### LEADERS

#### RANKS

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

#### Colonel Nightingale

**LV10**

LPs is 2d6 + 10

**Elite skills:**

- Blitzkrieg
- A Shaper of Men

#### Lieutenant Cain

**LV6 (4+2)**

LPs is 2d6 + 6 (4+2)

**Elite skills:**

- Inspirational Leader
- Tank Hunter
- Dauntless
- Double tap

#### Sergeant

**LV2**

LPs is 2d6 + 2

---

### DETACHMENTS

Each Detachment 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 or **Total 1675pts including a Lt Cain**

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, Lt Cain can be used with one detachment or Colonel Nightingale can be used with two or more detachments. Cain always fights as an infantry Tank Hunter TU.

All officers lead very much ‘from the front’ and replace the most expensive officer.

So a two detachment force led by Colonel Nightingale with Lt Cain would have one detachment led by a Cain (1675pts) and one led by the Colonel (1735pts).

A three detachment force led by Colonel Nightingale would have one detachment led by a standard lieutenant (1575pts), one detachment led by a captain (1595pts) OR one detachment led by Cain (1695pts), 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**.
Lt Cain costs **120pts**.

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