

Mirali Skyraiders v2.0

Mirali Skyraiders Armies have a Strategy Rating of 2, and are allowed 1 Commissar per 500pts available. All formations have an Initiative of 2+.

Special

0-1 Forward Operating Base	See notes	50 points
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Core Companies

You may select any number of Core Companies

FORMATION	CORE UNITS	COST
0-1 Mirali HQ Company	One Imperial Guard Supreme Commander unit and eight Imperial Guard Infantry units, plus three Bunkers.	350 points
Air Cavalry Company	One Imperial Guard Commander unit, eight Imperial Guard Infantry units, five Valkyries.	375 points

Core Company Upgrades

You may add 0-3 Upgrade choices to each Core Company Formation. No upgrade may be chosen more than once.

UPGRADE	UNITS	COST
Vendettas	Replace up to two Valkyries with Mirali Vendettas.	+25 points each
Fire Support Platoon	One of the following: Two Fire Support units, one Valkyrie. Three Fire Support units, plus one Bunker.	+100 points
Infantry Platoon	One of the following: Two Imperial Guard Infantry units, one Valkyrie. Three Imperial Guard Infantry units, plus one Bunker.	+75 points
Snipers	One of the following: Two Sniper units, one Valkyrie. Three Sniper units, plus one Bunker.	+100 points
Attached Vulture	One of the following: Vulture Vulture Punisher	+75 points +100 points

Support Formations

You may select 0-2 Support Formations for every Core Company chosen.

SUPPORT	UNITS	COST
Vulture Squadron	Four Vultures.	300 points
Vulture Punisher Squadron	Four Vulture Punishers.	400 points
Vulture Slick Squadron	Four Vulture Slicks.	125 Points
Regimental Artillery Battery	Three Howitzer Weapons Platforms, plus three Gun Emplacements.	150 points
Regimental Anti-Air Battery	Three Blitzen Weapons Platforms, plus three Gun Emplacements.	125 points
0-1 Deathstrike Erector Battery	Two Deathstrike Erector-Launchers, plus two Gun Emplacements.	200 points
Firebase Defense Company	Eight Imperial Guard Infantry units and one Imperial Guard Commander unit, plus three Bunkers.	250 points
Mirali Trackers Company	Six Mirali Trackers units.	200 points

Imperial Navy Allies

Up to one third of your army may be composed of Imperial Navy formations.

ALLY	UNITS	COST
Thunderbolt Flight	Two Thunderbolt Fighters.	150 points
Lightning Strike Flight	Two Lightning Strike Fighters.	200 points
Marauder	One Heavy Marauder Bomber.	150 points
Marauder Destroyer	One Mirali Heavy Marauder Destroyer.	175 points

Name	Type	Speed	Armour	CC	FF	Weapons	Range	Firepower	Notes	
Mirali Trackers	Infantry	15cm	6+	4+	5+	Sniper Rifles Booby Traps Miral Combat Blades	30cm (15cm) (Base)	AP5+, Sniper Small Arms Assault Weapons	Infiltrator, Scout, Teleport	
Mirali Vendetta	AV	35cm	5+	6+	5+	3x Twin Lascannon 2x Heavy Bolter	45cm 30cm	AT4+ AP5+	Skimmer, Scout, Transport (Two infantry units)	
Vulture Punisher	AV	35cm	5+	6+	5+	Heavy Bolter Twin Punisher Cannon	30cm 30cm	AP5+ 4x AP4+	Skimmer, Scout	
Vulture Slick	AV	35cm	5+	6+	5+	Heavy Bolter	30cm	AP5+	Skimmer, Scout	
Howitzer Weapon Platform	LV	0cm	-	-	6+	Howitzer	90cm	IBP, Indirect Fire	-	
Blitzen AA Platform	LV	0cm	-	-	6+	Blitzen	60cm	AP6+/AT5+/AA5+	-	
Deathstrike Erector-Launcher	LV	0cm	6+	6+	6+	Deathstrike Missile	Unl.	MW2+, TK(d6), One Shot, Indirect Fire	-	
Lightning Strike Fighter	AC	Fighter	6+	-	-	2x Underwing Rockets Wingtip Lascannon	30cm 30cm	AT4+, FxF AT5+/AA5+, FxF	-	
Heavy Marauder Bomber	AC/WE	Bomber	5+	-	-	2x Twin Heavy Bolters Bomb Racks Twin Lascannon	15cm 15cm 45cm	AA5+ 3BP, FxF AT4+, FxF	DC2. Critical Hit Effect: Destroyed	
Mirali Heavy Marauder Destroyer	AC/WE	Bomber	5+	-	-	3x Twin Autocannon Twin Heavy Bolters 2x Assault Cannon 4x Underwing Rockets	30cm 15cm 15cm 30cm	AT4+/AT5+, FxF AA5+ AA5+, Rear Fire AT4+, FxF	DC2. Critical Hit Effect: Destroyed	
Mirali Fortified Positions Bunkers are <i>Fortifications</i> (see EA 1.8.4), Gun Emplacements provide vehicles with a Cover Save that works like an infantry Cover Save (see EA 1.8.3). Gun Emplacements can hold one unit. Bunkers can hold three units.							Terrain	Infantry	Vehicle	War Engine
							Gun Emplacement	4+ Cover Save	5+ Cover Save	No Effect
							Bunker	3+ Cover Save	Dangerous	Impassible
Special Rule: LZ is Hot! <i>Mirali forces are often required to fly nap-of-the-earth in order to reach heavily held LZs, flying just above or in some cases even below the tree-line. However, this and the ever-present danger of encountering unexpected forces means they tend to fly in closer formation than other Air Cavalry.</i>							Special Rule: Forward Operating Base <i>Mirali forces make extensive use of FOBs, from clearings made by specially designed bombs to prefabricated landing pads.</i>			
Mirali Valkyries, Vendettas, Vultures, and Vulture Punishers lose <i>Scout</i> . However, Mirali Valkyries, Vendettas, Vultures, Vulture Punishers, and Vulture Slicks gain <i>Planefall</i> .							Replace one of the objectives on your side of the board with an FOB. Your forces may <i>Planefall</i> from this objective in the same way as if a spacecraft were present. You must plan your planefall exactly as described in Planning Spacecraft Operations (EA 4.3.1). If your opponent controls this objective at the beginning of the turn you planned to make planefall, you must wait until you either contest or control the FOB at the beginning of the turn in order to use <i>Planefall</i> . Note that if your planefall is delayed in this way you still may not planefall the turn another spacecraft is scheduled to arrive.			