

# Solace Militia



15MM

## Freedom Fighter 'Toughs'

<b>Type</b>	Green: 6 C/As't: 0
<b>Move</b>	Infantry: 8cm
<b>Defence</b>	5, Light cov' +1, Heavy +2
<b>Weapons</b>	Imp'. musket: Sh 1, FP 0/- (max range: med) + Satchel Charge
<b>Suppress</b>	remove suppression marker (UP TO 2) on 6
<b>VARIANTS</b>	
<i>Double size group:</i> Musket: Sh 2, FP 0/- (max range: medium) & Molotovs +1 C/As't FIRST round only - may take up to 3 supp' markers	
<i>Group with Shotguns:</i> Sh 1, FP 3+1/0. (max range: Short)	
<i>Group with Low-tech Assault rifle:</i> Sh 1, FP 0+1/0 (max range: long)	
<i>Group with Buzzbombs:</i> Sh 1, FP 1/6 (max range: Short)	



## Generic Small Air Car

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

## Satchel Charges

If the Infantry TU with a Satchel Charge comes into close assault range (ie base to base contact) with another TU then – at the start of that close assault phase (6) and before the rest of the Close Assault is dealt with – a satchel charge may be detonated. Bowl a single D6 and apply results:

DIE ROLL	EFFECT OF SACHEL CHARGE
1	Blows up before it's thrown: host Infantry TU destroyed.
2	Device fails to detonate: no effect
3-4	1 Suppression Marker on host Infantry TU and target TU. If target TU is a vehicle, then <b>no effect</b> .
5	1 Suppression Marker on host Infantry TU and target infantry TU <b>destroyed</b> . If target is vehicle: FP 4.
6	1 Suppression Marker on host Infantry TU and target infantry TU <b>destroyed</b> . If target is vehicle: FP 6.

## Solace Trained Militia

<b>Type</b>	Trained: 5+ C/As't: 1
<b>Move</b>	Infantry: 8cm
<b>Defence</b>	5, Light cov' +1, Heavy +2
<b>Weapons</b>	2cm Assault Rifle powerguns, Sh 2, FP 2/2,
<b>Suppress</b>	remove suppression marker (UP TO 3) on 5+
<b>VARIANTS</b>	
<i>Additional Towed weapon:</i> Calliope Sh 8, FP 3/4. <b>F.Arc.</b> May be loaded into - but not fired from - <b>Generic Large Truck Air-car</b> with crew. <b>Carries NO INFANTRY.</b> May be <b>deployed with gun crew</b> who may <b>not then move.</b> Fast, NoE: 15cm <b>Weapon counts as Hvy Inf DV7 in Light Cov' +1.</b> Any additional cover is Heavy +2	



Solace Militia

## LEADER

Melinda Grayle  
LV8

LPs is 2d6 + 8  
**Elite skills:**  
Inspirational Leader

Commander Halcleides/  
Fewsett  
LV8

LPs is 2d6 + 10  
**Elite skills:**  
A Shaper of Men

## 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

As many Freedom Fighter 'Toughs' Detachments as required can be fielded, each with 30 TUs.

**Freedom Fighter 'Toughs' Detachment: 30 TUs.** 5 TUs of double sized group with muskets and 'Molotovs' at 10pts each; 8 TUs with low-tech assault rifles at 7pts each, 2 TUs with buzzbombs at 10pts each, 5 TUs with shotguns at 5pts each and 5 TUs with muskets and Satchel Charges at 8pts each. 5 generic truck air-cars at 15pts each. **Total: 266pts.** And...

**Trained Militia Detachment: 15 TUs.** 3 generic Large truck air-cars at 30pts each; 1 police air-car at 30pts; 7 infantry group TUs with powerguns at 15pts each; 4 generic truck air-cars with calliopes at 80pts each. Include a special political or military commander (50pts). **Total: 595pts.**

Use the first ('Toughs') detachment ONLY or BOTH 'Toughs' and the Trained Militia during play. Further detachments of 'Toughs' can be added to make a third or fourth detachment etc.

The Freedom Fighter 'Toughs' count as Green/Untrained and can have the following commanders. Major (3 detachments), Capt (2 detachments), Lt (1 detachment), and an insurance Sgt. If the Support Troops are used they **MUST** have a special leader present: either their political leader (and rabble rouser) Melinda Grayle (Inspirational Leader: LV 6+2 = 8) or a military commander like Halcleides or Fewsett (they both have LV of 8). All leaders costs of 50pts.

With 3 or more detachments in use (2 or more 'Toughs' and 1 Trained unit), rank commanders can be selected to lead the detachments but both Melinda Grayle **AND** a military commander can be used.

## POINTS COSTS

### Untrained Militia:

Regular group with muskets & Satchel charge: 8pts; double sized group with muskets and 'Molotovs': 10pts, group with shotguns: 5pts; group with assault rifles: 7pts; group with buzzbombs: 10pts. Up to 1 additional sergeant could be purchased at 1pts.

### Trained support troops:

Infantry with powerguns: 15pts. Calliope and crew: 50pts. Large truck air-cars at 30pts; police air-car: 30pts; Generic truck air-cars with calliopes at 80pts. Up to 1 additional sergeant could be purchased at 5pts.