**Infantry Squad**

- **Type**: Veteran: 4+
- **Move**: Fast, Wheeled: 15cm
- **Defence**: F 6, S 6, R 6, T 6
- **Weapons**: Light support vehicle

**Variants**

- **Air Defence**: Denel A20 Gun System
- **Defence**: HSW, Sh 2, FP 1/3, twin 3cm autocannon, Sh 2, FP 2/3
- **Weapons**: 9cm rifle gun, Sh 1, FP 2/3, twin 3cm autocannon, Sh 2, FP 2/3
- **Command Vehicle**: as per standard vehicle but with reduced skill level: Veteran 5+

**Detachments**

- **Trained Regular Detachment (15TUs)**: 10 Infantry TUs (4TU standard infantry, 2TU support squad, 2TUs tank hunters, 1 mortar and 1 sniper), 2 Hippo APCs, 2 Buffel APCs, 2 Denel T18 Wilderbeest APCs

**Points Costs**

(Veteran): Rhino Gun System (or Command variant): 305pts; Wildebeest APC or Support: 165pts; Buffel APC or Support: 135pts; Wildebeest or Buffel Command Vehicle: 100pts; Wildebeest or Buffel Air Defence: 210pts; Rapide LS: 60pts; All other Radebes: 80pts; Standard infantry: 30pts; standard infantry on Horses: 40pts; Support Squad, Mortar or Tank Hunters: 35pts; Sniper: 70pts

(Trained): Buffel or Hippo APC 65pts; Buffel Support: 65pts; Standard infantry: 15pts; Support Squad, Mortar or Tank Hunters: 20pts; Sniper: 40pts

Up to 2 additional sergeants could be purchased at 10pts each.