Solace Militia

Satchel Charges

DIE

ROLL

1

2

3-4

5

6

Туре Move

Defence

VARIANTS

Solace Militia

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

a satchel charge may be detonated.

Bowl a single D6 and apply results:

Infantry TU destroyed.

destroyed.

destroyed.

Blows up before it's thrown: host

1 Suppression Marker on host

TU is a vehicle, then no effect.

1 Suppression Marker on host

1 Suppression Marker on host

Trained: 5+ C/As'lt: 1

5, Light cov' +1, Heavy +2

marker (UP TO 3) on 5+

Infantry: 8cm

If target is vehicle: FP 4.

If target is vehicle: FP 6.

Solace Trained Militia

Weapons 2cm Assault Rifle

Suppress remove suppression

Additional Towed weapon: Calliope

Large Truck Aircar with crew. Carries

counts as Hvy Inf DV7 in Light Cov'

+1. Any additional cover is Heavy +2

Sh 8, FP 3/4. FArc. May be loaded

into - but not fired from - Generic

NO INFANTRY. May be **deployed**

with gun crew who may not then

move. Fast, NoE: 15cm Weapon

powerguns, Sh 2, FP 2/2,

Freedom Fighter 'Toughs'	
Туре	Green: 6 C/As'lt: 0
Move	Infantry: 8cm
Defence	5, Light cov' +1, Heavy +2
Weapons (max range	Imp'.musket: Sh 1, FP 0/- med) + Satchel Charge
Suppress	remove suppression marker (UP TO 2) on 6
VARIANTS Double size group: Musket: Sh 2, FP 0/- (max range: medium) & Molotovs +1 C/As'lt FIRST round only - may take up to 3 supp' markers Group with Shotguns: Sh 1, FP 3+1/0. (max range: Short) Group with Low-tech Assault rifle: Sh 1. FP 0+1/0 (max range; long)	

Group with Buzzbombs: Sh 1, FP 1/6 (max range: Short)

Militia Freedom Fighter 'Toughs

Generic Small Air Car

Туре	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: As above. 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

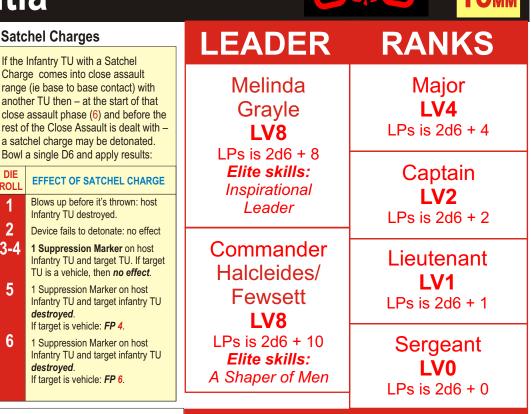
POINTS COSTS

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.



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.