Cecach Federal Regular Army

**LEADER**

Commandant Friis

LV14

LPs is 2d6 + 12 + 2

Elite skills: A Shaper of Men

Morale officer Inspirational Leader

**RANKS**

Captain LV8

LPs is 2d6 + 8

Lieutenant LV6

LPs is 2d6 + 6

Sergeant LV4

LPs is 2d6 + 4

**DETACHMENTS**

Each Detachment is 12TUs. All infantry must be in vehicles at the start of the game.

Infantry Morale Detachment: 3 Suwalska APCs; 6 TUs of infantry (2 of each); 1 Hetman Command, 1 Mlot Fire Support; 1 Combat Support Suwalska. 1 Insurance Sergeant. Total: 495pts. Or...

Mechanised ‘Intruder’ Detachment: 4 Maczec Tanks (including 1 command tank); 1 Combat Support Suwalska, 1 Suwalska APC, 2 TUs of infantry (1 regular, 1 Tank Hunter); 1 Mlot Fire Support; 1 Suwalska ATGW; 2 Maczec Tank Destroyers. 1 Insurance Sergeant. Total: 1285pts.

Treat this force - whatever option is selected - as a SINGLE detachment during play. Build a bigger force with two to four detachments duplicating where required or add Cecach Federal Army Garrison forces (see additional play sheet). All detachments must have an Insurance Sergeant and they regularly field officers of one rank higher than the command requires. A single detachment would have a Captain (80pts), a second a Major (200pts) three detachments would undoubtedly have Commandant Friis (520pts) although he may appear with any force of more than one detachment.

Add capability with Mercenaries - Fasolini’s Company or Podele’s Lions - or Oltenian Eagle Legion (see additional play sheets).

**POINTS COSTS**

Maczec Blower Tank/Command Tank: 150pts; Maczec Blower Tank Destroyer: 180pts; APC: 65pts; Command: 40pts; Lucznik/Mlot/CSV/ATGW: 70pts; Infantry: 10pts; Mortar & Grenade squad: 20pts; Anti-tank squad: 20pts. Add 1 additional Commissar sergeant per detachment at 20pts.

Elite skills when Commandant Friis is fielded

A Shaper of Men: Select one TU each turn to give +1 Quality Value on everything until the end of the turn

Morale Officer: Check for Morale takes place at 25% not 50% plus each TU gains +1 on morale check to remain in the field (as Commisars, they are already 3+)

Inspirational Leader: +2 LPs (already built in).