### Points Costs

<table>
<thead>
<tr>
<th>Infantry Squad</th>
<th>Kraus Heavy Tank</th>
<th>Falchion Light Tank</th>
<th>Fauchard Light APC</th>
</tr>
</thead>
<tbody>
<tr>
<td>Type</td>
<td>Veteran: 4+</td>
<td>Veteran: 4+</td>
<td>Veteran: 4+</td>
</tr>
<tr>
<td>Move</td>
<td>Infantry: 8cm</td>
<td>Fast, Tacked: 15cm</td>
<td>Medium Tracked: 10cm</td>
</tr>
<tr>
<td>Defence</td>
<td>6, Light cov +1, Heavy +2</td>
<td>F 9, S 8, R 7, T 7</td>
<td>F 8, S 7, R 7, T 6</td>
</tr>
<tr>
<td>Weapons</td>
<td>1cm Assault rifle coil-guns: Sh 1, FP 1/3</td>
<td>6cm Railgun: Sh 1, FP 2/3</td>
<td>8cm Railgun: Sh 3, FP 1/3</td>
</tr>
<tr>
<td>Suppress</td>
<td>remove suppression marker (UP TO 4) on 4+</td>
<td>Command Track: Cannot carry infantry.</td>
<td>Support Weapon: Sh 1, FP 1/3 (no short range only)</td>
</tr>
<tr>
<td>VARIANTS</td>
<td>Support Squad with 1cm Assault rifle coil-guns: Sh 1, FP 1/3, &amp; support weapon: Sh 2, FP 1/3.</td>
<td>Support Tank: 6cm Automatic Cannon Sh 2, FP 2/4</td>
<td>Command Track: as Command Track but +1 defensive value; all angles.</td>
</tr>
</tbody>
</table>

### Leaders

**Captain Haupt**
- **LV8**
- LPs is 2d6 + 8
- *Elite skills:* Defensive Stalwart

**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. At least four of the TUs should be vehicles and all infantry start the game in APCs. Infantry should be an even mix of types – half regular infantry and half support and/or anti-tank TUs.

**Infantry platoon and support detachment:** 3 APCs, 1 Command Fauchard, 1 Hurrikan anti-artillery tank and 5 infantry (2 regular, 2 tank hunters and 1 support). **Total:** 910pts or...

**Tank detachment:** 4 Kraus heavy tanks (including 1 Command Tank) and 2 Hurrikan anti-artillery tanks; 2 Falchion light tanks, 1 Falchion Support Tank, 1 Fauchard Mortar. **Total:** 2130 points.

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, add a major (100pts). A third detachment may be selected from later (post 340TW) lists.

Captain Haupt can be used with ANY number of detachments (including just 1 detachment).

**Note:** If a Mine & Recovery TU is included and not destroyed, any Lightning Division Vehicle TU may make a QR to repair any 1-4 minor damage result.

Mine Clearance with CEVs: When clearing mines, CEVs operate like the systems fitted to the front of (for example) Slammers Blower tanks and some Combat Cars. They can check out any mine counter laid on the table within Point Blank range to see if it is a dummy counter or a real mine using a quality roll for 1LP to get a definite result (and employing the 1-2-4 rule if necessary).

**Points Costs**

- Kraus Heavy tank, Command Tank or Hurrikan anti-artillery: 275pts
- Falchion light tank or Support Tank: 200pts
- Fauchard APC or Command Vehicle: 120pts
- Fauchard Mortar: 200pts
- Mine & Recovery vehicle: 220pts
- Infantry: 25pts

A single Mine & Recovery vehicle may be swapped out for one APC. Add 100pts to the detachment cost.

Captain Haupt costs 600pts.

Captain Haupt can be used with ANY number of detachments (including just 1 detachment).

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

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