**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

**LEADERS**

**Colonel Sipaji**
- LV10
- LPs is 2d6 + 10
- Elite skills:
  - Double Defensive Stalwart (upgrade 4 TUs per turn if they do not move)

**DETACHMENTS**

Each Detachment is 10 TUs. At least 6 of the TUs should be infantry. At least half of the infantry should be regularly armed troops.

- **Guards Detachment:** 2 large transporters, 1 small transporter, 7 infantry TUs; 4 regular infantry TUs; 3 Guards unit TUs. **Total 520pts.** Or...
- **Support Detachment:** 2 trucks, 1 mortar vehicle, 7 infantry TUs: 4 regular infantry TUs; 2 tank hunter armed TUs and 1 support squad TU. **Total 420pts.**

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 both detachments and add a captain (40pts) or add a third detachment and a major (100pts) by duplicating one of the detachments above.

For any force of two or more detachments, Colonel Sipaji may be in command. Add his cost (210pts) to the unit and pay for the regular officer (a captain for two detachments, a major for three) who acts as an ‘insurance’ officer.

**POINTS COSTS**

- Large transport/carrier: **150pts**; mortar (on table): **210pts**; small transport/carrier: **50pts**; truck: **25pts**.
- Infantry: **20pts**; support squad: **20pts**; anti-tank squad or Guard: **30pts**.

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

Colonel Sipaji costs **210pts**.