**LEADER**

General Radescu

LV10

LPs is 2d6 + 10

Elite skills:

Inspirational Leader

Morale Officer

The general may be played as an additional TU attached to any Detachment

**RANKS**

Major

LV6

LPs is 2d6 + 6

Captain

LV4

LPs is 2d6 + 4

Lieutenant

Lv2

LPs is 2d6 + 2

Sergeant

LV1

LPs is 2d6 + 1

**DETACHMENTS**

All Detachments are 15TUs. All TUs may be armoured vehicles but if infantry are present they must be in APCs or Trucks and at least half the infantry must be armed with only auto shotguns.

Heavy Armour and Artillery Detachment: 6 Bihor medium tanks; 3 Bihor IST support tanks, 3 Bihor tank hunters plus 2 Bihor rocket artillery vehicles (on OR off table) and 1 Alba APC acting as a command vehicle with no infantry. Split into 3 platoons of any mix of vehicles; a Major (50pts) in the command vehicle with one platoon and a Capt (20pts) and a Lt (10pts) with tanks in two other platoons. Total: 1245pts. Or...

Mechanised Infantry Squadron Detachment: 2 trucks, 1 Alba APC, 1 Alba anti-tank APC, 1 Bihor support tank with 10 TUs of infantry (5 regulars, 3 support and 2 Guard); a Captain (20pts) in the anti-tank APC, a Lt (10pts) and a Sgt (5pts) with the infantry split into two platoons. Total: 450pts. Or...

Molt Sweep and Clear Squad Detachment: 2 Trucks, 2 Alba APC, 1 Alba Anti Tank APC, 1 Bihor Support Tank with 9 TUs of Infantry (5 regulars, 2 support and 2 Guard); a Captain (20pts) in one of the detector trucks, a Lt (10pts) and a Sgt (5pts) with the infantry split into two platoons. The two trucks contain Molt detection equipment with crew rather than deployable TUs (see main rules, page 145). One is a Standard Unit (100pts operating at -1 QR) and one is an off-world Superior unit (200pts). Total: 810pts.

Leaders are incorporated within the points costs, however General Radescu in a Slammers Jeep may be added as an overall commander at 280 additional points.