RANKS

<table>
<thead>
<tr>
<th>Rank</th>
<th>Level</th>
<th>LPs</th>
<th>Elite Skills</th>
</tr>
</thead>
<tbody>
<tr>
<td>Major</td>
<td>LV8</td>
<td>2d6 + 8</td>
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<tr>
<td>Captain</td>
<td>LV6</td>
<td>2d6 + 6</td>
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<tr>
<td>Lieutenant</td>
<td>LV4</td>
<td>2d6 + 4</td>
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<tr>
<td>Sergeant</td>
<td>LV2</td>
<td>2d6 + 2</td>
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LEADERS

- **Colonel Barthe**
  - Level: LV10
  - LPs: 2d6 + 10
  - **Elite skills:** Defensive Stalwart, Morale Officer

DETACHMENTS

- **Defensive Infantry detachment:** 10 TUs of infantry (3 Skimmer tank hunters, 4 support squad and 3 regular):
  - **Total:** 335pts. Or...

- **Mobile Infantry detachment:** 1 APC, 9 TUs of infantry (6 Skimmer tank hunters, 1 support squad and 2 regular):
  - **Total:** 475pts. Or...

- **Light Armoured detachment:** 4 calliopes, 6 tank destroyers:
  - **Total:** 3050pts.

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

The force may swap a sniper for an infantry TU providing the defensive infantry detachment is in use. Snipers cost 70pts.

**POINTS COSTS**

- Giat self propelled gun or calliope: **305pts**; Giat APC: **150pts**; Infantry: **25pts**; Infantry with support weapon or buzzbomb launcher: **35pts**; Infantry with buzzbomb launcher and bikes/skimmers: **40pts**.

Up to 2 additional sergeants could be purchased at **10pts each.**