**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.

**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).

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**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**.

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**VARIANTS**

- **Infantry Squad**: Veteran: 4+; C/As’lt: 3
- **Legion 4F6 Transport**: Veteran: 4+
- **Extra Towed Weapon Details**
  - **Legion 4F6 tractor**: same stats as card, left, but only 2 TUs of Infantry and towed Cone-bore with gun crew.
  - **Extra Towed Cone Bore weapon**: Farc Sh 2; FP 1/4
  - **Turning deployed weapon costs 1LP. Hitching or unhitching costs 2LPs.**

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