**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 Goanna 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 squad), 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** an **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 buzzbombs launcher or Hypersonic missiles: 35pts.

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**