Solace Regular Army (& Militia)

Cavalry/Infantry Squad

**Type** | Vet'n/Train'd: 4+/5+ C/As't: 3/1  
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**Move** | Infantry: 8cm  
**Defence** | 6, Light cov' +1, Heavy +2  
**Weapons** | Cone-bore Assault Rifle Sh 2, FP 1/3  
**Supress** | remove suppression (UP TO 4/3) on 4+/5+  

VARIANTS

Support Squad:  
- Auto Shotgun: Sh 1, FP 3+1/0. (max range: Short)  
- and HSW: Sh 2, FP 1/3.  

Anti Tank Squad:  
- Cone-bore Assault Rifle: Sh 1, FP 1/3.  
- & Buzzbombs: Sh 1, FP 1/6 (short range only)

Marzak Industries ACV

**Type** | Veteran: 4+/Train'd: 5+  
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**Move** | Fast, Lt. Hover: 15cm  
**Defence** | F 8, S 8, R 7, T 6  
**Weapons** | 2cm Powergun: Sh 2, FP 2/2 & carries 2 TUs infantry.  

VARIANTS

Command Vehicle: Specified as APC carries no infantry  
- Mortar Variant: Additional Twin 8cm Mortar: Sh 2, FP 5/4 no infantry  
- Attack Variant: Additional Twin 3cm powerguns in 360 barbette Sh 2, FP 3/4 carries 1 TU infantry  

Increased armour:  
- DV: F 10, S 9, R 8, T 7  
- Movement: Medium. Lt. Hover: 10cm

LEADER

Colonel Priamedes

**Rank** | LV10  
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**Points** | 115pts.  
**Skills** | Elite skills: A Shaper of Men  

RANKS

Major

**Rank** | LV6  
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**Points** | 650pts.  
**Skills** |  

Captain

**Rank** | LV4/6  
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**Points** | 50pts.  
**Skills** |  

Lieutenant

**Rank** | LV2/4  
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**Points** | 20pts.  
**Skills** |  

Sergeant

**Rank** | LV1/2  
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**Points** | 15pts.  
**Skills** |  

OLUTIONS

One ‘Veteran’ 1st Cavalry Detachment at 10 TUs may be fielded. All infantry must be in vehicles at the start of the game.

Cavalry Squadron Detachment: 5 Marzak Attack vehicles holding 4 TUs of infantry (2 standard; 1 support squad and 1 anti-tank squad). 1 command vehicle. Include a Lt (20pts) in the command vehicle. **Total: 930pts.** Or...

Up to two Trained Detachments at 15 TUs each. All TUs may be armoured vehicles but if infantry are present they must be in vehicles at the start of the game.

Cavalry Squadron Detachment: 7 Marzak Attack vehicles holding 7 TUs of infantry (4 standard; 2 support squads and 1 anti-tank squad). 1 command vehicle. Include a Lt (10pts) in the command vehicle. **Total: 650pts.** Or...

Mechanised Infantry Squadron: 4 Marzak APCs holding 8 TUs of infantry (4 standard; 2 support squads and 2 anti-tank squad). 2 Marzak mortar vehicles; 1 command vehicle. Include a Lt (10pts) in the command vehicle. **Total: 460pts.**

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. **Total: 545pts.**

Treat this force - whatever option is selected - as a SINGLE detachment during play. Build a bigger force with two or three detachments selected from the first three listed above without duplicating, swapping a lieutenant for a captain (+10pts Trained or +20pts Veteran) and a Trained major (50pts). For a fourth unit add a detachment of Solace Militia (below) with calliopes for air defence with Colonel Apollonio Priamedes at 115pts.

Solace Militia

**Rank** | LV1/2  
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**Points** | 15pts.  
**Skills** |  

POINTS COSTS

Marzak Attack: **75pts.** Marzak mortar: (on table): **60pts.**  
Marzak APC: **50pts.** Marzak command: **30pts.**  
Infantry: **10pts;** infantry support squad: **15pts;**  
infantry anti-tank squad: **15pts.**  
Up to 1 additional trained sergeant could be purchased at **5pts.**

Marzak Cavalry Squad Attack: **150pts.**  
Marzak Cavalry Squad APC: **100pts.**  
Marzak Cavalry Squad command: **60pts.** Cavalry: **20pts.**  
Cavalry support squad: **30pts.** Cavalry anti-tank squad: **15pts.**  
Up to 1 additional sergeant could be purchased at **10pts.**