### LEADERS

**Marine Colonel**

**Level:** 12

LPs: 2d6 + 12

**Elite skills:**
- Command Material
- Tactical Genius
- Morale officer

**RANKS**

**Major**

**Level:** 10

LPs: 2d6 + 10

**Captain**

**Level:** 8

LPs: 2d6 + 8

**Lieutenant**

**Level:** 6

LPs: 2d6 + 6

**Sergeant**

**Level:** 4

LPs: 2d6 + 4

### 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.

### 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 (350pts),