

DRANTAKH UNITS IN LASERGRENADIERS

Drantakh Infantry Squad

This squad is set up as a standard squad of ten, composed of two fireteams of five. I sometimes alter the organization of a squad depending on the number of figures available, as well as the number of weapon types and poses. I like to structure the fireteams so that they each have one or two support weapons included.

Armor: 4 for flak armor. Their light scales or leathery skin would give them a natural armor class of 1, but I give them the benefit of their torso armor.

Move: 6 inches (This is the standard infantry move; the unusual legs could justify a higher movement rate.)

Morale: 13 (Sergeant is 3, corporal is 2, eight troopers is 8 = 13)

Size: 0 (They are less than one cubic inch, and fall in the usual range for infantry.)

Soldier	Weapon	Maximum range	Attack factor	Rate of fire	Effect area	Detection effect
sergeant	disruptor pistol	15	6	pulse	none	0
trooper	heavy bolt rifle	42	6	automatic	4 x 2	+1
trooper	heavy bolt rifle	42	6	automatic	4 x 2	+1
trooper	medium antitank rocket launcher	36	8	single	none	0
trooper (loader)	heavy bolt rifle	42	6	automatic	4 x 2	+1

corporal	heavy bolt rifle	42	6	automatic	4 x 2	+1
trooper	heavy bolt rifle	42	6	automatic	4 x 2	+1
trooper	heavy bolt rifle	42	6	automatic	4 x 2	+1
trooper	heavy phaser rifle	45	6	beam	none	+1
trooper	heavy flamethrower	36	6	single	6 x 2	+2

The weapons are assigned based on their characteristics as well as their size in comparison to figures from other ranges and manufacturers. The rifles have magazines, which I usually equate with an automatic rate of fire. They could have been blast, cone, driver, gauss, gyrojet, hypervelocity or basic automatic weapons, but I chose bolt weapons because of their good range and penetration characteristics. (These are the bolt weapons of David Drake's *Hammer's Slammers* rather than *WH40K*.)

The antitank rocket launcher is a bazooka-type weapon. In this case the size matches some other figures I have, so a heavy weapon is the best choice. This is the only weapon the squad has that can penetrate heavy composite armor. The heavy phaser rifle could have been a laser rifle, but designating it as a phaser makes it a better match with other figures. I may decide to go in another direction when I have a chance to compare it to more figures from other lines.

I am using the officers with pistols as sergeants, since I have a couple of higher-ranking officer types from Regiment Games. I did not assign the communication specialists or standard bearers to the infantry squads. I will find an appropriate role for them at the command level.

Drantakh Heavy Machinegun Section

This section is set up with two weapon teams of two, and a command team composed of a noncom and a spotter. A second pair of HMG teams could be assigned to the command team to create an HMG platoon.

The sergeant has a short-range light radio with a maximum range of 180. The spotter has an augmented detection system with a maximum range of 80.

Armor: 4 for flak armor

Move: 6 inches

Morale: 9 (Sergeant is 3, spotter is 2, four troopers is 4 = 9)

Size: 0

Soldier	Weapon	Maximum range	Attack factor	Rate of fire	Effect area	Detection effect
sergeant	automatic pistol	15	6	automatic	none	0
spotter	automatic pistol	15	6	automatic	none	0
gunner & assistant	heavy machinegun	54	4	automatic	6 x 2	0
gunner & assistant	heavy machinegun	54	4	automatic	6 x 2	0

Magnum cone rifles would provide better penetrating power (5) than standard heavy machineguns, with a slightly reduced maximum range (51).

Drantakh Light Mortar Section

Like the HMG section, this section is set up with two weapon teams of two, and a command team composed of a noncom and a spotter. A second pair of mortar teams could be assigned to the command team to create a mortar platoon.

The sergeant has a short-range light radio with a maximum range of 180. The spotter has an augmented detection system with a maximum range of 80.

Armor: 4 for flak armor

Move: 6 inches

Morale: 9 (Sergeant is 3, spotter is 2, four troopers is 4 = 9)

Size: 0

Soldier	Weapon	Maximum range	Attack factor	Rate of fire	Effect area	Detection effect
sergeant	automatic pistol	15	6	automatic	none	0
spotter	automatic pistol	42	6	automatic	none	0
gunner & assistant	60mm light mortar	72	see below	single	3	0
gunner & assistant	60mm light mortar	72	see below	single	3	0

The attack factor of a mortar is dependent upon type of warhead used: high explosive [6], chemical [5], sonic [3], smoke [0]. The minimum range for a light mortar is 12. On its ground mount the mortar is capable of high trajectory direct or indirect fire, but not flat trajectory direct fire.

Assigning a light mortar is the best match to other figures and vehicles with mortars. (I use 1/35th scale 120mm mortars for 90mm mortars in LaserGrenadiers.)