**Points Costs**

Trojan APC: **140pts**; missile launcher Trojan: **145pts**; command Trojan: **100pts**; Slingshot MICV: **195pts**; hypersonic missile calliope: **200pts**; GIAT Tank destroyer: **260pts**; GIAT ADW: **300pts**; GIAT heavy APC missile launcher: **260pts**. All infantry types: **35pts**.

Up to 1 additional sergeant could be purchased at **10pts**.

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**Detachments**

Each Detachment is 10 TUs. All infantry start the game in light or heavy APCs.

- **Strike detachment:** 5 Slingshot MICVs, 2 Slingshot calliope, 1 GIAT ADW, 1 Trojan command, 1 Trojan missile launcher: **Total: 1920pts** or...

- **Heavy detachment:** 4 GIAT ADW, 4 GIAT tank destroyers, 1 Slingshot calliope, 1 Trojan missile launcher: **Total: 2580pts** or...

- **Infantry detachment:** 7 Infantry TUs (3 regular, 4 any mix of other types) in 1 GIAT heavy APC missile launcher and 2 Trojan APCs: **Total: 785pts** or...

- **Dragoon detachment:** 3 Infantry TUs (1 regular, 2 any other type) and 1 Trojan APC, 1 Slingshot MICV, 1 Slingshot calliope, 1 Trojan command, 1 Trojan missile launcher, 1 GIAT ADW, 1 GIAT tank destroyer: **Total: 145pts**.

Add a Lt. to any of these detachments at 20pts.

Treat this force - whatever option is selected - as a SINGLE detachment during play. Build a bigger force with an additional detachment and add a captain (40pts). Add a third detachment with a major (100pts). Add a fourth detachment with an additional major.