**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

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**DETACHMENTS**

Each Detachment is 10 TUs. 10 TU. At least four of the TUs must be vehicles, at least three of which must be calliopes and all infantry (if any are present) start the game in vehicles, all of which can carry up to 2 infantry TUs.

**Calliope Detachment:**

1 APC/Support vehicle; 1 command vehicle, 3 calliopes; 1 artillery piece (on table); 4 TUs of infantry.

*Total: 1445pts.*

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 by duplicating the detachment above and add a captain (40pts) or add a third detachment and a major (100pts) by duplicating the detachment again.

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**POINTS COSTS**

- **Calliope:** 275pts;
- 10cm artillery (on table): 220pts;
- support/command/transport: 150pts.
- **Infantry:** 25pts.

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