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

DETACHMENTS

Each Detachment is 10 TUs. At least half of any Infantry not mounted on skimmers should be regularly armed troops. A detachment should include at least 1 additional crew-served, towed weapon.

Infantry Platoon Detachment:
1 KleineKrad with 1 additional towed weapon (which counts as one TUs in total), 4 HSW equipped KleineKrads carrying, 4 Infantry TU’s (2 regular, 1 support, 1 Buzzbomb), 1 Infantry TU on skimmers with buzzbombs. Total: 825pts. Or...

Tank Hunter Detachment:
2 KleineKrad with 2 additional towed weapons (which counts as two TUs in total), 2 anti-tank missile KleineKrads, 6 Infantry TUs on skimmers with buzzbombs. Total: 940pts.

Add a Lt. to a detachment at 20pts.

Use either force as a SINGLE detachment during play. Build a bigger force by using both detachments and adding a captain (40pts). A third detachment could be added by duplicating one of the detachments with a major (100pts).

POINTS COSTS

KleineKrad: 125pts; anti-tank missile KleineKrad: 175pts. KleineKrad: with additional towed weapon: 175pts
Infantry with or without support weapon: 25pts; infantry with buzzbomb launcher: 35pts; infantry with buzzbomb launcher and skimmers: 40pts.

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