LEADERS

Major Zeid
LV8
LPs is 2d6 + 8
Elite Skills:
Inspirational Leader
(6+2)
Command Material,
Blitzkrieg

RANKS

Major
LV6
LPs is 2d6 + 6

Captain
LV4
LPs is 2d6 + 4

Lieutenant
LV2
LPs is 2d6 + 2

Sergeant
LV1
LPs is 2d6 + 1

DETACHMENTS

Each Detachment is 15TUs. Any infantry must be in vehicles at start of play. At least 5 TUs must be infantry, less than half the infantry TUs can have buzzbombs.

National Brigade Detachment:
8 Infantry TUs (4 standard infantry, 2 with buzzbombs 2 attack squads), in 2 Assad-1 APCs; 1 Assad-2 gun truck and 1 Assad-2 missile variant. 1 Assad-1 MLRS; 1 Gecko with railgun and 1 Goanna with either armament. Total: 780pts.

Add a Lieutenant at 10pts.

Desert Raider Detachment:
4 Infantry TUs (1 standard infantry, 2 with buzzbombs 1 attack squads), in 4 Gecko technicals with Hypersonic Missile Launchers and 3 Goannas with railguns and 3 Goannas with Kestral Missiles. 1 Goanna with a railgun and Major Zeid. All Desert Raiders detachment vehicles have Elite skills of Pathfinder or Leadfoot as they are trained specifically in fast movement over any terrain. They must have one of the available paid for ‘Insurance Sergeants’. Total: 1145pts.

Treat this force as a SINGLE detachment during play. The first detachment must be the National Brigade. A second detachment can be added by including the Desert Raiders (with Major Zeid). A bigger force can be built with a third duplicated National detachment adding a captain (20pts) and a fourth with a major (50pts). Up to 2 additional sergeants could be purchased at 5pts each irrespective of the size of the force (but if the Desert raiders are used, one must be purchased for that detachment - it is included in the points cost above).

POINTS COSTS

Assad-2 gun truck or missile variant: 150pts;
Assad-1 MLRS (on table): 145pts,
Assad-1 APC: 50pts; Gecko: 60pts; Goanna: 75pts.
Infantry: 10pts; infantry with buzzbom launcher or Hypersonic missiles: 15pts.

Up to 2 additional sergeants could be purchased at 5pts each.
Desert Raider detachment Elite skills costs: +200pts for the detachment (100pts each)
Major Zeid costs 120pts.