**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

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**DETACHMENTS**

Each Detachment is 10 TUs. All infantry TUs do NOT have to start the game in APCs, though some may.

**Infantry Platoon detachment:** 2 APCs; 6 TUs of infantry (2 regular light infantry squads and 2 anti tank squads, 1 support squad and 1 assault squad); 1 anti-tank missile APC; 1 command APC. **Total: 740pts**

Add a Lt. to any of these detachments at 20pts.

Treat this force as a SINGLE detachment during play. Build a bigger force with detachments from other mercenary companies like the *Alaudae, Division Légère* or *Compagnie de Barthe* adding commanders from the other companies who would have overall command or the force.

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**POINTS COSTS**

APC: **150pts**; command: **100pts**;

anti-tank missile launcher vehicle: **200pts**.

Light Infantry: **20pts**; all other infantry: **30pts**.

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

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**Infantry Squad**

<table>
<thead>
<tr>
<th>Type</th>
<th>Veteran: 4+</th>
<th>C/As’lt: 3</th>
</tr>
</thead>
<tbody>
<tr>
<td>Move</td>
<td>Infantry: 8cm</td>
<td></td>
</tr>
<tr>
<td>Defence</td>
<td>5, Light cov’ +1, Heavy +2</td>
<td></td>
</tr>
<tr>
<td>Weapons</td>
<td>High-tech Assault Rifle: (max range: long)</td>
<td></td>
</tr>
<tr>
<td>Suppress</td>
<td>remove suppression marker (UP TO 4) on 4+</td>
<td></td>
</tr>
</tbody>
</table>

**VARIANTS**

- **Support Squad** with Auto-shotgun:
  - Sh 1, FP 3+1/0, (max range: Short) and HSW: Sh 2, FP 1/3.

- **Anti Tank Squad** Assault Rifle:
  - Sh 1, FP 1/1 (max range: long)
  - Buzzbombs: Sh 1, FP 1/6 short
  - Assault Squad with Flechette Rifle:
    - Sh 2, FP 3/1 (range: long); and body armour DV 6, Light cov’ +1, Heavy +2

- **Infantry Squad**

  *Against Infantry:* 4 at short range, 2 at med range or 0 at long - no NA

<table>
<thead>
<tr>
<th>INFANTRY SQUAD</th>
<th>Type</th>
<th>Veteran: 4+</th>
</tr>
</thead>
<tbody>
<tr>
<td>Move</td>
<td>Fast, Lt Hover: 15cm</td>
<td></td>
</tr>
<tr>
<td>Defence</td>
<td>F 8, S 7, R 7, T 6</td>
<td></td>
</tr>
<tr>
<td>Weapons</td>
<td>Dual-feed Cannon: Sh 1, FP 4+/5 (NA) Carries 2TU Inf.</td>
<td></td>
</tr>
</tbody>
</table>

**VARIANTS**

- **Command Vehicle:**
  - Same Stats with Dual-feed Cannon but carries no Infantry

- **Anti Tank Missile Launcher:**
  - with Dual-feed Cannon but carries no Infantry. Additional Twin Medium ATGW Launcher. Sh 2, FP 1/6 (no short).

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**GD800 APC**

<table>
<thead>
<tr>
<th>Type</th>
<th>Veteran: 4+</th>
</tr>
</thead>
<tbody>
<tr>
<td>Move</td>
<td>Fast, Lt Hover: 15cm</td>
</tr>
<tr>
<td>Defence</td>
<td>F 8, S 7, R 7, T 6</td>
</tr>
<tr>
<td>Weapons</td>
<td>Dual-feed Cannon: Sh 1, FP 4+/5 (NA) Carries 2TU Inf.</td>
</tr>
</tbody>
</table>

*Against Infantry:* 4 at short range, 2 at med range or 0 at long - no NA

**VARIANTS**

- **Command Vehicle:**
  - Same Stats with Dual-feed Cannon but carries no Infantry

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**General Duotronics Gd806 APC**

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