**Lightning Division - Post 340TW**

### Infantry Squad
- **Type**: Veteran: 4+  C/As’lt: 3
- **Move**: Infantry 5cm
- **Defence**: 6, Light cov’ +1, Heavy +2
- **Weapons**: 1cm Assault rifle coil-guns, Sh 2, FP 1/3
- **Suppress**: remove suppression marker (UP TO 4) on 4+

**VARIANTS**
- **Support Squad** with 1cm Assault rifle coil-guns: Sh 1, FP 1/3, & support weapon: Sh 2, FP 1/3.
- **Tank Hunters** with 1cm Assault rifle coil-guns: Sh 1, FP 1/3, & Buzzbomb Sh 1, FP 1/6 (short range only).

### M2A7 Blower Tank
- **Type**: Veteran: 4+
- **Move**: Medium, Hv Hover: 7cm
- **Defence**: F 12, S 10, R 9, T 9
- **Weapons**: 9cm Railgun: Sh 1, FP 2/7
- **Defence Systems**: Strip mines, Sh 1 all up to Close 5cm, FP 3/1(3+)
- **Mine Clearance**: Sh 1 at Point Blank 2cm destroys 1 mine counter

**VARIANTS**
- **M2A7F Command Tank**: same stats.

### A21 Jeep
- **Type**: Elite: 3+
- **Move**: Fast, Lt Hover: 10cm
- **Defence**: F 6, S 6, R 6, T 5
- **Weapons**: Heavy Support Weapon, 1cm Railgun: Sh 2, FP 1/3.

**VARIANTS**
- **Mortar Jeep**: Sh 3, FP 3/1 (no short range). Observed by any TU with a line of sight, die versus quality to hit. Not observed: quality -1. Radius from target point 7cm.

### Points Costs

**M2A7 ‘Kurt’ Heavy Blowertank tank (or command tank)** 400pts,
**M9A16 ‘Taifun’ anti- air/artillery**: 250pts; **M9A14 Crew Car**: 170pts;
**M9A14C Command Car**: 130pts; **A21 Mortar Jeep**: 100pts; **TR28 Double Mortor (on table)** 200pts; Infantry: 25pts; infantry with buzzbomb launcher or support weapon: 30pts.

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

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**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. At least four of the TUs should be vehicles and all infantry start the game in Crew Cars (4 infantry TUs will need 4 Crew Car TUs). Infantry can be any mix of types.

**All 10 TUs as an infantry platoon with support**: 4 Crew Cars, 1 Command Car, 1 Tracked Heavy Double Mortar OR 1 Hover Jeep with light mortar and 4 infantry TUs (1 regular, 2 tank hunters and 1 support). Total: 1025pts with the light mortar or 1125pts with the heavy mortar or...

**All 10 TUs as two tank platoons**: 5 M2A7 Blower Tanks (may include 1 Command Tank), and 2 M9A16 anti-artillery calliopes; 1 Crew Car, 1 Command Car, 1TU of tank hunters. Total: 2830pts.

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, pick one from the older Lightning Division Detachment list and add a major (100pts).