Colonel Nightingale  
**LV10**  
LPs is 2d6 + 10  
**Elite skills:**  
Blitzkrieg  
A Shaper of Men

**LEADERS**

**RANKS**

**Major**  
LV8  
LPs is 2d6 + 8

**Captain**  
LV6  
LPs is 2d6 + 6

**Lieutenant**  
LV4  
LPs is 2d6 + 4

**Sergeant**  
LV2  
LPs is 2d6 + 2

**DEPARTMENTS**

Each Department is 10 TUs. At least four of the TUs must be vehicles and all infantry start the game in APCs (4 infantry TUs will need 2 APC TUs). Infantry should be an even mix of types with no more than half as support or anti-tank TUs.

**Strike detachment:** 2 laser tanks; 2 gatling tanks; 1 air defence vehicle; 2 APCs. 3 Infantry TUs (1 regular infantry TU, 1 infantry TU with buzzbomb launcher and 1 TU with laser support weapon). **Total 1575pts** including a Lieutenant.

Treat this force as a SINGLE detachment during play. Duplicate this detachment for a bigger force and add swap a lieutenant for captain (+20pts). Repeat this process to add a third detachment and add swap a lieutenant for a major (+80pts). Alternatively, Colonel Nightingale can be used with two or more detachments.

He leads from the front and replaces the most expensive officer.

So a two detachment force led by Colonel Nightingale would have one detachment led by a lieutenant (1575pts) and one led by the Colonel (1735pts).

A three detachment force led by Colonel Nightingale would have one detachment led by a lieutenant (1575pts), one detachment led by a captain (1595pts), and one led by the Colonel (1735pts).

**POINTS COSTS**

Laser tank: **275pts**; gatling tank: **260pts**;  
air defence vehicle: **125pts**; APC: **125pts**.  
Infantry: **30pts**; infantry with buzzbomb launcher or laser support weapon: **40pts**.

Captain Nightingale costs **180pts**.

Up to 2 additional sergeants could be purchased at **10pts each**, irrespective of the number of detachments.

### RANKS

- **Major**: LV8, LPs is 2d6 + 8  
- **Captain**: LV6, LPs is 2d6 + 6  
- **Lieutenant**: LV4, LPs is 2d6 + 4  
- **Sergeant**: LV2, LPs is 2d6 + 2

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