

# Sulwesi Regular Army



15MM

## Infantry Squad

Type	Vet'n/Train'd: 4+/5+ C/As/It: 3/1
Move	Infantry: 8cm
Defence	6, Light cov' +1, Heavy +2
Weapons	Flechette Rifle, Sh 2, FP 3/1 Long.
Suppress	remove suppression (UP TO 4/3) on 4+/5+

### VARIANTS

**Support Squad:** Flechette Rifle Sh 1 FP 3/1 Long & HSW: Sh 2, FP 1/3.  
**Mortar Squad:** as Support squad but swap the coil-gun for a light mortar Sh 3, FP 3/1 No short range  
**Tank Hunters:** Flechette Rifle: (as Support Squad) & Buzzbomb: Sh 1, FP 1/6 (short range only).  
 On Scout Horses for Standard Infantry **ONLY Move:** Fast, Infantry: 15cm but -1QR if moved.



## Franciscan Rapide 4x4

Type	Veteran: 4+
Move	Fast, Wheeled: 15cm
Defence	F 6, S 6, R 6, T 6
Weapons	Light support vehicle HSW Sh 2, FP 1/3 carries 1TU of infantry who may fire weapons: Sh 1, FP 3/1

### VARIANTS

**6x6 Extended WB:** As standard but with Inf 2TUs Sh 2, FP 3/1  
**Missile Rapide:** As standard but replace HSW with light ATGW missile pack: Sh 1, FP 0/5. No Short Range  
**Attack Rapide:** standard but replace HSW with twin 2cm Autocannon Sh 4, FP 2/3  
 No Inf TUs for Missile or Attack variants



Franciscan Rapide 4x4

## Denel R18 Wilderbeest APC

Type	Veteran: 4+/Trained: 5+
Move	Fast, Wheeled: 15cm
Defence	F 9, S 8, R 7, T 7 (B8)
Weapons	HSW, Sh 2, FP 1/3, Twin HSW, Sh 4, FP 1/3 OR Manta ATGW Sh 1, FP 0/5 No Short Range - 3TUs

### VARIANTS

**Air Defence:** Heavy RF Coilgun Sh 4 FP 1/4 & Manta light Anti tank ATGW Sh 2, FP 0/5 No Short Range. NO inf  
**Support:** As Air Defence but replace Coilgun and extra ATGW with 3cm autocannon, Sh 2, FP 2/3 plus HSW, Sh 2, FP 1/3. Carries 1 TU infantry  
**Command Vehicle:** as per standard vehicle, single HSW turret, no Inf.  
**Hippo open truck for Trained Infantry - carries 4 inf TUs:** as per standard vehicle but with reduced skill level: Trained 5+ DV F 8, S 6, R 6, T 6 (B8)



Denel R18 Wilderbeest APC

## RANKS

### Brig Vijanta LV10

LPs is 2d6 + 10  
 Elite Skills: Blitzkrieg Shaper of Men

### Major LV8

LPs is 2d6 + 8

### Captain LV6

LPs is 2d6 + 6

### Lieutenant LV4

LPs is 2d6 + 4

### Sergeant LV2

LPs is 2d6 + 2

## Denel R14 Buffel APC

Type	Veteran: 4+/Trained: 5+
Move	Fast, Wheeled: 15cm
Defence	F 9, S 8, R 7, T 7 (B8)
Weapons	HSW, Sh 2, FP 1/3 Carries 2TUs of Infantry

### VARIANTS

**Air Defence:** Heavy RF Coilgun Sh 4 FP 1/4 & Manta light Anti tank ATGW Sh 2, FP 0/5 No Short Range Carries NO infantry  
**Support:** As Air Defence but replace weapons with 3cm autocannon, Sh 2, FP 2/3 plus HSW, Sh 2, FP 1/3. Carries NO infantry  
**Command Vehicle:** as per standard vehicle but Carries no Infantry.  
**APC for Trained Infantry:** as per standard vehicle but with reduced skill level: Trained 5+



Denel R14AA Buffel Air Defence Variant

## Denel A20 Gun System

Type	Veteran: 4+
Move	Fast, Wheeled: 15cm
Defence	F 10, S 8, R 7, T 7 (B8)
Weapons	9cm railgun, Sh 1, FP 2/7. 3cm autocannon, Sh 2, FP 2/3. Must fire at same target as main weapon Twin Light Laser: Sh 4, FP 3/3 Plus HSW, Sh 2, FP 1/3. Carries NO Infantry

### VARIANTS

**Command Variant.** Same as standard



Denel A20 Rhino Gun System

## DETACHMENTS

**Trained Regular Detachment (15TUs):** 10 Infantry TUs (4TU standard infantry, 2TU support squad, 2TUs tank hunters, 1 mortar and 1 sniper), 2 Hippo APCs. 2 Buffel APCs (or 1 APC 1 Buffel Support); 1 Command Buffel. (All attack on Trained 5+) **Total: 460pts. Or...**

**Veteran Light Scout Detachment (10TUs):** 1 Rapide 4x4 LS; 1 Rapide Missile; 1 Rapide Attack; 1 Rapide 6x6, 6 inf TUs (2 standard on Horseback, 1 support, 2 tank hunters and 1 sniper). **Total: 555pts. Or...**

**Veteran Heavy Detachment (10TUs):** 2 Rhinos (1 Command); 2 Wildebeest APCs with 6 infantry TUs (2 standard, 2 support, 2 tank hunters). **Total: 1140pts. Or...**

**Veteran Support Detachment (10TUs):** 2 Rhinos (1 Command); 1 Wildebeest Support OR AirDef, 2 Buffel APCs with 5 infantry TUs (1 standard, 1 support, 1 tank hunters, 1 mortar and 1 sniper). **Total: 1250pts (1295pts with AD)**

**Add a Lt. to any of these detachments at 20pts.**

Treat this force - whatever option is selected - as a SINGLE detachment during play. Build a bigger force with an additional detachment and add a captain (40pts). Add a third detachment with a major (100pts). Add a fourth detachment with Brigadier Vijanta at 240pts. Vijanta may be present for any force of 3 detachments or more.

### Notes:

The Sulwesi use both trained and veteran detachments in the field however, all officers (and Sergeants) are Veterans and, where appropriate, ride in Veteran Command vehicles.

**Non-Mechanical Transport:** Movement - they cannot move into a building but may occupy outer-lying structures. Combat - any weapons fired in a turn where they have moved at all are considered as firing while mounted: minus 1 QR. Any firing when the TU has not moved at all is at the normal QR for that infantry type.

**Elite Skills for Brigadier Vijanta:**

**Blitzkrieg:** Leader rolls extra 1d6 of movement LPs ONLY. Not carried over into a LP pool.

**A Shaper of Men:** Once per turn, select ONE TU +1 QV for EVERYTHING until the end of the turn.

## POINTS COSTS

**(Veteran):** Rhino Gun System (or Command variant): 305pts; Wildebeest APC or Support: 165pts; Buffel APC or Support: 135pts; Wildebeest or Buffel Command Vehicle: 100pts; Wildebeest or Buffel Air Defence: 210pts; Rapide LS: 60pts; All other Rapides: 80pts; Standard infantry: 30pts; standard infantry on Horses: 40pts; Support Squad, Mortar or Tank Hunters: 35pts; Snipers: 70pts

**(Trained):** Buffel or Hippo APC 65pts; Buffel Support: 65pts. Standard infantry: 15pts; Support Squad, Mortar or Tank Hunters: 20pts; Snipers: 40pts

Up to 2 additional sergeants could be purchased at 10pts each.