RANKS

Major
LV10
LPs is 2d6 + 10

Captain
LV8
LPs is 2d6 + 8

Lieutenant
LV6
LPs is 2d6 + 6

Sergeant
LV4
LPs is 2d6 + 4

LEADERS

Colonel Cornelius Dark
LV12
LPs is 2d6 + 12

Elite skills: Command Material

DETACHMENTS

Each Detachment is 8 TUs. All infantry TUs start the game in APCs.

Armoured Detachment: 2 Scarab tank destroyers; 1 Scarab command tank destroyer; 3 Firefly laser tanks; 2 Mosquito air-defence laser calliopes. Total: 2635pts. Or...

Infantry Detachment: 2 Dragonfly APCs; 4 TUs of infantry (1 regular, 2 anti tank, 1 heavy attack squads); 1 Damselfly anti-tank missile vehicle; 1 Dragonfly command. Total: 910pts.

Add a Lt. to any of these detachments at 40pts.

Treat this force - whatever option is selected - as a SINGLE detachment. Build a bigger force with both detachments and a captain (100pts).

Colonel Dark may be substituted for the Captain for 300pts instead of the 100pts for the Captain.

POINTS COSTS

Firefly laser tank (or command tank): 325pts; Scarab tank destroyer (or command tank destroyer): 350pts; Mosquito air defence vehicle: 305pts; Dragonfly APC: 175pts; Dragonfly command APC: 100pts; Damselfly anti-tank missile APC: 290pts. Infantry: 35pts; infantry with buzzbomb launcher or laser support weapon: 45pts.

Up to 1 additional sergeant could be purchased at 20pts.