RANKS

Major
LV4
LPs is 2d6 + 4

Captain
LV2
LPs is 2d6 + 2

Lieutenant
LV1
LPs is 2d6 + 1

Sergeant
LV0
LPs is 2d6 + 0

DETACHMENTS

This is, essentially, a police force, albeit a well-armed one. On Plattner’s World they formed the backbone of the opposition to the ‘Freedom’ Militia. Dressed in grey paramilitary coveralls with a grey beret, they use similar equipment to the Solace Regular Army, although air-cars are the only transport available to them.

All Detachment are 15 TUs. All TUs may be infantry but a maximum of three TUs may be Anti Tank squads.

Gendarm Detachment:
10 TUs of cone-bore-armed troopers; 2 support squads; 3 (generic) police air-cars (30pts each). Include an Lt (10pts).
Total: 230pts. Or…

Special Weapons Gendarmeres:
2 (generic) air-car trucks (30pts each); 4 (Generic) police air-cars (30pts each). 3 TUs of cone-bore-armed troopers; 3 support squads; 3 anti-tank squads. Include an Lt (10pts).
Total: 310pts

Treat this force - whatever option is selected - as a SINGLE detachment during play. Build a bigger force with both detachments replacing one Lieutenant with a Captain (+10pts). Add a third detachment by duplicating one of the above detachments and replacing one Lieutenant with a Major (+40pts).

POINTS COSTS

Infantry: 10pts; infantry support squad: 15pts; infantry Anti-tank squad: 15pts.
Large truck air-cars at 30pts; police air-car: 30pts;
Up to 1 additional sergeant could be purchased at 5pts.