**Heavy Infantry Squad**

<table>
<thead>
<tr>
<th>Type</th>
<th>Move</th>
<th>Defence</th>
<th>Weapons</th>
<th>Suppress</th>
</tr>
</thead>
<tbody>
<tr>
<td>Elite: 3+</td>
<td>Infantry: 8cm</td>
<td>7, Light cov: +1</td>
<td>2cm Advanced Assault Rifle (AAR) powerguns, Sh 2, FP 2/2 &amp; Micro Buzz Bombs: Sh 1, FP 1/7</td>
<td>remove suppression marker (UP TO 5) on 3+</td>
</tr>
</tbody>
</table>

**VARIANTS**
- Support squad with AAR: Sh 2, FP 2/2 & Support powergun: Sh 3, FP 3/3
- Infantry on Skimmers weapons as standard infantry but on hover bikes: Move: Very Fast, Lt NoE: 25cm

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**LILO MI46 'Komodo' MBT**

<table>
<thead>
<tr>
<th>Type</th>
<th>Move</th>
<th>Defence</th>
<th>Weapons</th>
</tr>
</thead>
<tbody>
<tr>
<td>Elite: 3+</td>
<td>Very Fast, Hv. NoE: 25cm</td>
<td>F 13, S 11, R 10, T 10 (B9)</td>
<td>Twin 14cm ECAP: Sh 4 shots, FP 3/6, 4 x Light Laser: Sh 8, FP 3/3+1B, Range Long ECAP and Lasers must all fire at same target. Micro Buzz Bomb Launcher: Sh 1, FP 1/7 120cm (short/medium range only).</td>
</tr>
</tbody>
</table>

**VARIANTS**
- Support squad: Panel ADS, Sh 1 all up to Close 8cm, FP 4/2(3+) |

**LILO MI21 ‘Wraith’ Md.Tank**

<table>
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<th>Defence</th>
<th>Weapons</th>
</tr>
</thead>
<tbody>
<tr>
<td>Elite: 3+</td>
<td>Very Fast, Hv. NoE: 25cm</td>
<td>F 11, S 9, R 8, T 6 (B9)</td>
<td>12cm ECAP: Sh 2 shots, FP 3/7, 2cm pintel tri-barrel powergun: Sh 3, FP 3/3</td>
</tr>
</tbody>
</table>

**VARIANTS**
- Support squad: Panel ADS, Sh 1 all up to Close 8cm, FP 4/2(3+) |

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**LILO MI46 ‘Komodo’ Heavy Tank**

**LILO MI26 ‘Ghost’ Lt.Tank**

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**LILO MI42 ‘Spectre’ MICV**

<table>
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<th>Weapons</th>
</tr>
</thead>
<tbody>
<tr>
<td>Elite: 3+</td>
<td>Very Fast, Hv. NoE: 25cm</td>
<td>F 10, S 9, R 7, T 6 (B9)</td>
<td>7cm ECAP: Sh 2 shots. FP 3/5, 3cm Rapid fire powergun: Sh 3, FP 3/4, Must Fire at same target. Carries 2 TUs infantry.</td>
</tr>
</tbody>
</table>

**VARIANTS**
- Support squad: Panel ADS, Sh 1 all up to Close 8cm, FP 4/2(3+) |

**LILO MI26 ‘Ghost’ Md.Tank**

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**LILO MI21 ‘Wraith’ Md.Tank**

**DETACHMENTS**

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

**Heavy Detachment:** 2 Komodo MBTs; 1 Komodo Command Tank; 2 Wraith Medium Tanks; 1 Spectre MICV; 2 TUs infantry (1 regular, 1 support squads).

**Support Detachment:** 1 Wraith Medium Tank; 1 Wraith Command Tank; 1 Tiger Air Defence Tank; 2 Ghost Light Tanks; 1 Spectre MICV; 2 TUs infantry (1 regular, 1 support squads).

**Mobile Infantry Tank Destroyer Detachment:** 2 Raeside Missile systems; 4 TUs skimmer mounted infantry.

Total: 1480pts.

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

Treat this force - whatever option is selected - as a SINGLE detachment. Build a bigger force with two detachments and a captain (100pts), three. detachments and a major (200pts), or four detachments and a Marine Colonel (520pts).

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**POINTS COSTS**

Komodo Heavy tank (or Command Tank): 650pts; Wraith Medium tank (or Command Tank): 495pts; Tiger Air Defence tank: 480pts; Ghost Light Tank: 440pts; Spectre MICV (or Command Vehicle): 470pts; Raeside Missile Support with Sniper Pod: 540pts; Regular Infantry (with anti-tank capability): 70pts; Support squad: 70pts; Skimmer mounted regular infantry: 100pts.

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

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**ELITE SKILLS**
- Command Material: When rolling for LP, roll 3d6 and pick the best two dice.
- Tactical Genius: Leadership roll to determine turn order, roll 2d6 & pick best one.
- Morale Officer: 50% check becomes 25% strength.