### Ranks

- **Major**
  - LV8
  - LPs is 2d6 + 8
- **Captain**
  - LV6
  - LPs is 2d6 + 6
- **Lieutenant**
  - LV4
  - LPs is 2d6 + 4
- **Sergeant**
  - LV2
  - LPs is 2d6 + 2

### 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.

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) or Colonel Jean Paul Barthe. (250pts)

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.**

### Leaders

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

### Points

- Infantry Squad
  - **Type**: Veteran: 4+ C/As’lt: 3
  - **Move**: Infantry: 5cm
  - **Defence**: 6, Light cov’ +1, Heavy +2
  - **Weapons**: 2cm Assault Rifle, powerguns, Sh 2, FP 2/2
  - **Suppress**: remove suppression marker (UP TO 4) on 4+

- **GD800 APC & SP Gun**
  - **Type**: Veteran: 4+
  - **Move**: Fast, Lt Hover: 10cm
  - **Defence**: F 8, S 7, R 7, T 6
  - **Weapons**: 2cm Powergun;
    - Sh 2, FP 2/2. Coin Gun: Sh 1, FP 1/4. Can carry 3 infantry sections.

### Variants

- **Calliope Variant**: Carries no infantry but only weapon is: Calliope: 8 x 3cm Powergun: Sh 8, FP 3/4. **SP Anti-Tank Variant**
  - Defensive value: F 9, S 8, R 8, T 7.
  - No infantry. Armed with powergun cannon: Sh 2, FP 3/3, plus either 5cm High Intensity powergun or 15cm Powergun: Arc Sh 1, FP 2/6 (same stats for either weapon)

### Points

- Infantry: 25pts;
- Infantry with support weapon or buzzbomb launcher: 35pts;
- Infantry with buzzbomb launcher and bikes/skimmers: 40pts.

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