**RANKS**

- **Colonel**
  - **LV10**
  - LPs is 2d6 + 10

- **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. At least five of the TUs must be vehicles and all infantry (if any are present) start the game in vehicles.

**Armoured Grenadier Detachment:** 2 Attackers; 2 heavy Attackers; 1 command vehicle; 5 TUs of infantry (3 TUs of tank hunters and 2 TUs of close support). Total: 1425pts.

**Infantry Support Detachment:** 1 mortar carrier (on table) with 1 TU of close support infantry; 1 calliope; 1 large transporter with 4 TUs of regular infantry; 1 light transport with 1 TU of tank hunter infantry. Total: 945pts.

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 a second detachment and a Captain (40pts) or third (by repeating one of the detachments above) with Colonel Maurice Greenwood (150pts).

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**POINTS COSTS**

Attacker: 275pts; Heavy Attacker (up-armoured): 300pts;
Command: 100pts; Mortar carrier (on table): 225pts;
Calliope: 250pts; transporter: 175pts; light transporter/jeep: 125pts.
Infantry: 25pts; close support and tank hunter infantry: 35pts.

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