**Lightning Division - Early**

### LEADERS

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

**Major**
- **LV8**
- LPs is 2d6 + 6

**Captain**
- **LV6**
- LPs is 2d6 + 4

**Lieutenant**
- **LV4**
- LPs is 2d6 + 2

**Sergeant**
- **LV2**
- LPs is 2d6 + 2

### POINTS COSTS

Kraus medium tank or Werbelwind AA tank: 275pts; Hurrikan anti-artillery: 300pts; Thyssen light tank: 200pts; Thyssen APC: 100pts; Thyssen reconnaissance car: 75pts. Infantry: 25pts; infantry with buzzbomb launcher or support weapon: 30pts.

Captain Haupt costs 50pts.

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

### DETACHMENTS

Each Detachment is 10 TUs. At least four of the TUs should be vehicles and all infantry start the game in APCs (6 infantry TUs will need 2 APC TUs). Infantry should be an even mix of types – half regular infantry and half support and/or anti-tank TUs.

All 10 TUs as an infantry platoon with support: 3 APCs, 1 Hurrikan anti-artillery tank and 6 infantry (3 regular, 2 tank hunters and 1 support). Total: 765pts or…

All 10 TUs as two tank platoons: 4 Kraus medium tanks and 1 Hurrikan anti-artillery tank; 3 Thyssen light tanks, 1 Thyssen reconnaissance car and a Werbelwind AA. Total: 2050 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).