

Freedom Fighter 'Toughs'

Type	Green: 6 C/As't: 0
Move	Infantry: 15cm
Defence	5, Light cov' +1, Heavy +2
Weapons	Improvised Skeet: FP 0/- Shot, Range: (medium) Satchel Charge
Suppress	

VARIANTS
Double size group: Musket: **Sh 2, FP 0/- (max range: medium)** & Molotovs +1 C/As't **FIRST round only** - may take up to 3 supp' markers
Group with Shotguns: **Sh 1, FP 3/0. (max range: Short)**
Group with Low-tech Assault rifle: **Sh 1, FP 0/0 (max range: long)**
Group with Buzzbombs: **Sh 1, FP 1/6 (max range: Short)**



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: 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: 30cm



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 no effect.
5	1 Suppression Marker on host Infantry TU and target infantry TU destroyed. If target is vehicle: FP 4.
6	1 Suppression Marker on host Infantry TU and target infantry TU destroyed. If target is vehicle: FP 6.

Solace Trained Militia

Type	Trained: 5+ C/As't: 1
Move	Infantry: 15cm
Defence	5, Light cov' +1, Heavy +2
Weapons	2cm Assault Rifle powerguns, Sh 2, FP 2/2,
Suppress	remove suppression marker (UP TO 3) on 5+

VARIANTS
Additional Towed weapon: Calliope **Sh 8, FP 3/4. Farc.** May be loaded into - but not fired from - **Generic Large Truck Air-car** with crew. **Carries NO INFANTRY.** May be **deployed with gun crew** who may **not then move.** **Fast, NoE: 30cm** **Weapon counts as Hvy Inf DV7 in Light Cov' +1.** 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**.