**Division Légère (post 330TW)**

**Infantry Squad**

<table>
<thead>
<tr>
<th>Type</th>
<th>Move</th>
<th>Defence</th>
<th>Weapons</th>
<th>Suppress</th>
</tr>
</thead>
<tbody>
<tr>
<td>Anti-Tank Rifle</td>
<td>Infantry: 5cm</td>
<td>6, Light</td>
<td>Flechette Assault Rifle, (max range: long)</td>
<td>remove suppression marker (UP TO 4) on 4+</td>
</tr>
<tr>
<td>Buzzbombs</td>
<td>FP 3/1</td>
<td>Sh 2,</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**VARIANTS**

- Anti-Tank Squad: with Flechette Rifle, Sh 1, FP 3/1 (range: Long) & Buzzbombs: Sh 1, FP 1/6 (short range only).

**Panthère 1 Medium Tank**

<table>
<thead>
<tr>
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</tr>
</thead>
<tbody>
<tr>
<td>Veteran: 4+</td>
<td>Medium, Lt Hover: 10cm</td>
<td>F 9, S 8, R 8, T 7</td>
<td>15cm Hi Powergun, Sh 1, FP 2/6, Support Wpn: 1cm Gatling Rail Gun, Sh 3, FP 1/3, Turret mounted box of Manta Light ATGW, Sh 1, FP 0/5, (no short range), HSW Sh 2, FP 1/3, F Arc only.</td>
<td></td>
</tr>
</tbody>
</table>

**VARIANTS**

- **Command Tank**: same stats.

**Épée APC**

<table>
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<tr>
<td>Veteran: 4+</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Fast, Lt Hover: 15cm</td>
<td>F 8, S 8, R 7, T 6</td>
<td></td>
<td>Heavy Support Weapon, Sh 2, FP 1/3 &amp; carries 2 TUs infantry.</td>
<td></td>
</tr>
</tbody>
</table>

**VARIANTS**

- **Command APC**: As APC vehicle. Carries 27 TUs Inf. 2cm Powerguns Sh 8, FP 3/3, HSW Sh 2, FP 1/3, F Arc only. Carries NO Infantry.

**Anti-Artillery Mixed Calibrope**

<table>
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<tbody>
<tr>
<td>Veteran: 4+</td>
<td>Fast, Lt Hover: 15cm</td>
<td>F 7, S 7, R 6, T 5</td>
<td>Heavy Support Weapon, F Arc: Sh 2, FP 1/3</td>
<td></td>
</tr>
</tbody>
</table>

**VARIANTS**

- **Command APC**: As APC vehicle. Carries 27 TUs Inf. 2cm Powerguns Sh 8, FP 3/3, HSW Sh 2, FP 1/3, F Arc only. Carries NO Infantry.

**Artillery Variant**: HSW Sh 2, FP 1/3, F Arc only plus 21cm launcher: Sh 1, FP 5/5: DIRECT FIRE QR -1. Carries NO Infantry.

**CN56m Gorille 2 Jeep**

<table>
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</tr>
</thead>
<tbody>
<tr>
<td>Veteran: 4+</td>
<td>Fast, Lt Hover: 15cm</td>
<td>F 8, S 8, R 7, T 6</td>
<td>Heavy Support Weapon, F Arc: Sh 2, FP 1/3</td>
<td></td>
</tr>
</tbody>
</table>

**VARIANTS**

- **Missile Jeep**: Manta Light ATGW, Sh 1, FP 0/5 (no short R). No HSW, Advanced Missile Jeep: As above with up to 3 Babouin remote controlled missile units. Each moves using 1,2,4 rule (1LP moves one unit, 2LP the 2nd, 4LP the 3rd unit). Babouin ATGW’s independently targetable at minus 1QR (i.e Trained: 5+). DV: 6 all arcs. Damage: ANY hit destroys. Max distance from Jeep: Short (30cm) Move: Lt Hover 25cm.

**Marzak Industries Épée APC**

**Marzak Industries CN56m Gorille Jeep**

**Points Costs**

- Panthère medium tank or command tank: 275pts; Hadès tank destroyer: 255pts; Hadès II tank destroyer: 260pts; Épée APC: 150pts; Cochon 21cm artillery: 200pts (on table); Porc-épic mixed calibrope: 225pts; command APC: 150pts; Gorille 2 jeep: 80pts; Babouin ATGW unit: 35pts EACH (up to 3 per jeep).

- Infantry squad: 25pts; anti-tank and heavy attack squads: 35pts. Major de Vigny costs 150pts.

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

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**Division Légère (post 330TW)**

**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

**Leaders**

- **Major de Vigny LV10**
  - LPs is 2d6 + 10
  - Elite skills: Inspirational Leader (LV 8+2 = 10)

**Detachments**

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

- **Armoured Platoon Detachment**: 4 Panthère tanks; 1 Panthère command tank; 2 Hadès tank destroyers; 2 Hadès II tank destroyers; 1 Porc-épic calibrope. Include a Lt (20pts) in the command tank. Total: 2650pts. Or...

- **Infantry Platoon Detachment**: 1 Épée APCs; 6 TUs of infantry (2 regular, 2 anti tank, 2 heavy attack squads); 1 Gorille 2 jeep with three Babouin ATGW units; 1 command APC. Include a Lt (20pts) in the command vehicle. Total: 695pts.

Treat this force - whatever option is selected - as a SINGLE detachment during play. Build a bigger force with BOTH detachments adding swapping a lieutenant for a Captain (+20pts) or adding Major de Vigny (+110pts).

A third detachment could be added by duplicating one of the above detachments and adding a regular major (+80pts) or Major de Vigny (+140pts).

Note: A Gorille and one Babouin unit count - together - as a single TU. Two more Babouin units constitute a second TU.