## LEADER

**Colonel Priamedes**  
*LV10*  
**Ranks**: LV6  
LPs is 2d6 + 10  
**Elite skills:** A Shaper of Men

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### DETACHMENTS

**One ‘Veteran’ 1st Cavalry Detachment at 10 TUs may be fielded.** All infantry must be in vehicles at the start of the game.

**Cavalry Squadron Detachment:** 5 Marzak Attack vehicles holding 4 TUs of infantry (2 standard; 1 support squad and 1 anti-tank squad), 1 command vehicle. Include a Lt (20pts) in the command vehicle.  
**Total: 930pts.**  
Or…

**Up to two Trained detachments at 15 TUs each.** All TUs may be armoured vehicles but if infantry are present they must be in vehicles at the start of the game.

**Cavalry Squadron Detachment:** 7 Marzak Attack vehicles holding 7 TUs of infantry (4 standard; 2 support squads and 1 anti-tank squad), 1 command vehicle. Include a Lt (10pts) in the command vehicle.  
**Total: 650pts.**  
**Mechanised Infantry Squadron:** 4 Marzak APCs holding 8 TUs of infantry (4 standard; 2 support squads and 2 anti-tank squad). 2 Marzak mortar vehicles; 1 command vehicle. Include a Lt (10pts) in the command vehicle.  
**Total: 460pts**

**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 calliopes at 80pts each.  
**Total: 545pts.**

Treat this force - whatever option is selected - as a SINGLE detachment during play. Build a bigger force with two or three detachments selected from the first three listed above *without duplicating*, swapping a lieutenant for a captain (+10pts trained or +20pts veteran) and a trained major (+50pts). For a fourth unit add a detachment of **Solace Militia** (below) with calliopes for air defence with Colonel Apollonio Priamedes at 115pts.

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### POINTS COSTS

- **Marzak Attack:** 75pts; Marzak mortar: (on table): 60pts;  
Marzak APC: 50pts; Marzak command: 30pts.  
Infantry: 10pts; infantry support squad: 15pts;  
infantry anti-tank squad: 15pts.  
Up to 1 additional trained sergeant could be purchased at 5pts.  
Marzak Cavalry Squad Attack: 150pts;  
Marzak Cavalry Squad APC: 100pts;  
Marzak Cavalry Squad command: 60pts. Cavalry: 20pts;  
Cavalry support squad: 30pts; Cavalry anti-tank squad: 15pts.  
Up to 1 additional sergeant could be purchased at 10pts.