### RANKS

<table>
<thead>
<tr>
<th>Rank</th>
<th>LV</th>
<th>Type</th>
<th>LPs</th>
</tr>
</thead>
<tbody>
<tr>
<td>Major</td>
<td>8</td>
<td>LV8</td>
<td>2d6 + 8</td>
</tr>
<tr>
<td>Captain</td>
<td>6</td>
<td>LV6</td>
<td>2d6 + 6</td>
</tr>
<tr>
<td>Lieutenant</td>
<td>4</td>
<td>LV4</td>
<td>2d6 + 4</td>
</tr>
<tr>
<td>Sergeant</td>
<td>2</td>
<td>LV2</td>
<td>2d6 + 2</td>
</tr>
</tbody>
</table>

### POINTS COSTS

- Panavia Raven gunship: **350pts**
- Lockheed Sioux gunship: **250pts**
- Lockheed Trailblazer or Black Crow APC: **175pts**
- Infantry: **25pts**
- Infantry with buzzbomb or support weapon: **35pts**

Up to 1 additional sergeant could be purchased at **10pts**.

### DETACHMENTS

Each Detachment is 10 Tus. All infantry TUs start the game in APCs.

**Aggressor Squadron Detachment:**
- 2 Raven gunships, 4 Black Crow APCs and 4 infantry TUs (2 regular, 1 support and 1 tank hunters), include a lieutenant (20pts), in one APC or gunship.
- **Total:** 1540pts. Or...

**Support Squadron Detachment:**
- 2 Trailblazer and 1 Black Crow APCs, and 7 infantry TUs (3 regular, 2 support and 2 tank hunters), a Lt (20pts) in an APC. **Total:** 760pts

Treat this force – whatever option is selected - as a SINGLE detachment during play. Build a bigger force with both detachments but swap a captain for one of the lieutenants at +20pts.