RANKS

<table>
<thead>
<tr>
<th>Rank</th>
<th>Level</th>
<th>LPs</th>
<th>Elite Skills</th>
</tr>
</thead>
<tbody>
<tr>
<td>Major</td>
<td>LV6</td>
<td>2d6 + 6</td>
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<tr>
<td>Captain</td>
<td>LV4</td>
<td>2d6 + 4</td>
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<tr>
<td>Lieutenant</td>
<td>LV2</td>
<td>2d6 + 2</td>
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<tr>
<td>Sergeant</td>
<td>LV1</td>
<td>2d6 + 1</td>
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LEADERS

Representative Sigmund Lindeyar
LV10
LPs is 2d6 + 10

Elite skills:
Defensive Stalwart

LEADERS

NOTE
Main weapon fires EOT: every other turn ONLY

VARIANTS

Jagdlancer Tank Destroyer

Type: Trained: S+
Move: Slow, Tracked: 5cm
Defence: F 13, S 10, R 9, T 9
Weapons: 25cm Powergun:
Sh EVERY OTHER TURN, FP 4/9, F Arc only. Support Wpn: 1 x 2cm tri-barrel powergun: Sh 3, FP 3/3.
Defence Systems: Drozd, Sh 1 all up to Close 5cm, FP 2/1(+)
Mine Clearance: Sh 1 at Point Blank 2cm destroys 1 mine counter

Jagdlancer Tank Destroyer

Jagdlancer tank destroyer: 350pts; Gladius light tank: 75pts;
Gladius APC: 50pts; Gladius mortar (on table): 75pts;
Gladius command: 35pts; Gladius point defence/calliope: 75pts.
Infantry: 10pts; infantry with support weapon: 15pts; armoured infantry squad: 15pts.

Up to 1 additional sergeant could be purchased at 5pts.

Each Detachment is 15 TUs. All TUs may be armoured vehicles but if infantry are present they must be in APCs and at least half the infantry must be armed only with carbines.

Heavy Armour Detachment: 4 Jagdlancer tank destroyers; 6 Gladius light tanks plus 2 Glavier mortars, 2 Gladius calliopes and 1 Glavier command split into 2 platoons of 5 tank destroyers and tanks with the other vehicles in a support platoon. A captain (20pts) and a lt (10pts) in the two tank platoons. Total: 2215pts.

Or…

Mechanised Infantry Detachment: 1 Gladius calliope, 1Glavier mortar and 1 Glavier command plus 3 Glavier APCswith 9 TUs of infantry (3 each of the 3 types). A captain (20pts) in the command vehicle, a Lt (10pts) with the infantry platoon. Total: 485pts.

The National Guard were top heavy with officers. Each detachment operates, effectively, with one command level higher than it would otherwise be allocated (a single detachment get’s a Captain not a Lieutenant) but it has that Lieutenant as an additional ‘insurance’ officer against loss, like a paid for sergeant (see sidebars Leaders who needs ‘em and Where’s the Sarge, pages 80 and 108). This means that - if the Captain in a detachment is killed - the Lieutenant then takes over at the same leadership value - LV4 - as the Captain had been. Treat this force – whatever option is selected - as a SINGLE detachment during play.

Build a bigger force with both detachments but add yet another officer - a major - at 50pts.

In a defensive battle with two detachments or more, Representative Lindeyar may be present at a cost of 100 pts.