Heliodorus Regiment

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

DETACHMENTS

Each Detachment is 10 TUs.

Infantry Detachment:
1 large transporter/carrier with 6 infantry TUs - 3 infantry Support Squad TUs and 3 infantry cone-bore/flamethrowers TUs; 1 command transporter with 2 infantry cone-bore/flamethrowers TUs. Total 515pts. Or...

Support Detachment:
2 tractor transporters, both with additional towed weapon with crew (which counts as two TUs in total) and carrying 2 infantry Support Squad TUs and 2 infantry cone-bore/flamethrowers TUs; 1 mortar vehicle with 3 Infantry Mortar TUs. Total 865pts.

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 an additional detachment and add a captain (40pts). To add a third detachment, duplicate one of the detachments above and add a major (100pts).

POINTS COSTS

Large transport/carrier: 160pts; command vehicle: 100pts; mortar (on table): 225pts; towed cone-bore weapon tractor (including towed weapon): 195pts; static cone-bore crew-served weapon: 45pts. Infantry: 30pts; mortar team squad: 40pts; support squad: 35pts.

1 additional sergeant could be purchased at 10pts.