**Major de Vigny**

**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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**LEADERS**

**Major de Vigny**

LV10
LPs is 2d6 + 10

*Elite skills:*

Inspirational Leader (LV 8+2 = 10)

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**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 calliope. Include a Lt (20pts) in the command tank. **Total: 2650pts.**

**Infantry Platoon Detachment:** 2 Épée APCs; 6 TUs of infantry (2 regular, 2 anti tank, 2 heavy attack squads); 1 Gorille jeep with a single Babouin ATGW unit; 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.