**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**

Each Detachment is 10 TUs. At least four of the TUs must be vehicles. Of those vehicles, at least one must be an MLRS. All infantry (if any are present) start the game in vehicles, all of which can carry up to 2 infantry TUs.

**Fire Effect Detachment:**
- 2 gun trucks RA4/80; 1 command RA4/80, 2 calliope RA4/80; 3 MLRS RA4/80s (on table);
- 2 TUs of Infantry.
- **Total: 2070pts.** Or...

**Fire Support Detachment:**
- 1 gun truck RA4/80; 1 command RA4/80, 1 calliope RA4/80; 2 MLRS RA4/80s (on table);
- 5 TUs of Infantry.
- **Total: 1350pts.**

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 both detachments and add a captain (40pts) or add a third detachment and a major (100pts) by duplicating one of the detachments above.

**POINTS COSTS**

- Gun Truck: **275pts**;
- Command: **100pts**;
- Calliope: **300pts**;
- MLRS (on table): **250pts**.
- Infantry: **35pts**.

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