

Solace Regular Army (& Militia)



6MM

Cavalry/Infantry Squad

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

VARIANTS

Support Squad:
Auto Shotgun:
Sh 1, FP 3/0. (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)



Cavalry/Infantry

Solace Regular Army

Marzak Industries ACV

Type	Veteran: 4+/Trained: 5+
Move	Fast, Lt. Hover: 10cm
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: 7cm



Marzak Industries R3P ACV

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

Generic Small Air Car

Type	Trained: 5+
Move	Very Fast, NoE: 17cm
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: 10cm



Generic Transport Small Air-car

Solace Militia



Type	Trained: 5+ C/As't: 1
Move	Infantry: 5cm
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. May be
deployed with gun crew who may
not then move. Fast, NoE: 10cm
Weapon counts as Hvy Inf DV7 in
Light Cov' +1. Any additional cover
is Heavy +2



Support Infantry

Solace Militia

DETACHMENTS

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.