Up to 2 additional sergeants could be purchased at Enforcer heavy wheeled APC (powergun or missile variant):

Infantry:

HSAG16 heavy APC:

HSAG13 tank:

Morale Officer:

Tactical Genius:

Command Material:

**ELITE SKILLS**

**Defence**

Suppress

Weapons

Type

Infantry

HSAG21 Command Variant:

VARIANTS


VARIANTS

HSAG19 Air defence variant: Same stats but only weapon is 25cm laser: Sh 2 shots, FP 3/5. 2 shots in AA mode △

**(LEADERS)**

Marine Colonel

LV12

LPs is 2d6 + 12

**Elite skills:**

Command Material, Tactical Genius, Morale officer

**RANKS**

Major

LV10

LPs is 2d6 + 10

Captain

LV8

LPs is 2d6 + 8

Lieutenant

LV6

LPs is 2d6 + 6

Sergeant

LV4

LPs is 2d6 + 4

**DETACHMENTS**

Each Detachment is 8 TUs. All infantry TUs start the game in APCs.

Heavy Detachment: 3 HSAG13 tanks; 1 HSAG16 heavy APC; 4 TUs infantry (2 regular, 1 support squads and 1 tank killers). **Total: 2610pts. Or...**

Support Detachment: 1 HSAG13 tank; 1 HSAG19 air-defence; 1 HSAG21; command vehicle; 1 HSAG16 heavy APC; 4 TUs infantry (2 regular, 1 support squads and 1 tank killers). **Total: 2410pts. Or...**

Police Action Detachment: 2 Enforcer heavy APCs; 6 TUs infantry (2 regular, 2 support squads and 2 tank killers). **Total: 1300pts. Or...**

Heavy Police Detachment: 2 Enforcer heavy APCs; 1 Enforcer Missile Support; 5 TUs infantry (1 regular, 2 support squads and 2 tank killers). **Total: 1690pts.**

**Add a Lt. to any of these detachments at 40pts.**

Treat this force - whatever option is selected - as a SINGLE detachment. Build a bigger force with two detachments and a captain (100pts), three. detachments and a major (200pts), or four detachments and a Marine Colonel (520pts),

**POINTS COSTS**

HSAG13 tank: **600pts**; HSAG19 air defence: **550pts**;
HSAG16 heavy APC: **550pts**; HSAG21 command: **450pts**.
Enforcer heavy wheeled APC (powergun or missile variant): **450pts**
Infantry: **60pts**; support squad: **70pts**; tank killers: **70pts**.

Up to 2 additional sergeants could be purchased at **20pts** each.

**ELITE SKILLS**

Command Material: When rolling for LP, roll 3d6 and pick the best two dice.

Tactical Genius: Leadership roll to determine turn order, roll 2d6 & pick best one.

Morale Officer: 50% check becomes 25% strength