Defence Captain el-Khalid costs
Up to 1 additional sergeant could be purchased at 10pts.

Captain el-Khalid
LV8
LPS is 2d6 + 8
Elite skills: Blitzkrieg

LEADERS

RANKS

Captain
LV8
LPS is 2d6 + 8

Major
LV6
LPS is 2d6 + 6

Lieutenant
LV4
LPS is 2d6 + 4

Sergeant
LV2
LPS is 2d6 + 2

DETACHMENTS

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

Reconnaissance detachment: 3 tribarrel jeeps; 2 mortar jeep; 1 Command vehicle, 1 APC; 3 Infantry TUs (1 standard, 1 with buzzbombs and 1 with support weapon):
Total: 1570pts or...

Strike detachment: 4 GD 800 tank destroyers; 1 heavy mortar; 1 calliope; 1 APC; 3 infantry TUs, (1 standard, 1 with buzzbombs and 1 with support weapon):
Total: 1570pts or...

Heavy detachment: 4 GD 800 tank destroyer; 5 M12A4 tank destroyer (upgraded) including a command tank, 1 calliope; Total: 1570pts or...

Protection detachment: 2 APCs; 6 Infantry TUs (1 standard, 3 with buzzboms and 1 with support weapon); 1 heavy mortar; 1 mortar jeep:
Total: 1570pts or...

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 or Captain el-Khalid can be used with ANY number of detachments (including just 1 detachment).

POINTS COSTS

GD 800 tank destroyer: 260pts, M12A4 tank destroyer: 300pts (360pts with tribarrel and AA and buzzbomb defence upgrade);
APC: 150pts; heavy mortar or calliope: 240pts; jeep: 75pts; mortar jeep or command vehicle: 100pts; standard infantry: 30pts; infantry with buzzboms or support weapon: 40pt.

Captain el-Khalid costs 50pts.

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

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