Defence
Up to 2 additional sergeants could be purchased at Artillery or support variant Infantry:

Br47 Calliope:
75pts

VARIANTS
Tank Hunters:
With SMG: Sh 2, FP 1/1 (short/medium range only) & Buzzbombs: Sh 1, FP 1/6 (short range only)

VARIANTS
Br46 Command Car: No infantry or cannon, Br47 Calliope: 3cm 8 x Powergun: Sh 8, FP 3/4, 1TU infantry

Leads

Colonel Chiro
LV10
LPs is 2d6 + 10
Elite skills:
Morale Officer,
Command Material

Colonel Peterson
LV10
LPs is 2d6 + 10

DEFENDERS

Br49 Dragoon T/ICV
Type Veteran: 4+
Move Medium, Tracked: 7cm
Defence F 9, S 8, R 7, T 7
Weapons 2cm auto-cannon: Sh 2, FP 2/2, Manta light ATGW: Sh 1, FP 0/5 (no short range). Can carry 2 infantry TUs - if any on board add 1cm submachinegun powerguns: Sh 3, FP 1/1 - firing left/right/rear. (short/medium range only).

VARIANTS
Br46 Command Car: No infantry or cannon, Br47 Calliope: 3cm 8 x Powergun: Sh 8, FP 3/4, 1TU infantry

Gecko 4x4 Reconnaissance
Type Veteran: 4+
Move Fast, Wheeled: 10cm
Defence F 7, S 6, R 6, T 6
Weapons Manta Light ATGW: Launcher: Sh 1, FP 0/5 (no short-range). Cannot carry infantry

VARIANTS
Goanna 6x6 Heavy Recce:
Weapons and move, as Gecko 4x4, above. DV: F 8, S 7, R 7, T 6
Wheeled Maniple 8x8 Supply:
2cm auto-cannon: Sh 2, FP 2/2
DV: F 8, S 7, R 7, T 6 up to 4TUs inf
Maniple 8x8 Artillery variant:
18cm launcher: Sh 1, FP 5/6 QR -1 FOR DIRECT FIRE (ie Trained: 5+); plus 2cm auto-cannon: Sh 2, FP 2/2 Cannot carry infantry

In Summary:

LPs is 2d6 +10
Total: 775pts

LPs is 2d6 +10
Total: 760pts

LPs is 2d6 +10
Total: 750pts

LPs is 2d6 +10
Total: 1390pts

Infantry Detachment: 2 Maniple supply vehicles; 8 infantry TUs (4 standard, 4 with buzzbombs)
Total: 480pts

Support Detachment: 2 Br51 fire support; 2 Br47 air defence calliope; 2 Maniple artillery vehicles; 2 Maniple supplies vehicles; 2 infantry TUs (1 standard, 1 with buzzbombs). If the scenario warrants it, a recovery vehicle can be substituted for one of the Maniple supply vehicles. Total: 1390pts

Add a Lt. to any of these detachments at 20pts.

Treat this force - whatever option is selected - as a SINGLE detachment during play. Build a bigger force with an additional detachment and add a captain (40pts). Add a third detachment with a major (100pts). Add a fourth detachment with a Colonel (Peterson at 200pts or Chiro at 230pts)