Solace Regular Army (& Militia)

Cavalry/Infantry Squad
Type: Veteran/Train'd: 4+/5+ C/As'lt: 3/1
Move: Infantry: 15cm
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 30, (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+
Move: Fast, Lt. Hover: 30cm
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: 20cm

LEADER
Colonel Priamedes LV10
LPs is 2d6 + 10 Elite skills: A Shaper of Men

RANKS
Major LV6
LPs is 2d6 + 6
Captain LV4/6
LPs is 2d6 + 4/6
Lieutenant LV2/4
LPs is 2d6 + 2/4
Sergeant LV1/2
LPs is 2d6 + 1/2

DESTRUCTIONS
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.

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.