**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. 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.

**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**.