

# Cantilucca Drugs Cartels (post 340TW)

15mm

## Drug Cartel fighters

Type	Warrior: 4+ C/Assault: 3
Move	Infantry: 8cm
Defence	5, Light cov' +1, Heavy +2
Weapons	Powerguns: Sh 2, FP 2/2.
Suppress	Remove suppression marker (UP TO 4) on 4+

**VARIANTS**  
**Thugs with Shotguns:**  
 Sh 2, FP 3+1/0. (max range: Short)  
**Tank Hunters**  
 Low-tech Assault rifle: Sh 1, FP 0+1/0 (max range: Long) and Grenade Launchers: Sh 1, FP 3/1 OR AT Sh 1, FP 0/5 (range: NO Short)  
**Large Drugged Thug group:**  
 Low-tech Assault rifle: Sh 5, FP 0+1/0 Untrained: 4+ C/Assault: 2 Remove suppression marker (UP TO 4) on 2+



## Bison Extra Large Earth Mover

Type	Warrior: 4+
Move	Medium, Wheeled: 10cm
Defence	F 10, S 10, R 9, T 9
Weapons	15cm powergun 360: Sh 1, FP 2/6 15cm powergun REAR Arc ONLY: Sh 1, FP 2/6 2cm Gatling Railgun FArc ONLY: Sh 3, FP 2/4; Heavy Conebore FArc ONLY: Sh 2, FP 1/4; Heavy Support Weapon FArc ONLY: Sh 2, FP 1/3. Carries 3 TUs Infantry who may fire from vehicle 360: Assault Rifle: Sh 4, FP 1/1. Bison must be stationary to debuss infantry

**VARIANTS**  
**Missile Tank**  
 Replace Railgun with Hypersonic Missile Rack: Twin Hypersonic 360: Sh 6, FP 0/4  
**Powergun Tank**  
 Replace Railgun with Replace turret with 10cm powergun 360: Sh 1, FP 2/5



## Camel Earthmover Tank

Type	Warrior: 4+
Move	Medium, Wheeled: 10cm
Defence	F 8, S 8, R 8, T 8
Weapons	22cm DS Railgun 360: Sh 1, FP 2/7 Carries no Infantry.

**VARIANTS**  
**Missile Tank**  
 Replace Railgun with Hypersonic Missile Rack: Twin Hypersonic 360: Sh 6, FP 0/4  
**Powergun Tank**  
 Replace Railgun with Replace turret with 10cm powergun 360: Sh 1, FP 2/5



## Buru Armoured Dozer Tank

Type	Warrior: 4+
Move	Slow, Tracked: 8cm
Defence	F 10, S 9, R 8, T 7
Weapons	Medium Laser: Sh 2, FP 3/5 Carries 1 TU infantry.

**VARIANTS**  
**Gatling Tank**  
 1 x 1cm Gating 360:  
 Sh 3, FP 1/3  
**Power Gun Tank**  
 1 x 2cm Powergun 360:  
 Sh 3, FP 3/3  
**Hypersonic Launcher Tank**  
 Hypersonic missile system:  
 Sh 3, FP 0/4;  
 Carries 1 TU infantry.  
**Tank Destroyer**  
 Buzzbomb Rack: Sh 3, FP 1/6  
 FA ONLY (short range only).



## Elephant Heavy Support

Type	Warrior: 4+
Move	Fast, Tracked: 15cm
Defence	F 8, S 8, R 7, T 6
Weapons	MLRS 360 Sh 6, FP 5/4

**VARIANTS**  
**Missile truck**  
 Fitted with a twin Kestrel Medium ATGW: Sh 2, FP 1/6, 360Arc (no short range)



## Rhino Heavy Gun Truck

Type	Warrior: 4+
Move	Fast, Wheeled: 15cm
Defence	F 8, S 8, R 7, T 6
Weapons	Heavy Conebore Left Arc ONLY: Sh 2, FP 1/4; Heavy Support Weapon Right Arc ONLY: Sh 2, FP 1/3. Carries 2 TUs of Infantry

**VARIANTS**  
**Jackel (Jakkaru) Light Gun Truck**  
 Heavy Support Weapon  
 REAR 180 ARC ONLY: Sh 2, FP 1/3.  
**Mule (Raba Transport Truck)**  
 Carries 4 TUs of Infantry who may fire from vehicle 360: Assault Rifle: Sh 5, FP 1/1.



## LEADERS RANKS

### Cartel Leader LV10

LPs is 2d6 + 10  
 Elite skills:  
 Inspirational Leader  
 (LV10 includes the +2 for Inspirational Leader)

### Major Thug LV6

LPs is 2d6 + 6

### Drug Captain LV4

LPs is 2d6 + 4

### Drug Lieutenant LV2

LPs is 2d6 + 2

### Sergeant-at-Arms LV1

LPs is 2d6 + 1

## SPECIAL LEADER

### Pepe Luria LV6

LPs is 2d6 + 6  
 Elite skills:  
 Firefly controller

Pepe has **no combat value** but can travel in an armoured hover Limo.

Move	Fast, Hover: 15cm
Defence	F 9, S 8, R 8, T 8

He controls **2 Firefly swarms**. Each count as: Powergun Sub-machine guns: Sh 6, FP 1+1/1  
**QR Trained 5+**

Move	Fast, Lt. NoE: 15cm:
Defence	DV9 (all arcs)

**Control range 120cm**  
 Damage: ANY hit destroys.

Each moves using 1,2,4 rule. Fireflies are independently targetable to hit individual TUs.

## POINTS COST

Buru (any weapon): 150pts; Bison: 400pts; Camel (any weapon) 300pts; Elephant (any weapon): 275pts; Jackel or Mule: 150pts; Rhino: 200pts  
 Infantry, Large Drugged Group & Thugs with Shotguns: 20pts; Anti-tank Squad: 35pts.

No insurance sergeants may be purchased

A Cartel Leader is 220pts. Pepe Luria costs 100pts

## DETACHMENT

Detachments are 12TUs.

Warriors fight as Veteran but have Leadership as Trained.

6 vehicles - any mix but AT LEAST one from each card. 6 Infantry Units any mix but AT LEAST of each type, Two leaders any rank (but different ranks). One may be Pepe Luria. Total: 1050 to 2195pts.

Build a bigger force by repeating the detachment with two other leaders of other ranks.