

# AK 47 Republic Army boxed set.

## General notes

- The contents of this box will make a 500 point army for the RFCM AK47 Republic game.
- Due to the figures being made in packs of 8 there may be a few excess figures. These can be used to overpopulate bases or as crew for other units.
- The figures should be mounted on the bases supplied in this army box.
- Small arms bases (the vast majority of any army) should be mounted 3 figures to a base.
- RPG bases should have 2 figures on them. This will make them easy to identify.
- The Character pack is to be used for the general and bodyguard bases. These bases are 3 x4cm deep instead of the usual 3x3cm deep.
- Where LMG and command packs are supplied they should be stirred in with the normal bases to give better visual appeal.

## Religious army (Army 1 in the rulebook)

**General and Bodyguard on two bases.**

**Unit 1. Militia. 8 bases of small arms. 4 bases of RPG. (68 points)**

**Unit 2. Militia. 8 bases of small arms. 4 bases of RPG. (68 points)**

**Unit 3. Militia. 8 bases of small arms. 4 bases of RPG. (68 points)**

**Unit 4. Regular. 3 Tanks. 1 MG armoured car. (183 points)**

**Unit 5. Regular. 2 towed AA guns. 3 small arms bases. 4 RPG bases (114 points)**

## Tactical advice

- Keep the tanks away from enemy foot bases. Pick the enemy off at range. Tanks can shoot across your own foot bases.
- Try to get the militia in to combat by way of a scenery route so they do not get hit in the open.
- Use the regular unit to dominate the table centre or hold an objective there so they can still use the AA against helicopters or enemy.
- Use the general and bodyguard to get a militia unit in to combat.

### Packs

Number	Quantity	Number	Quantity	Number	Quantity	Number	Quantity
72	3	10	1	55	1	35	1 A/C
57	1	4	2	5	1	51	2 AA gun
28	1	71	2	8	1	15	2 trucks
22	1	25	1	7	3 tanks	44	1 character
bases	1 (3x3pack)	extra bases	13	3x4cm bases	2	3	1 (dead)

COST= £80

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## People's Popular Front (Army 2 in the rulebook)

**General and Bodyguard on two bases.**

**Unit 1. Militia. 6 small arms bases. 4 RPG bases. (58 points)**

**Unit 2. Militia. 6 small arms bases. 4 RPG bases. (58 points)**

**Unit 3. Regular. 7 small arms bases. 3 RPG bases. (106 points)**

**Unit4. Regular. Technicals. 2 RCL technicals. 4 HMG technicals.(134 points)**

**Unit 5. Regular. 4 Gun armed armoured cars. (144 points)**

## Tactical advice

- Keep the technicals away from enemy tanks. Use the technicals to shoot at foot units from beyond their 10" range.
- The armoured cars can rapidly re deploy using the roads. If fighting enemy tanks keep at long range.
- Use the militia to hold an objective and provide an outlier group for a second objective.
- If you have to put a unit off table choose the armoured cars, they will find it easy to arrive.
- The regular foot unit is tough enough to assault if you give it support from artillery or technicals.

### Packs

Number	Quantity	Number	Quantity	Number	Quantity	Number	Quantity
4	2	25	2	117	1	127	1
22	1	120	1	112	6 Toyota	7	4 tanks
142	1	119	1	67	1	54	1 character
143	1	118	1	20	1		
bases	1 (3x3pack)	extra bases	none	3x4cm bases	2	3	1 (dead)

COST= £84

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- The figures should be mounted on the bases supplied in this army box.
- Small arms bases (the vast majority of any army) should be mounted 3 figures to a base.
- RPG bases should have 2 figures on them. This will make them easy to identify.
- The Character pack is to be used for the general and bodyguard bases. These bases are 3 x4cm deep instead of the usual 3x3cm deep.
- Where LMG and command packs are supplied they should be stirred in with the normal bases to give better visual appeal.

## Colonial Settlers (Army 3 in the rulebook)

**General and Bodyguard on two bases.**

**Unit 1. Militia. 6 small arms bases. 4 RPG bases (58 points)**

**Unit 2. Regular. 6 small arms bases. 4 RPG bases (108 points)**

**Unit 3. Regular. 2 gun armed armoured cars. 2 technicals with HMG mounted (112 points)**

**Unit 4. Professional. 5 small arms bases. 3 RPG/LAWS bases. (129 points)**

**Unit 5. Regular. 3 small arms bases. 3 HMG bases. (75 points)**

TRUCK ALLOWANCE (3 trucks) (allows a unit to arrive more easily)

## Tactical advice

- Use the professionals to assault a militia unit and destroy them. Don't approach from the open though.
- The gun armoured cars and technicals should be used to support an infantry assault. Avoid enemy tanks.
- The regular HMG unit is intended to hold an objective. Dig in and the HMGs will be very difficult to kill/defeat.
- Use the truck allowance to get the professionals on. If they are already on use it for the regular unit. The militia can walk.

### Packs

Number	Quantity	Number	Quantity	Number	Quantity	Number	Quantity
4	2	71	1	67	1	117	1
22	1	25	1	13	1	125	2
57	1	32	2 Armoured car	17	1	42	1 character
142	1	23	2 Toyota	56	1	15	3 trucks
Bases 3x3	1 (pack)	extra bases	4	3x4cm bases	2	3	1 (dead)
COST= £68							

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- RPG bases should have 2 figures on them. This will make them easy to identify.
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## Dictatorship (Army 8 in the rulebook)

**General and Bodyguard on two bases.**

**Unit 1. Militia. Technicals. 3HMG technicals. 2 gun armed armoured cars.(80 points)**

**Unit 2. Militia. 8 small arms bases. 4 RPG bases. (68 points)**

**Unit 3. Regular. Tanks. 3 T55 tanks. (156 points)**

**Unit4. Regular. 5 small arms bases. 4 RPG bases. (106 points)**

**Unit 5. Regular. 5 small arms bases. 4 RPG bases. (106 points)**

## Tactical advice

- Use the tanks to shoot up any opponent's vehicles at long range. Don't get too close to foot with RPG.
- The two regular units should work together in order to assault an objective.
- The technicals and gun armoured cars should be used to support the militia attacks and not go off on their own.
- Use the militia to hold an objective as well as providing an outlier group for a captured objective.

### Packs

Number	Quantity	Number	Quantity	Number	Quantity	Number	Quantity
43	1 character	25	1	8	2	32	2 armoured cars
4	1	9	1	7	3 tanks		
142	1	5	2	112	3 Toyota		
57	1	24	1	67	Vehicle gunners		
Bases 3x3	1 (pack)	extra bases	none	3x4cm bases	2	3	1 (dead)

COST= £69