Two Firefly Control Squad with Regular Infantry (with anti-tank capability):
Banshee Missile Support with Sniper Pod:
Wraith Medium tank (or Command Tank):

70pts

Banshee Light Support with Tank:

70pts


Defence Systems
Panel ADS, Sh 1 all up to Close 5cm, FP 4/2(3+)

VARIANTS
Mi21C Command variant:
Same stats

LIOLO MI21 ‘Wraith’ Md.Tank
LIOLO MI844 ‘Banshee’ Support

Type
Elite: 3+

Move
Very Fast, Hv. NoE: 17cm

Defence
F 1, S 9, R 6, T 6 (B9)

Weapons
12cm ECAP: Sh 2 shots, FP 3/7.

Defence Systems
Panel ADS, Sh 1 all up to Close 5cm, FP 4/2(3+)

VARIANTS
Mi21C Command variant:
Same stats

1 Shot at -1QR against missiles and Artillery

LIOLO MI26 ‘Ghost’ Lt.Tank

Type
Elite: 3+

Move
Very Fast, Hv. NoE: 17cm

Defence
F 10, S 9, R 7, T 6 (B9)

Weapons
9cm ECAP: Sh 2 shots, FP 3/6, 3cm Rapid fire powergun: Sh 3, FP 3/4.

Must Fire at same target

RANKS

Major
LV10
LPs is 2d6 + 10

Captain
LV8
LPs is 2d6 + 8

Lieutenant
LV6
LPs is 2d6 + 6

Sergeant
LV4
LPs is 2d6 + 4

DETACHMENTS

Each Detachment is 8 TUs. All infantry not on Skimmers TUs start the game in APCs.

Advanced Police Mobile Infantry Detachment: 8 TUs skimmer mounted infantry. Total: 800pts. Or...

Advanced Police Action Detachment: 1 Spectre MICV; 1 Spectre Command Vehicle; 4 TuS infantry (1 Regular, 1 support squad and 2 Firefly Control Squads with 6 Firefly Remote Units). Total: 1360pts. Or...

Advanced Heavy Police Detachment: 1 Wraith Medium Tank, 1 Wraith Command Tank, 2 Ghost Light Tanks, 1 Banshee Missile Support with Sniper Pod and 1 Banshee light Support with 3 Firefly Remote Units. Total: 2345pts.

Add a Lt. to any of these detachments at 40pts.

Use any of these detachments as a stand alone force or as direct replacements for the Police Action Detachment and Heavy Police Action Detachment in the earlier (standard) Terran Authority Starmarines Big Detachment Card.

Firefly Controllers (vehicle or infantry based)
Up to 3 Firefly units may be remote controlled by one control TU. Each moves using 1,2,4 rule [1LP moves one Firefly, 2LP the 2nd, 4LP the 3rd unit]. Fireflies are independently targetable at minus 1QR (i.e Veteran: +4). DV: 9 all arcs. Damage: ANY hit destroys. Max distance from controller - Medium (80cm) Move: Fast Lt NoE 10cm

Banshee Missile Support fitted with a Sniper Pod
The vehicle may designate its own ATGWs giving “fire and forget” capability to the missiles it carries, the ‘sniper’ is always assumed to have line of site on the target as long as it is in sight in phase 5a. In addition, it may also designate for other assets - other friendly TUs with ATGWs.

If no missiles are fired it may act as a powergun weapon: Sh 2, FP 2/2. It may act as superior spotting for Mortars and Artillery, just as a regular Sniper TU would – (see page 120 of The Crucible). It costs 1LP per turn to activate.

Points Costs

Wraith Medium tank (or Command Tank): 480pts; Ghost Light Tank: 440pts; Spectre MICV (or Command Vehicle): 470pts; Banshee Missile Support with Sniper Pod: 270pts

Banshee Light Support with Three Firefly Units: 235pts

Regular Infantry (with anti-tank capability): 70pts; Support squad: 70pts; Skimmer mounted regular infantry: 100pts.

Firefly Control Squad with One Firefly Unit: 70pts.

Two additional Firefly Units: 70pts.

Up to 2 additional sergeants could be purchased at 20pts each.