

# Division Légère TROOP



15MM

## Infantry Squad

Type	Veteran: <b>4+</b> C/As't: <b>3</b>
Move	Infantry: <b>8cm</b>
Defence	<b>6</b> , Light cov' <b>+1</b> , Heavy <b>+2</b>
Weapons	Flechette Assault Rifle, <b>Sh 2, FP 3/1. (max range: long)</b>
Suppress	remove suppression marker (UP TO 4) on <b>4+</b>

### 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 1 Medium Tank

Type	Veteran: <b>4+</b>
Move	Medium, Lt Hover: <b>10cm</b>
Defence	<b>F 9, S 8, R 8, T 7</b>
Weapons	15cm HI Powergun: <b>Sh 1, FP 2/6.</b> Support Wpn: 1cm Gatling Rail Gun. <b>Sh 3, FP 1/3.</b> Turret mounted box of Manta Light ATGW: <b>Sh 1, FP 0/5. (no short range), HSW Sh 2, FP 1/3. FArc only.</b>

### VARIANTS

**Command Tank:** same stats.



Marzak Industries *Panthère 1* Tank

## Hadès Tank Destroyer

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

### 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. 360 mount** HSW **Sh 2, FP 1/3. FArc only.**



Marzak Ind. *Hadès* Tank Destroyer

## RANKS

**Sergeant LV2**

LPs is 2d6 + 2

## LEADER

**Lt Condorcet LV4**

LPs is 2d6 + 4

**Elite skills:**  
Command  
Material



Marzak Ind. *Babouin*

## Épée APC

Type	Veteran: <b>4+</b>
Move	Fast, Lt Hover: <b>15cm</b>
Defence	<b>F 8, S 8, R 7, T 6</b>
Weapons	Heavy Support Weapon: <b>Sh 2, FP 1/3</b> & carries 2 TUs infantry.

### VARIANTS

**Command APC:** As APC vehicle. Carries 2TUs Inf.

**Anti-Artillery Mixed Calliope:** 2cm Powerguns **Sh 8, FP 3/3, HSW Sh 2, FP 1/3. FArc only.** Carries **NO** Infantry.

**Artillery Variant:** HSW **Sh 2, FP 1/3. FArc only** plus 21cm launcher: **Sh 1, FP 5/6: DIRECT FIRE QR -1.** Carries **NO** Infantry.



Marzak Industries *Épée* APC

## CN56m Gorille 2 Jeep

Type	Veteran: <b>4+</b>
Move	Fast, Lt Hover: <b>15cm</b>
Defence	<b>F 7, S 7, R 6, T 5</b>
Weapons	Heavy Support Weapon, <b>FArc: Sh 2, FP 1/3</b>

### 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 *Cn56m Gorille* Jeep

## TROOPS

Each Troop is 5 TUs. All infantry start the game in APCs.

**Armoured Troop:** 1 Panthère tanks; 1 Panthère command tank; 2 Hadès tank destroyers OR 2 Hadès II tank destroyers; 1 Porc-épic calliope OR Cochon Artillery. **Total: 1260pts to 1295 depending on choices Or...**

**Assault Troop:** 1 Hadès tank destroyer OR 1 Hadès II tank destroyer; 1 Épée APC; 3 TUs of infantry (2 anti tank squads, 1 heavy attack squad); **Total: 505 to 510pts.**

**Infantry Troop:** 1 Épée APC; 3 TUs of infantry (1 regular, 1 anti tank, 1 heavy attack squad); 1 Gorille jeep with a single Babouin ATGW unit; **Total: 360pts.**

**Missile Troop:** 1 Épée Command APC, 2 Gorille jeeps with three Babouin ATGW units each; **Total: 520pts.**

**Add a Sergeant. to any of these troops at 10pts.**

**Alternatively, add Lt Concordat for 40pts.**

Treat this force as a SINGLE troop during play. Build a bigger force by replacing the troop with a detachment and/or adding additional detachments. A Lieutenant commands a single detachment (20pts), a captain (40pts) two detachments. Add a third detachment and a major (100pts).

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

See the *Division Legere Big Detachment Cards* for details and more options.



Marzak Industries *AA411 Porc-Epic*



Marzak Industries *A621 Cochon*

## 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 2 jeep: **80pts**;  
Babouin ATGW unit: **35pts EACH** (up to 3 per jeep).

Infantry squad: **25pts**; anti-tank and heavy attack squads: **35pts**.

Lt Alexis Condorcet costs **40pts**. If he is used, an Insurance sergeant could be purchased at **10pts**.