

Division Légère



6MM

Infantry Squad

Type	Veteran: 4+ C/As'lt: 3
Move	Infantry: 5cm
Defence	6 , Light cov' +1 , Heavy +2
Weapons	Flechette Assault Rifle, Sh 2, FP 3/1. (max range: long)
Suppress	remove suppression marker (UP TO 4) on 4+

VARIANTS

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

Heavy Attack Squad: with Flechette Rifle: **Sh 1, FP 3/1 (range: Long)** & Hypersonic Missile: **Sh 3, FP 0/4**



Panthère Medium Tank

Type	Veteran: 4+
Move	Medium, Lt Hover: 7cm
Defence	F 9, S 8, R 8, T 7
Weapons	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)

VARIANTS

Command Tank: same stats.



Marzak Industries Panthère Tank

Hadès Tank Destroyer

Type	Veteran: 4+
Move	Fast, Lt Hover: 10cm
Defence	F 10, S 8, R 8, T 7
Weapons	15cm HI Powergun: Sh 1, FP 2/6. FArc only. Support Weapon: 1cm Gatling rail-gun: Sh 3, FP 1/3.

VARIANTS

Hadès II Heavy Tank Destroyer: This sacrifices defence for hitting power with a redesigned gun mount: **DV F 8, S 7, R 7, T 7**

20cm Powergun: **Sh 1, FP 2/8. FArc only.** Support Wpn: 1cm Gatling rail-gun. **Sh 3, FP 1/3. FArc only**



Marzak Ind. Hadès Tank Destroyer

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

Épée APC

Type	Veteran: 4+
Move	Fast, Lt Hover: 10cm
Defence	F 8, S 8, R 7, T 6
Weapons	Heavy Support Weapon: Sh 2, FP 1/3 & carries 2 TUs infantry.

VARIANTS

Command APC: An APC sized vehicle - unarmed. Carries 2TUs Inf. **Anti-Artillery Mixed Calliope:** with 2cm Powerguns **Sh 8, FP 3/3** & Hypersonic missile pack **Sh 3, FP 0/4. Must fire at same target. ⚠**

Carries **NO** Infantry.

HSW: **Sh 2, FP 1/3**

Artillery Variant: HSW: **Sh 2, FP 1/3** plus 21cm launcher:

Sh 1, FP 5/6: DIRECT FIRE QR -1.

Carries **NO** Infantry.



Marzak Industries Épée APC

CN44m Gorille Jeep

Type	Veteran: 4+
Move	Fast, Lt Hover: 10cm
Defence	F 6, S 6, R 6, T 5
Weapons	Heavy Support Weapon, FArc: Sh 2, FP 1/3

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 (20cm) Move: Lt Hover 17cm**



Marzak Industries CN44 Gorille Jeep

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

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.

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 calliope: **225pts**; command APC: **75pts**;
Gorille jeep: **75pts**;
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**.