

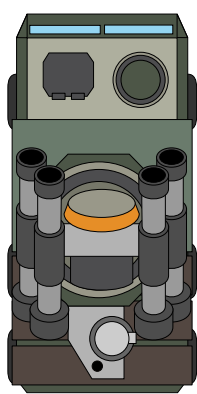
# Allied Units

Dazzle's radar coverage and missile LoS can be **blocked by the plateaus** while they are on the valley floor. Recommend escorting them on top of a plateau for maximum effectiveness.

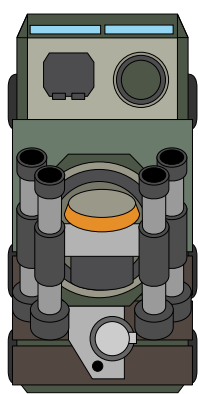
## Air Defence Detachment "Dazzle"

2x AA Missile Trucks

Dazzle-1



Dazzle-2



### AA Missile Truck

Action Pool: ★

♥ 12 ☹️ 6 🛡️ 6 ⚡ 50(60)

AA Missiles:

🎯 20 📊 20 🔄 2 ⚡ 6 🌟 2 🏹 15  
 🗑️ 🔄 🛡️ 🛡️

Can only attack flying units:

ECM Suite:

Passive: +10 [e-war rating] 🗑️

🛡️ 🛡️

Air Defence Radar:

Passive: Can detect large flying units anywhere on the map. Can detect small flying units within 8 hexes. Can perform sensor locks on flying units at unlimited range.

🗑️ 🛡️ 📶

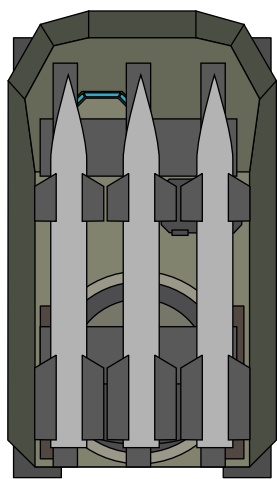
**Target Locked!**: When attacking a flying unit this unit can attempt to lock on as part of its attack action.

# Targets

The SAM battery is believed to consist of a fortified radar truck and 3 launchers. These vehicles are focused on long range, high altitude air defence and cannot engage ground targets. They represent a strategic threat and attacking them will provoke a strong enemy response.

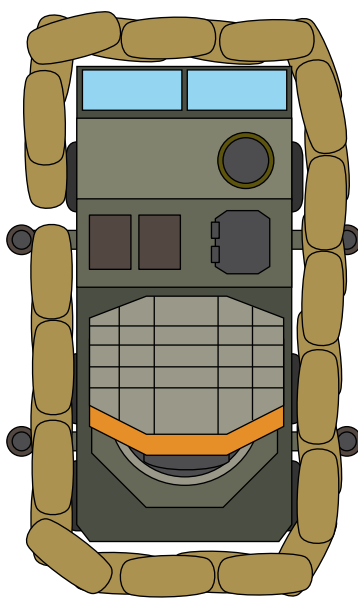
### Mobile SAM Launcher

♥ 16 ⚡ 40 🛡️



### Fortified Radar Truck

♥ 20 ⚡ 60 🛡️ 2



# Likely Enemy Encounters

Neromian **gunships** and **mega cavalry** patrol the area regularly. In addition to those expect a **light infantry presence** armed with **MANPADS**. The intel department has as of yet been unable to confirm the full capabilities of the Neromian mega cavalry units but they have ascertained that some species are **capable of climbing cliff faces**.

## Neromian Gunship

### Gunship

Action Pool: 🛡️ 🛡️ ★

♥ 4 🗑️ 6 🏹 50 🛡️ 10 ⚡ 40

Gunship Autocannon:

🎯 70 📊 4 🔄 3 ⚡ 2 🌟 1 🏹 5

Rocket Strike:

🎯 60 📊 4 🔄 3 ⚡ 3 🌟 1 🏹 5  
 🗑️ 2 🗑️ 🗑️

Gunship ATGM:

🎯 20 📊 10 🔄 1 ⚡ 8 🌟 2 🏹 20  
 🗑️ 🛡️ 🗑️ 🛡️ 2

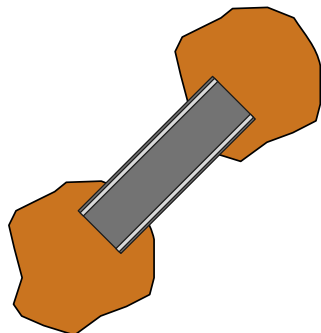
Counter-Measures: 2

**Counter-Measures**: Each charge of countermeasure has a 70% chance to negate an incoming attack from an attack with the **homing** attribute.

**Passive Evasion**: Has a chance to evade attacks if it moved the previous turn.

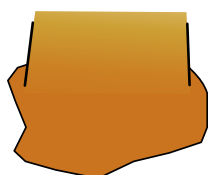
# Terrain Intel

### Bridges:



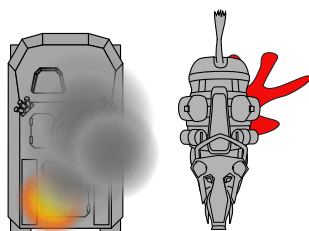
- Clear terrain that allows traversal between connected plateaus.
- Standing under a bridge can protect you from indirect fire attacks.
- Can be destroyed by weapons with the **demolisher** attribute.
- Bridges deal 10 impact damage to all units underneath and on them when they are destroyed.
- Units equipped with jump jets standing on a bridge as it is destroyed will automatically move to the nearest clear hex and take no damage.

### Ramps:



- Clear terrain that allows traversal between ground level and it's attached plateau.

### Wreckage and Corpses:



- Difficult terrain for all movement types,
- Grants 20% Concealment and 2 Cover to units occupying or behind it.