**LEADER**

**Melinda Grayle**
**LV8**
LPs is 2d6 + 8
*Elite skills: Inspirational Leader*

**Commander Halcleides/Fewsett**
**LV8**
LPs is 2d6 + 10
*Elite skills: A Shaper of Men*

**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

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**DETACHMENTS**

As many Freedom Fighter 'Toughs' Detachments as required can be fielded, each with 30 TUs.

**Freedom Fighter 'Toughs' Detachment:** 30 TUs.
5 TUs of double sized group with muskets and 'Molotovs' at 10pts each; 8 TUs with low-tech assault rifles at 7pts each, 2 TUs with buzzbombs at 10pts each, 5 TUs with shotguns at 5pts each and 5 TUs with muskets and Satchel Charges at 8pts each. 5 generic truck air-cars at 15pts each. Total: 266pts. And...

**Trained Militia Detachment:** 15 TUs. 3 generic Large truck air-cars at 30pts each; 1 police air-car at 30pts; 7 infantry group TUs with powerguns at 15pts each; 4 generic truck air-cars with calliopos at 80pts each. Include a special political or military commander (50pts). Total: 595pts.

Use the first ('Toughs') detachment ONLY or BOTH 'Toughs' and the Trained Militia during play. Further detachments of 'Toughs' can be added to make a third or fourth detachment etc.

The Freedom Fighter 'Toughs' count as Green/Untrained and can have the following commanders. Major (3 detachments), Capt (2 detachments), Lt (1 detachment), and an insurance Sgt. If the Support Troops are used they MUST have a special leader present: either their political leader (and rabble rouser) Melinda Grayle (Inspirational Leader: LV 6+2 = 8) or a military commander like Halcleides or Fewsett (they both have LV of 8). All leaders costs of 50pts.

With 3 or more detachments in use (2 or more 'Toughs' and 1 Trained unit), rank commanders can be selected to lead the detachments but both Melinda Grayle AND a military commander can be used.

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**POINTS COSTS**

**Untrained Militia:**
- Regular group with muskets & Satchel charge: 8pts; double sized group with muskets and 'Molotovs': 10pts, group with shotguns: 5pts; group with assault rifles: 7pts; group with buzzbombs: 10pts.
- Up to 1 additional sergeant could be purchased at 1pts.

**Trained support troops:**
- Infantry with powerguns: 15pts. Caliopos and crew: 50pts.
- Large truck air-cars at 30pts; police air-car: 30pts;
- Generic truck air-cars with calliopos at 80pts.
- Up to 1 additional sergeant could be purchased at 5pts.