Hvy Hover: 20cm</b>	



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

<b>Type</b>	Trained: <b>5+</b>
<b>Move</b>	Very Fast, NoE: <b>50cm</b>
<b>Defence</b>	<b>F 5, S 5, R 5, T 5</b>
<b>Weapons</b>	None <b>Carries 1 TU of infantry</b>
<b>VARIANTS</b>	
<b>Police variant:</b> May have Heavy Support Weapon added in roof mount: <b>Sh 2, FP 1/3.</b>	
<b>Large or Truck variant:</b> <b>Carries 3TUs of infantry</b> Heavy Support Weapon <b>Sh 2, FP 1/3.</b> <b>DV: F 6, S 6, R 6, T 5</b> <b>Move: Fast, NoE: 30cm</b>	



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**.