

Mirali Skyraiders v1.0

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

Core Companies

You may select any number of Core Companies

FORMATION	CORE UNITS	COST
0-1 Air Cavalry RHQ	One Imperial Guard Supreme Commander unit, eight Imperial Guard Infantry units, five Valkyries.	475 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	Two Fire Support units, one Valkyrie.	+100 points
Infantry Platoon	Two Imperial Guard Infantry units, one Valkyrie.	+75 points
Snipers	Two Sniper units, one Valkyrie.	+100 points
Attached Vulture	One of the following: Vulture Vulture Punisher	+75 points +100 points

Formations

You may select 0-1 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
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+, <i>Sniper Small Arms</i> <i>Assault Weapons</i>	<i>Infiltrator, Scout, Teleport</i>	
Mirali Vendetta	AV	35cm	5+	6+	5+	3x Twin Lascannon 2x Heavy Bolter	45cm 30cm	AT4+ AP5+	<i>Skimmer, Scout, Transport (Two infantry units)</i>	
Vulture Punisher	AV	35cm	5+	6+	5+	Heavy Bolter Twin Punisher Cannon	30cm 30cm	AP5+ 4x AP4+	<i>Skimmer, Scout</i>	
Vulture Slick	AV	35cm	5+	6+	5+	Heavy Bolter	30cm	AP5+	<i>Skimmer, Scout</i>	
Howitzer Weapon Platform	LV	0cm	-	-	6+	Howitzer	90cm	IBP, <i>Indirect Fire</i>	-	
Blitzen AA Platform	LV	0cm	-	-	6+	Blitzen	60cm	AP6+/AT5+/AA5+	-	
Lightning Strike Fighter	AC	Fighter	6+	-	-	2x Underwing Rockets Wingtip Lascannon	30cm 30cm	AT4+, <i>FxF</i> AT5+/AA5+, <i>FxF</i>	-	
Heavy Marauder Bomber	AC/WE	Bomber	5+	-	-	2x Twin Heavy Bolters Bomb Racks Twin Lascannon	15cm 15cm 45cm	AA5+ 3BP, <i>FxF</i> AT4+, <i>FxF</i>	<i>DC2. Critical Hit Effect: Destroyed</i>	
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+, <i>FxF</i> AA5+ AA5+, <i>Rear Arc</i> AT4+, <i>FxF</i>	<i>DC2. Critical Hit Effect: Destroyed</i>	
Mirali Fortified Positions										
Bankers 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, Bankers 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