

French Army (1939/42)

After the disastrous losses of the Great War, France decided that it would never suffer the same fate again. The Maginot line seemed to provide an impenetrable barrier against future German invasion, while the French army was apparently the strongest in the world. It was large and well provided with tanks and artillery. Yet in 1940 the German army with its smaller army equipped only with light tanks humbled in a few short weeks not only France, but their British allies as well. France surrendered, giving northern France over to German control, but retaining the south and its colonies. As a German ally, France now found itself at war with first the British Commonwealth in Syria and Madagascar, and then the United States as well with the Operation Torch invasion of Tunisia and Algeria.

French Army (1939/42)

This army list allows you to field a French army in a game of Warhammer Panzer Battles. Once you and your opponent have decided which scenario you are going to play, you will be able to choose your army using the army list and the force organisation chart.

The army list is split into five broad categories that contain troops, vehicles, and characters that you can include in your army. Each separate entry counts as one choice from the organisation chart.

Strategy

The French policy of adopting a defensive approach in order to minimise casualties also handed the initiative to their enemies.

France has a strategy rating of 1.

Enemies

France declared war on Germany following the invasion of Poland, but refrained from serious military activity while it built up its forces. This build up was rudely interrupted in May 1940 by the German attack. Following their rapid defeat, the French army fought the British Commonwealth and United States armies in the colonies before being disbanded by the Germans. Forces from the French Army (1939/42) list can be historically matched against the German Army (1939/40) list, the Fallschirmjäger (1940/43) list, the Waffen-SS (1939/41) list, the British Army (1940/41) list and the US Army (1942/43) list.

Special Rules

Systeme 'D'

The French army operated (as do many) on a mix of centralised control and *Systeme 'D'* (*Systeme Debrouille* or 'muddling through'). The result of this was a lack of awareness among the lower echelons as to the overall plan and how to respond to unexpected events.

French units may not Forced March unless within 12" of a Colonel, Capitaine, or Command Tank.

French Army Glossary

- Canonnier – gunner
- Capitaine – company officer
- Cavalier – cavalry trooper, common soldier
- Colonel – senior officer
- Escadron – squadron or cavalry company
- Escouade – squad or sub-section
- Groupe de Combat – combat group or section
- HE – High Explosive, normal explosive ammunition
- Infirmier – Medical orderly
- Lieutenant – platoon officer
- Peleton - platoon
- Réserviste – part-time reservist called up to fight
- Sapeur – sapper or engineer
- Sergent – squad or section leader
- Sergent-Chef – assistant platoon leader
- Signaleur – signaller or radio-operator.
- Soldat – infantryman, common soldier
- Tireur – sniper or marksman

French Army Summary

	WS	BS	S	T	W	I	A	Ld	Sv
Colonel	3	3	3	3	1	3	1	9	6+
Captaine	3	3	3	3	1	3	1	8	6+
Sergent-Chef	3	3	3	3	1	3	1	7	6+
Soldat	3	3	3	3	1	3	1	7	6+
Veteran Sergent-Chef	3	3	3	3	1	3	2	8	6+
Tireur	3	5	3	3	1	3	1	8	6+
Sergent	3	3	3	3	1	3	1	7	6+
Veteran Sergent	3	3	3	3	1	3	2	8	6+
Cavalier	3	3	3	3	1	3	1	7	6+
Sergent de Sapeurs	2	2	3	3	1	2	1	7	6+
Sapeur	2	2	3	3	1	2	1	7	6+
Canonnier	2	3	3	3	1	2	1	7	6+
Lieutenant	3	3	3	3	1	3	1	8	6+
Réserviste	2	2	3	3	1	2	1	6	6+

<i>Armour:</i>	<i>Front</i>	<i>Side</i>	<i>Rear</i>	<i>BS</i>
Horse-drawn limber	5	5	5	-
Motorcycle combination	5	5	5	-
Requisitioned car	5	5	5	-
P17 or P19 half-track	5	5	5	-
Lorraine 38L VBCP carrier	8	8	8	-
Light truck	5	5	5	-
Medium Truck	5	5	5	-
Heavy Tractor	5	5	5	-
Renault UE supply carrier	8	8	8	-
AMR 33 VM reconnaissance car	8	8	8	2
AMR 35 ZT reconnaissance car	9	8	8	2
P16 half-track reconnaissance car	9	8	8	2
H35 AMC combat car	10	10	10	2
H39 AMC combat car	11	10	10	2
Panhard 178 AMD scout car	10	9	9	2
Char B1 bis tank	11	11	11	2
FCM 36 tank	11	10	10	2
Char D1 tank	10	9	9	2
Char D2 tank	11	10	10	2
Renault FT18 tank	9	9	9	2
Renault R35 tank	11	10	10	2
S35 AMC combat car	11	10	10	2
Artillery co-operation aircraft	7	7	7	-
Breguet 693 attack bomber	7	7	7	-

French Army Weapons Summary

Infantry Weapons

<i>Name</i>	<i>Range</i>	<i>Str.</i>	<i>AP</i>	<i>Type</i>
Lebel mle 1892 revolver	12	2	6	Pistol
MAS mle 1936 rifle	24	3	5	Heavy 1
VB grenade launcher	18	2	-	Heavy 1/Blast
Chatellerault mle 1929 light machine-gun	24	3	5	Rapid Fire 4
Hotchkiss mle 1914 machine-gun	36	3	5	Heavy 6
60 mm mle 1935 light mortar	G 6-24	3	-	Heavy 1/Blast
81 mm mle 1927/31 mortar	G 12-36	4	-	Heavy 1/Blast

Heavy Weapons

<i>Name</i>	<i>Range</i>	<i>Str.</i>	<i>AP</i>	<i>Type</i>
Chatellerault mle 31 tank machine-gun	24	3	5	Heavy 3
13 mm heavy machine-gun or 25 mm anti-aircraft cannon	24	4	5	Heavy 4
25 mm SA 34 anti-tank gun	24	5	4	Heavy 2
37 mm SA 18 tank gun	24	3	5	Heavy 2
Or firing High Explosive	24	2	-	Heavy 2/Blast
37 mm SA 38 tank gun	24	4	5	Heavy 2
Or firing High Explosive	24	2	-	Heavy 2/Blast
47 mm SA 35 tank gun	24	5	4	Heavy 2
Or firing High Explosive	24	3	-	Heavy 2/Blast
47 mm SA 37 anti-tank gun	24	6	4	Heavy 2
Or firing High Explosive	24	3	-	Heavy 2/Blast
75 mm SA 35 tank gun	24	5	4	Heavy 2
Or firing High Explosive	24	4	-	Heavy 2/Blast

Artillery Weapons

<i>Name</i>	<i>Range</i>	<i>Str.</i>	<i>AP</i>	<i>Type</i>
75 mm mle 1897 field gun	24	6	4	Heavy 2
Or firing High Explosive	24	4	-	Heavy 2/Blast
Or firing a barrage	G 60	4	-	Heavy 1/Blast
105 mm C mle 1917 S field howitzer	24	6	4	Heavy 2
Or firing High Explosive	24	5	-	Heavy 2/Blast
Or firing a barrage	G 60	5	-	Heavy 1/Blast
155 mm C mle 1917 S heavy howitzer	36	8	-	Ordnance 1/Blast
Or firing a barrage	G 72	8	-	Ordnance 1/Blast
155 mm L GPF heavy gun	48	8	-	Ordnance 1/Blast
Or firing a barrage	G 96	8	-	Ordnance 1/Blast
155 mm L mle 1932 S heavy howitzer	48	8	-	Ordnance 1/Blast
Or firing a barrage	G 108	8	-	Ordnance 1/Blast

Transport

Armour:	Front	Side	Rear	BS
Horse-drawn limber or wagon	5	5	5	-
Motorcycle combination	5	5	5	-
Requisitioned car	5	5	5	-
Field car	5	5	5	-
P17 or P19 half-track	5	5	5	-
Lorraine 38L VBCP carrier	8	8	8	-
Light truck	5	5	5	-
Medium truck	5	5	5	-
Heavy artillery tractor	5	5	5	-

Type: Horse-drawn limbers and wagons are slow, wheeled vehicles. Motorcycle combinations, field cars, requisitioned cars and trucks are open-topped, wheeled vehicles. P17 and P19 half-tracks are open-topped, light tanks. Lorraine 38 L VBCP (*Voiture Blindée de Chasseurs Portés*) armoured personnel carriers are open-topped, medium tanks. Heavy artillery tractors are open-topped, slow, light tanks.

Passengers: Horse-drawn limbers can tow one gun. Motorcycle combinations can carry 2 models. Requisitioned cars and field cars can carry 4 models. Horse-drawn wagons, half-tracks, Lorraine armoured personnel carriers, light trucks, and heavy artillery tractors can carry 7 models and tow one towed weapon. Medium trucks can carry 20 models and tow one towed weapon.

Armament: P19 half-tracks and Lorraine armoured personnel carriers have a mounting for one light machine-gun. This allows their passengers to fire one machine-gun while embarked in the vehicle.

Special Rules

Civilian Vehicles: Requisitioned cars are civilian vehicles and as such are not at all suitable for cross-country movement. Requisitioned cars become immobilised when crossing difficult ground on a roll of 1 to 4, only proceeding on their way on a roll of a 5 or 6.

HQ

Infantry Headquarters

Infantry Headquarters:

- 1 Headquarters Group
- 0 to 3 Tireur
- 0 to 3 Machine-gun Groups
- 0 to 1 Accompaniment Group
- 0 to 1 Anti-tank Group
- 0 to 1 Supply Carrier Group

Headquarters Group..... 45 points/60 points
The Général Quartier or Headquarters co-ordinates the various components of a force. The **Captaine** or **Colonel** devises the strategy for the coming battle, controlling and co-ordinating the squads under their command.

	<i>Points/ model</i>	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>	<i>Save</i>
Led by Colonel	60	3	3	3	3	1	3	1	9	6+
Led by Capitaine	45	3	3	3	3	1	3	1	8	6+
Sergent-Chef	-	3	3	3	3	1	3	1	7	6+
Soldat	-	3	3	3	3	1	3	1	7	6+
Veteran Sergent-Chef	+10	3	3	3	3	1	3	2	8	6+

Group: The Headquarters Group consists of 1 Colonel or Capitaine, up to 1 Sergent-Chef and 5 Soldat.

Weapons: MAS rifles and fragmentation grenades. The Colonel or Capitaine is armed with a Lebel revolver.

Character: A Colonel or Capitaine is an independent character and follows all the rules for characters given in the Warhammer 40,000 rules. The Sergent-Chef may be upgraded to a Veteran Sergent-Chef for +10 points.

Transport: The Headquarters Group includes two requisitioned cars and may include a medium truck for transporting support weapons for +15 points.

Signaleur: One Soldat may be equipped as a signaller for +35 points.

Infirmier: Up to 2 Soldat may be upgraded to Infirmier trained as a medics for +10 points per model.

Special Rules

Leadership: Any French group or weapon crew within 12" of a Headquarters Group may use the Leadership characteristic of the Colonel or Capitaine for all Leadership tests.

Signaller: A Signaleur or radio operator can communicate with any other model within 12" and can communicate with any other signaller model, regardless of distance.

Infirmier: An *infirmier* or medic allows any one model within 12" to ignore the first failed saving throw it rolls in every turn. The medic may not save any model that has suffered 'Instant Death' (see page 53 of the Warhammer 40,000 rulebook) or that has been hit by a close combat weapon that allows no save at all. The medic may not save models while the medic is in base contact with an enemy model.

Sniper 10 points

Expecting First World War-style trench warfare, the French trained many snipers.

	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>	<i>Save</i>
Tireur	3	5	3	3	1	3	1	7	6+

Weapons: Sniper's version of the MAS rifle and a pistol.

Character: The Tireur is an independent character.

Option: Up to one Sniper may be upgraded to a Master Sniper for +20 points. When a Master Sniper fires his sniper rifle you may choose which of your opponent's models to fire at. For example you could choose to fire at a machine-gunner or a sergeant.

Special Rules

Sniper: Units suffering casualties from sniper rifles must test to avoid pinning as for a barrage.

Camouflage: Snipers are masters at camouflage. A Tireur gains a +1 to any cover save roll when they go to ground.

Machine-gun Group..... 14 points per machine-gun

The French army was well supplied with the old model 1914 Hotchkiss machine-gun, having a platoon in each company and another under battalion control.

	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>	<i>Save</i>
Sergeant	3	3	3	3	1	3	1	7	6+
Soldat	3	3	3	3	1	3	1	7	6+

Group: A Machine-gun Section consists of a Sergeant and 1 or 2 machine-guns. Each machine-gun has a crew of 3 Soldat.

Weapons: Hotchkiss mle 1914 machine-guns. Each Soldat is armed with a MAS rifle.

Option: One Machine-gun Group may have an extra 3 Soldat armed with MAS rifles and a Brandt 60 mm mle 1935 light mortar for + 17 points.

Accompaniment Group 20 points per mortar

The battalion mortars were the excellent Brandt 81 mm. These provided the infantry with their own artillery.

	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>	<i>Save</i>
Sergeant	3	3	3	3	1	3	1	7	6+
Soldat	3	3	3	3	1	3	1	7	6+

Section: An Accompaniment Group consists of a Sergeant and 1 or 2 mortars. Each mortar has a crew of 3 Soldat.

Weapons: Brandt 81 mm mle 1927/31 mortars. Each Soldat is armed with a MAS rifle.

Anti-tank Group 8 points per gun

The French army issued two pairs of anti-tank guns to each battalion as well as holding a divisional reserve.

	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>	<i>Save</i>
Sergeant	3	3	3	3	1	3	1	7	6+
Canonnier	2	3	3	3	1	2	1	7	6+

Group: An Anti-tank Group consists of a Sergeant and 1 or 2 anti-tank guns. Each gun had a crew of 3 Canonnier.

Weapons: 25 mm SA 37 anti-tank guns. Each Canonnier is armed with a MAS rifle.

Vehicles: Each 25 mm SA 37 anti-tank gun has a horse-drawn limber to draw it.

Supply Carrier Group 13 points per carrier

The French were remarkably well prepared for trench warfare. The Renault UE supply carrier towed a trailer packed with ammunition and supplies up to the front-line reducing the hazard to supply parties of moving up under fire.

<i>Armour:</i>	<i>Front</i>	<i>Side</i>	<i>Rear</i>	<i>BS</i>
Renault UE supply carrier	8	8	8	-

Group: A Supply Carrier Group consists of 1 or 2 Renault UE supply carriers.

Type: Renault UE supply carriers are light vehicles.

Armament: Renault UE supply carriers are unarmed.

Special Rules

Supply Unit: Any Command Group or Combat Group starting a turn within 6" of a UE supply carrier may increase its rate of fire by 1 for each model until the Group moves again, even if the UE supply carrier subsequently leaves.

Cavalry Headquarters

Cavalry Headquarters:
1 Headquarters Group
0 to 1 Machine-gun Group
0 to 1 Accompaniment Group
0 to 1 Anti-tank Group

Cavalry Headquarters Group 55 points/70 points

Despite the obvious problems with horsed cavalry on a modern battlefield, the French cavalry arm managed to retain a small number of *Divisions Légère Cavalerie* (DLC or light cavalry divisions). These mixed horsed cavalry and motorised troops.

	Points/ model	WS	BS	S	T	W	I	A	Ld	Save
Led by Colonel	70	3	3	3	3	1	3	1	9	6+
Led by Capitaine	55	3	3	3	3	1	3	1	8	6+
Sergent-Chef	-	3	3	3	3	1	3	1	7	6+
Cavalier	-	3	3	3	3	1	3	1	7	6+
Veteran Sergent-Chef	+10	3	3	3	3	1	3	2	8	6+

Group: The Headquarters Group consists of 1 Colonel or Capitaine, up to 1 Sergent-Chef and 5 Cavalier.

Cavalry: Cavalry Headquarters are cavalry as described in the Warhammer 40,000 rulebook.

Weapons: MAS rifles and fragmentation grenades. The Colonel or Capitaine is armed with a Lebel revolver.

Character: A Colonel or Capitaine is an independent character and follows all the rules for characters given in the Warhammer 40,000 rules. The Sergent-Chef may be upgraded to a Veteran Sergent-Chef for +10 points.

Transport: The Headquarters Group includes two requisitioned cars.

Signaleur: One Cavalier may be equipped as a signaller for +35 points.

Infirmier: Up to two Cavaliers may be upgraded to an infirmier trained as a medic for +10 points.

Special Rules

Cavalry Headquarters: A detachment containing a Cavalry Headquarters may take Cavalry, Motorcycle, and Scout Car Platoons from the Elites choices as Troops choices.

Leadership: Any French group or weapon crew within 12" of a Cavalry Headquarters Group may use the Leadership characteristic of the Colonel or Capitaine for all Leadership tests.

Signaller: A Signaleur or radio operator can communicate with any other model within 12" and can communicate with any other signaller model, regardless of distance.

Infirmier: An *infirmier* or medic allows any one model within 12" to ignore the first failed saving throw it rolls in every turn. The medic may not save any model that has suffered 'Instant Death' (see page 53 of the Warhammer 40,000 rulebook) or that has been hit by a close combat weapon that allows no save at all. The medic may not save models while the medic is in base contact with an enemy model.

Machine-gun Group 16 points per machine-gun

Each cavalry regiment included a machine-gun platoon.

	WS	BS	S	T	W	I	A	Ld	Save
Sergent	3	3	3	3	1	3	1	7	6+
Cavalier	3	3	3	3	1	3	1	7	6+

Group: A Machine-gun Section consists of a Sergent and 1 or 2 machine-guns. Each machine-gun has a crew of 3 Cavalier.

Weapons: Hotchkiss mle 1914 machine-guns. Each Cavalier is armed with a MAS rifle.

Transport: Each machine-gun includes a horse-drawn wagon to carry the gun and crew.

Accompaniment Group 22 points per mortar

Each regiment also included a mortar platoon for close support.

	WS	BS	S	T	W	I	A	Ld	Save
Sergent	3	3	3	3	1	3	1	7	6+
Cavalier	3	3	3	3	1	3	1	7	6+

Section: An Accompaniment Group consists of a Sergent and 1 or 2 mortars. Each mortar has a crew of 3 Cavalier.

Weapons: Brandt 60 mm mle 1935 mortars. Each Cavalier is armed with a MAS rifle.

Transport: Each mortar includes pack horses to carry the mortar and riding horses for the crew.

Anti-tank Group 8 points per gun

To complete the *escadron de mitrailleuses et d'engins d'accompagnement*, the cavalry regiment included a platoon of light anti-tank guns as well.

	WS	BS	S	T	W	I	A	Ld	Save
Sergent	3	3	3	3	1	3	1	7	6+
Canonnier	2	3	3	3	1	2	1	7	6+

Group: An Anti-tank Group consists of a Sergent and 1 or 2 anti-tank guns. Each gun had a crew of 3 Canonnier.

Weapons: 25 mm SA 37 anti-tank guns. Each Canonnier is armed with a MAS rifle.

Vehicles: Each 25 mm SA 37 anti-tank gun has a horse-drawn limber to draw it.

Mechanised Headquarters

Mechanised Headquarters: **1 Mechanised Headquarters Group**
 0 to 3 Machine-gun Groups
 0 to 1 Accompaniment Group
 0 to 1 Anti-tank Group

Mechanised Headquarters Group 50 points/65 points

Mechanised infantry (*Dragons Portés* or *Chasseurs Portés*) provided the infantry component of the DLC, the DLM and the DCR mechanised divisions, each of which had a brigade of mechanised infantry.

	<i>Points/ model</i>	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>	<i>Save</i>
Led by Colonel	65	3	3	3	3	1	3	1	9	6+
Led by Capitaine	50	3	3	3	3	1	3	1	8	6+
Sergent-Chef	-	3	3	3	3	1	3	1	7	6+
Soldat	-	3	3	3	3	1	3	1	7	6+
Veteran Sergent-Chef	+10	3	3	3	3	1	3	2	8	6+

Group: The Headquarters Group consists of 1 Colonel or Capitaine, up to 1 Sergent-Chef and 5 Soldat.

Weapons: MAS rifles and fragmentation grenades. The Colonel or Capitaine is armed with a Lebel revolver.

Character: A Colonel or Capitaine is an independent character and follows all the rules for characters given in the Warhammer 40,000 rules. The Sergent-Chef may be upgraded to a Veteran Sergent-Chef for +10 points.

Transport: The Headquarters Group includes either a field car or a P19 half-track, and a motorcycle combination.

Signaleur: One Soldat may be equipped as a signaller for +35 points.

Infirmier: Up to 2 Soldat may be upgraded to Infirmier trained as a medics for +10 points per model.

Special Rules

Mechanised Headquarters: A detachment containing a Mechanised Headquarters may take Motorcycle Platoons from the Elites choices and Armoured Car choices from the Fast Attack choices as Troops Choices.

Leadership: Any French group or weapon crew within 12" of a Mechanised Headquarters Group may use the Leadership characteristic of the Colonel or Capitaine for all Leadership tests.

Signaller: A Signaleur or radio operator can communicate with any other model within 12" and can communicate with any other signaller model, regardless of distance.

Infirmier: An *infirmier* or medic allows any one model within 12" to ignore the first failed saving throw it rolls in every turn. The medic may not save any model that has suffered 'Instant Death' (see page 53 of the Warhammer 40,000 rulebook) or that has been hit by a close combat weapon that allows no save at all. The medic may not save models while the medic is in base contact with an enemy model.

Machine-gun Group..... 16 points per machine-gun

The French army was well supplied with the old model 1914 Hotchkiss machine-gun, having a platoon in each company and another under battalion control.

	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>	<i>Save</i>
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Sergent	3	3	3	3	1	3	1	7	6+
Soldat	3	3	3	3	1	3	1	7	6+

Group: A Machine-gun Section consists of a Sergent and 1 or 2 machine-guns. Each machine-gun has a crew of 3 Soldat.

Weapons: Hotchkiss mle 1914 machine-guns. Each Soldat is armed with a MAS rifle.

Option: One Machine-gun Group may have an extra 3 Soldat armed with MAS rifles and a Brandt 60 mm mle 1935 light mortar for + 17 points.

Transport: Each machine-gun or mortar includes a light truck at no cost or a P19 half-track for +2 points to carry the weapon and crew.

Accompaniment Group 22 points per mortar

The battalion mortars were the excellent Brandt 81 mm. These provided the infantry with their own artillery.

	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>	<i>Save</i>
Sergent	3	3	3	3	1	3	1	7	6+
Soldat	3	3	3	3	1	3	1	7	6+

Section: An Accompaniment Group consists of a Sergent and 1 or 2 mortars. Each mortar has a crew of 3 Soldat.

Weapons: Brandt 81 mm mle 1927/31 mortars. Each Soldat is armed with a MAS rifle.

Transport: Each machine-gun or mortar includes a light truck at no cost or a P19 half-track for +2 points to carry the weapon and crew.

Anti-tank Group 9 points per gun

The French army issued two pairs of anti-tank guns to each battalion as well as holding a divisional reserve.

	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>	<i>Save</i>
Sergent	3	3	3	3	1	3	1	7	6+
Canonnier	2	3	3	3	1	2	1	7	6+

Group: An Anti-tank Group consists of a Sergent and 1 or 2 anti-tank guns. Each gun had a crew of 3 Canonnier.

Weapons: 25 mm SA 37 anti-tank guns. Each Canonnier is armed with a MAS rifle.

Vehicles: Each 25 mm SA 37 anti-tank gun has a light truck at no cost or a P19 half-track for +1 point to tow the gun and carry the crew. The gun may be carried *porté-style* on its half-track for an extra +4 points.

Special Rules

Delicate: 25 mm SA 37 anti-tank guns were built for horse-traction. They were too lightly built for motor-traction. As a result, trucks and half-tracks cannot tow 25 mm SA 37 anti-tank guns at more than 6" per turn (although they can travel faster carrying the gun *porté-style*).

Porté: At the start of the game, an anti-tank gun may be carried on the deck of a P19 half-track rather than towed. Such *porté* guns may be fired from the half-track without disembarking.

Reserve Armoured Cavalry Headquarters

Reserve Armored Cavalry HQ: 1 Reserve Armoured Cavalry Headquarters Group

Reserve Armoured Cavalry Headquarters Group

The commander of an armored company operated a converted tank with extra communications equipment and map tables.

Group: A HQ Platoon consists of a command tank and up to one other tank selected from the Light Tank or Medium Tank Platoon Fast Attack choices. Being radio equipped, the tanks may operate independently and do not need to remain together as a unit.

Command Tank: A Command Tank is any tank from the Light Tank or Medium Tank Platoon Fast Attack choices equipped with extra communications equipment for +10 points.

Special Rules

Reserve Armoured Cavalry Headquarters: A detachment containing a Reserve Armoured Cavalry Headquarters may take Combat Tank Groups from the Elites choices and Combat Cars from the Fast Attack choices as Troops choices instead.

Artillery Headquarters

Artillery Headquarters: 1 Artillery Headquarters Group at 30 points
0 to 1 Air Observation Post at 75 points

Artillery Headquarters Group

Artillery headquarters combined a number of specialist sections to ensure rapid and accurate artillery support.

Troop: An Artillery Headquarters Group consists of an office-bodied truck.

Options: The Artillery Headquarters Group may include a Survey Section for +30 points and a Counter-battery Section for +25 points.

Special Rules

Signaller: An Artillery Headquarters Group counts as having a signaller and can communicate with any other model within 12" and can communicate with any other signaller model, regardless of distance.

Artillery Survey: If the Survey Section will begin the game on the table, the French player may draw a map and measure the position of terrain features before either side deploys.

Artillery Co-operation Aircraft

French corps included a squadron of liaison aircraft which could be used (enemy air activity permitting) for artillery co-operation.

<i>Armour:</i>	<i>Front</i>	<i>Side</i>	<i>Rear</i>	<i>BS</i>
Artillery Co-operation Aircraft	7	7	7	-

Type: An Artillery Co-operation Aircraft is an aircraft.

Artillery Observer: The Artillery Co-operation Aircraft may call and observe the fire of any French artillery, counting as a character and a signaller.

Special Rules

Long Sorties: Unlike normal aircraft, the AOP may remain on the table from turn to turn. Once it leaves the table, it may never return.

Signaller: A signaller or radio operator can communicate with any other model within 12" and can communicate with any other signaller model, regardless of distance.

Elites

Cavalry Platoon

Cavalry Platoon: 0 to 1 Cavalry Command Group at 70 points
1 or 2 Cavalry Combat Groups at 80 points each.

Cavalry Command Group

Like most countries between the wars, France saw a long debate over the role of cavalry in the future. By the start of the war there were still a number of cavalry divisions in service. Their expected role was as mobile troops in difficult terrain where motor vehicles would be restricted.

	WS	BS	S	T	W	I	A	Ld	Save
Lieutenant	3	3	3	3	1	3	1	8	6+
Sergent-Chef	3	3	3	3	1	3	1	7	6+
Cavalier	3	3	3	3	1	3	1	7	6+
Veteran Sergent-Chef	3	3	3	3	1	3	2	8	6+

Command Group: The Command Group consists of 1 Lieutenant, 1 Sergent-Chef and 8 Cavaliers.

Weapons: MAS rifles and fragmentation grenades. The Lieutenant is armed with a Lebel revolver.

Option: One Cavalier may be armed with a Chatellerault FM 24/29 light machine-gun for +9 points.

Character: The Lieutenant is a character and follows all the rules for characters given in the Warhammer 40,000 rules. The Sergent-Chef may be upgraded to a Veteran Sergent-Chef for +10 points.

Special Rules

Leadership: Any Cavalry Combat Group within 12" of a Cavalry Command Group may use the Lieutenant's Leadership characteristic for all Leadership tests.

Cavalry: Cavalry Platoons are cavalry as described in the Warhammer 40,000 rulebook.

Cavalry Combat Group

French cavalry reflected the infantry being organised into an *escouade* (squad) of *fusiliers* (riflemen) with the Chatellerault machine-gun and another of *éclaireurs* (scouts) with the VB grenade launcher.

	WS	BS	S	T	W	I	A	Ld	Save
Sergent	3	3	3	3	1	3	1	7	6+
Cavalier	3	3	3	3	1	3	1	7	6+
Veteran Sergent	3	3	3	3	1	3	2	8	6+

Combat Group: A Cavalry Combat Group consists of a Sergent and 11 Cavaliers.

Weapons: MAS rifles and fragmentation grenades. One Cavalier is armed with a Chatellerault FM 24/29 light machine-gun.

Option: One Cavalier may be armed with a VB grenade launcher as well as a rifle for +1 point.

Character: The Sergent may be upgraded to a Veteran Sergent for +10 points.

Reconnaissance Platoon

Reconnaissance Platoon: **0 to 1 Motorcycle Command Group at 35 points**
 0 to 2 Motorcycle Combat Groups at 40 points each
 0 to 4 Reconnaissance or Scouting Groups

Motorcycle Command Group

Motorcycle platoons provided the infantry component of the reconnaissance forces. Accompanying the AMR reconnaissance cars and AMD scout cars, they probed well ahead of the main force.

	WS	BS	S	T	W	I	A	Ld	Save
Lieutenant	3	3	3	3	1	3	1	8	6+
Sergent-Chef	3	3	3	3	1	3	1	7	6+
Soldat	3	3	3	3	1	3	1	7	6+
Veteran Sergent-Chef	3	3	3	3	1	3	2	8	6+

Command Group: The Motorcycle Command Group consists of 1 Lieutenant, 1 Sergent-Chef and 1 Soldat.

Weapons: MAS rifles and fragmentation grenades. The Lieutenant is armed with a Lebel revolver.

Option: One Soldat may be armed with a VB grenade launcher as well as a rifle for +1 point.

Character: The Lieutenant is a character and follows all the rules for characters given in the Warhammer 40,000 rules. The Sergent-Chef may be upgraded to a Veteran Sergent-Chef for +10 points.

Transport: Motorcycle Command Groups include three motorcycle combinations for transport.

Special Rules

Leadership: Any Combat Group within 12" of a Command Group may use the Lieutenant's Leadership characteristic for all Leadership tests.

Motorcycle Combat Group

Using the same organisation as the fusiliers, the motorcyclists provided a highly mobile strike force.

	WS	BS	S	T	W	I	A	Ld	Save
Sergent	3	3	3	3	1	3	1	7	6+
Soldat	3	3	3	3	1	3	1	7	6+
Veteran Sergent	3	3	3	3	1	3	2	8	6+

Combat Group: A Motorcycle Combat Group consists of a Sergent and 4 Soldat.

Weapons: MAS rifles and fragmentation grenades.

Option: 1 or 2 Soldat must be armed with Chatellerault FM 24/29 light machine-guns for +9 points per model. One Soldat may be armed with a VB grenade launcher as well as a rifle for +1 point.

Character: The Sergent may be upgraded to a Veteran Sergent for +10 points.

Transport: Motorcycle Command Groups include five motorcycle combinations for transport.

Reconnaissance Group

Autos-mitrailleuse de Reconnaissance (reconnaissance armoured cars) supported by motorcycle squadrons provided the close-in reconnaissance element of the motorised forces. The lack of AMR's meant that the infantry divisions had to make do with old P16 half-tracks or Hotchkiss tanks.

Armour:	Points/ Model	Front	Side	Rear	BS
AMR 33 VM reconnaissance car	11	8	8	8	2
AMR 35 ZT reconnaissance car	22	9	8	8	2
P16 half-track reconnaissance car	20	9	8	8	2
H35 AMC combat car	20	10	10	10	2
H39 AMC combat car	22	11	10	10	2

Group: A Reconnaissance Group consists of 1 to 5 reconnaissance or combat cars.

Type: Reconnaissance cars are light tanks. Combat cars are medium tanks.

Armament: AMR 33 VM and P16 reconnaissance cars are armed with a Chatellerault light machine-gun. AMR 35 ZT reconnaissance cars are armed with a 13 mm heavy machine-gun. H35 combat cars are armed with a 37 mm SA 18 tank gun and a Chatellerault mle 31 tank machine-gun. H39 combat cars are armed with a 37 mm SA 38 tank gun and a Chatellerault mle 31 tank machine-gun.

Options: Renault 35 ZT armoured cars may replace the heavy machine-gun with a 25 mm SA 35 at no cost.

Scout Group

The *auto-mitrailleuse de découvert* (AMD or scout car) formed the eyes and ears of the army. Patrolling ahead of the main force or covering the flanks, their job was to report enemy activity and find intact bridges and gaps in the enemy defences.

<i>Armour:</i>	<i>Points/Model</i>	<i>Front</i>	<i>Side</i>	<i>Rear</i>	<i>BS</i>
Panhard 178 AMD scout car	22	10	9	9	2

Group: A Scout Car Patrol consists of up to 3 scout cars. These may operate independently and do not remain together as a unit.

Type: Panhard 178 scout cars are wheeled vehicles.

Armament: Panhard 178 scout cars are armed with a 25 mm SA35 gun and a Chatellerault mle 31 tank machine-gun.

Special Rules

Scouts: The role of the scout cars was to scout ahead of the main body, seeking out enemy positions and relaying the information back. Their mission as the General's eyes was far more important than any incidental damage they might cause.

To represent this, any Scout Car Groups in the army may be deployed at the start of the battle, even in scenarios where they could not normally be deployed. For example, if you were the defender in a Take and Hold mission, then your Scout Car Group would set up at the start of the battle instead of being placed in reserve with the rest of the Elite units. If you're playing a scenario where you can only deploy a limited number of units then any Scout Car Groups you deploy are not counted against the limit for the scenario.

In addition to this rule, after both sides have deployed, any Scout Car Group may make a 'free move'. The move happens before the first turn takes place. All of the normal movement rules apply.

Engineer Platoon

Engineer Platoon: 1 Engineer Command Group at 45 points
2 or 3 Engineer Groups at 45 points each.

Engineer Command Group

French engineers were seen foremost as experts in creating field fortifications. In the expected environment of trench-warfare, they would assist the infantry in creating impregnable positions.

	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>	<i>Save</i>
Lieutenant	3	3	3	3	1	3	1	8	6+
Sergent-Chef	3	3	3	3	1	3	1	7	6+
Sapeur	2	2	3	3	1	2	1	7	6+
Veteran	3	3	3	3	1	3	2	8	6+
Sergent-Chef									

Command Group: The Engineer Command Group consists of 1 Lieutenant, 1 Sergent-Chef and 8 Sapeurs.

Weapons: MAS rifles and fragmentation grenades. The Lieutenant is armed with a Lebel revolver.

Option: One Sapeur may be armed with a VB grenade launcher as well as a rifle for +1 point.

Character: The Lieutenant is a character and follows all the rules for characters given in the Warhammer 40,000 rules. The Sergent-Chef may be upgraded to a Veteran Sergent-Chef for +10 points.

Special Rules

Leadership: Any Engineer Group within 12" of an Engineer Command Group may use the Lieutenant's Leadership characteristic for all Leadership tests.

Engineers: Engineer Platoons are combat engineers.

Engineer Group

French *Genies* (engineers) are not assault troops, their value lies in the support they render other troops.

	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>	<i>Save</i>
Sergent de Sapeurs	2	2	3	3	1	2	1	7	6+
Sapeur	2	2	3	3	1	2	1	7	6+
Veteran Sergent	3	3	3	3	1	3	2	8	6+

Group: An Engineer Group consists of a Sergent and 11 Sapeurs.

Weapons: MAS rifles and fragmentation grenades.

Option: One Sapeur may be armed with a Chatellerault FM 24/29 light machine-gun for +9 points. One Sapeur may be armed with a VB grenade launcher as well as a rifle for +1 point.

Character: The Sergent may be upgraded to a Veteran Sergent for +10 points.

Special Rules

Demolitions and Obstacles: A player with an Engineer Group in their detachment may place D6 booby traps, razor wire obstacles, or craters (but not minefields) in their deployment area for each Engineer Group before deploying any of their troops.

Mine Clearance: Infantry and engineers may attempt to gap a minefield while moving at D6" per turn. Troops attempting to gap a minefield may not shoot. Engineers attempting to gap a minefield only trigger mines on a roll of 6. If a model attempting to gap a minefield crosses the minefield successfully, that section of minefield is destroyed. Note that engineers crossing the minefield normally do not destroy minefield sections.

Combat Tank Group

Armour:	Points/Model	Front	Side	Rear	BS
Char B1 bis tank	65	11	11	11	2

Char B1 bis tanks were held in the Division Cuirassier Reserve (DCR or reserve heavy cavalry divisions) at supreme headquarters. They were to be allocated to the infantry as needed.

Group: A Combat Tank Group consists of 1 to 3 tanks. Being radio equipped, the tanks may operate independently and do not need to remain together as a unit.

Type: Char B1 bis tanks are slow tanks.

Armament: Char B1 bis tanks are armed with a 75 mm SA 35 tank gun, a 47 mm SA 35 tank gun and two Chatellerault mle 31 tank

machine-guns. The 75 mm SA 35 tank gun has *no* traverse whatsoever. The vehicle has to move or turn to change targets.

Special Rules

Armoured Track Guards: Char B1 bis tanks have armoured track guards that protect the vulnerable track mechanism. The vehicle treats Immobilised results as Crew Stunned instead on a D6 roll of 4+.

Light Combat Tank Group

Armour:	Points/Model	Front	Side	Rear	BS
FCM 36 tank	26	11	10	10	2
Char D1 tank	24	10	9	9	2
Char D2 tank	38	11	10	10	2
Renault FT18 tank	10	9	9	9	2
Renault R35 tank	20	11	10	10	2

Light combat tank battalions were allocated to corps for use as needed. Even the old Renault FT 18 tanks from the First World War were reactivated for infantry support duties.

Group: A Combat Tank Group consists of 1 to 3 tanks.

Type: FCM 36, Char D1, Char D2 and R35 tanks are slow tanks.

Renault FT 18 very slow tanks. Roll 2D6 each turn and take the higher roll to determine how far Renault FT 18 tanks can move.

Armament: FCM 36 tanks are armed with a 37 mm SA 18 tank gun and a Chatellerault tank machine-gun. Char D1 tanks are armed with a 37 mm SA 18 tank gun and a Chatellerault mle 31 tank machine-gun. Char D2 tanks are armed with a 47 mm SA 35 tank gun and a

Chatellerault mle 31 tank machine-gun. FT18 tanks are armed with *either* a Hotchkiss tank machine-gun *or* a 37 mm SA 18 tank gun. R35 tanks are armed with a 37 mm SA 18 tank gun and a Chatellerault tank machine-gun.

Special Rules

Armoured Track Guards: FCM 36, Char D1, and Char D2 tanks have armoured track guards that protect the vulnerable track mechanism. The vehicle treats Immobilised results as Crew Stunned instead on a D6 roll of 4+.

Anti-tank Group

	Points/gun	WS	BS	S	T	W	I	A	Ld	Save
Canonnier	11	2	3	3	3	1	2	1	7	6+

The French army issued two pairs of anti-tank guns to each battalion as well as holding a divisional reserve.

Squad: An Anti-Tank Gun Group consists of 1 or 2 anti-tank guns commanded by a Sergeant. Each gun has a crew of 3 Canonniers.

Weapons: 47 mm SA 37 anti-tank guns. Each Canonnier is armed with a MAS rifle.

Vehicles: Each anti-tank gun has a horse-drawn limber at no cost, a light truck for +2 points, or a P19 half-track for +5 points to tow it.

The gun may be carried porté-style on its half-track for an extra +3 points.

Special Rules

Porté: At the start of the game, an anti-tank gun may be carried on the deck of a P19 half-track rather than towed. Such porté guns may be fired from the half-track without disembarking.

Light Anti-aircraft Group

	Points/gun	WS	BS	S	T	W	I	A	Ld	Save
Canonnier	15	2	3	3	3	1	2	1	7	6+

Each division contained a light anti-aircraft regiment armed with dozens of light anti-aircraft guns.

Group: A Light Anti-Aircraft Group consists of 1 to 3 light anti-aircraft guns commanded by a Sergeant. Each gun has a crew of 3 Canonniers.

Weapons: A 25 mm anti-aircraft gun. Each Canonnier is armed with a MAS rifle.

Vehicles: Light anti-aircraft Groups include light trucks to tow each gun.

Reservist Platoon

Reservist Platoon: **1 Reservist Command Group at 20 points**
2 or 3 Reservist Groups at 15 points each.

Reservist Command Group

Reservist units were expected to hold ground solely through firepower. As a result they were heavily backed by machine-guns.

	WS	BS	S	T	W	I	A	Ld	Save
Lieutenant	3	3	3	3	1	3	1	8	6+
Réserviste	2	2	3	3	1	2	1	6	6+

Command Group: The Command Group consists of 1 Lieutenant, 1 Sergent-Chef and 8 Réservistes.

Weapons: MAS rifles and fragmentation grenades. The Lieutenant is armed with a Lebel revolver.

Option: One Réserviste may be armed with a Chatellerault FM 24/29 light machine-gun for +6 points.

Character: The Lieutenant is a character and follows all the rules for characters given in the Warhammer 40,000 rules.

Special Rules

Leadership: Any Reservist Group within 12" of a Reservist Command Group may use the Lieutenant's Leadership characteristic for all Leadership tests.

Reservist Group

Equipped with extra machine-guns for maximum fire-power, reservist groups were solid enough in good defensive positions.

	WS	BS	S	T	W	I	A	Ld	Save
Réserviste	2	2	3	3	1	2	1	6	6+

Reservist Group: A Combat Group consists of a Sergent and 11 Réservistes.

Weapons: MAS rifles and fragmentation grenades.

Option: 1 or 2 Réservistes must be armed with Chatellerault FM 24/29 light machine-guns for +6 points per model.

Mechanised Platoon

Mechanised Platoon: **1 Mechanised Command Group at 35 points**
2 or 3 Mechanised Combat Groups at 60 points each.

Command Group

Dragons portés (motorised dragoons) provided the infantry force for the French mechanised divisions. The *Chasseurs portés* (motorised light infantry) performed a similar role in the DCR (*Divisions Cuirassier Reserve*) or reserve armoured divisions.

	WS	BS	S	T	W	I	A	Ld	Save
Lieutenant	3	3	3	3	1	3	1	8	6+
Soldat	3	3	3	3	1	3	1	7	6+
Veteran	3	3	3	3	1	3	2	8	6+
Sergent-Chef									

Command Group: The Command Group consists of 1 Lieutenant, 1 Sergent-Chef and 6 Soldat.

Weapons: MAS rifles and fragmentation grenades. The Lieutenant is armed with a Lebel revolver.

Option: One Soldat may be armed with a VB grenade launcher as well as a rifle for +1 point.

Character: The Lieutenant is a character and follows all the rules for characters given in the Warhammer 40,000 rules. The Sergent-Chef may be upgraded to a Veteran Sergent-Chef for +10 points.

Transport: Command Groups include a motorcycle combination and either a light truck at no cost, a P19 half-track for +1 points or (if *Chasseurs* in the DCR) a Lorraine 38L armoured carrier for +2 points.

Special Rules

Leadership: Any Mechanised Combat Group within 12" of a Mechanised Command Group may use the Lieutenant's Leadership characteristic for all Leadership tests.

Mechanised Combat Group

The organisation of the *Dragons portés* was very similar to the regular infantry, except that they had extra machine-guns mounted on their vehicles.

	WS	BS	S	T	W	I	A	Ld	Save
Soldat	3	3	3	3	1	3	1	7	6+
Veteran	3	3	3	3	1	3	2	8	6+
Sergent									

Combat Group: A Mechanised Combat Group consists of a Sergent and 10 Soldat.

Weapons: MAS rifles and fragmentation grenades.

Option: 1 to 3 Soldat must be armed with a Chatellerault FM 24/29 light machine-guns for +9 points per model. One Soldat may be armed with a VB grenade launcher as well as a rifle for +1 point.

Character: The Sergent may be upgraded to a Veteran Sergent for +10 points.

Transport: Combat Groups include two light trucks at no cost, two P19 half-tracks for +2 points, or (if *Chasseurs* in the DCR) two Lorraine 38L armoured carriers for +4 points.

Fast Attack

Combat Car Group

Armour:	Points/Model	Front	Side	Rear	BS
H35 AMC combat car	20	10	10	10	2
H39 AMC combat car	22	11	10	10	2
S35 CC cavalry tank	38	11	10	10	2

The bulk of French tanks in the mechanised divisions were *autos-mitrailleuse de combat* (combat armoured cars).

Group: A Combat Car Group consists of 1 to 3 combat cars or cavalry tanks.

Type: Combat cars and cavalry tanks are medium tanks.

Armament: H35 combat cars are armed with a 37 mm SA 18 tank gun and a Chatellerault mle 31 tank machine-gun. H39 combat cars are armed with a 37 mm SA 38 tank gun and a Chatellerault mle 31

tank machine-gun. S35 cavalry tanks are armed with a 47 mm SA 35 tank gun and a Chatellerault mle 31 tank machine-gun.

Special Rules

Armoured Track Guards: S35 cavalry tanks have armoured track guards that protect the vulnerable track mechanism. The vehicle treats Immobilised results as Crew Stunned instead on a D6 roll of 4+.

Heavy Support

Divisional Artillery Troop

Divisional Artillery Troop: 1 Troop Command at 45 points
1 to 3 Field Guns

Troop Command 45 points

The bulk of French artillery was still the beloved (if now somewhat elderly) 75 mm modèle 1897.

	WS	BS	S	T	W	I	A	Ld	Save
Lieutenant	3	3	3	3	1	3	1	8	6+
Canonnier	2	3	3	3	1	2	1	7	6+

Troop: A Troop Command consists of a Lieutenant and a Canonnier equipped as a signaller.

Weapon: The Lieutenant is armed with a Lebel mle 1892 Revolver. The Signaller is armed with a MAS rifle.

Character: The Lieutenant is a character and follows all the rules for characters given in the Warhammer 40,000 rules.

Vehicle: The Troop Command rides on in a field car.

Special Rules

Leadership: Any field gun crew within 12" of a Troop Command may use the Leadership characteristic of the Lieutenant for all Leadership tests.

Signaller: A signaller or radio operator can communicate with any other model within 12" and can communicate with any other signaller model, regardless of distance.

Field Gun 20 points per gun

The venerable 1897 *soixante-cinq* or '75' was still the main field gun in French service, although many had been updated for motor transport.

	WS	BS	S	T	W	I	A	Ld	Save
Sergent	3	3	3	3	1	3	1	7	6+
Canonnier	2	3	3	3	1	2	1	7	6+

Gun: A Field Gun has a crew of a Sergent and 3 Canonniers.

Weapons: 75 mm mle 1897 field gun. Each Canonnier is armed with a MAS rifle.

Vehicle: Field Guns include a horse-drawn limber at no cost or a medium truck for +6 points or a half-track for +13 points to tow the gun.

French Army Appendices

Force Structure

Infantry

The Chatellerault machine-gun and the VB grenade launcher give French infantry a good combination of weapons. The Chatellerault can support the infantry even while advancing, while the VB is excellent for destroying machine-gun posts and other difficult targets that hold up the advance. The biggest weakness of French infantry is their lack of mobility. You will need to plan ahead and provide plenty of support right along the line to push ahead. Rely on your artillery to react to unexpected circumstances.

On the defensive, you have plenty of machine-guns available to you. Dig these into good positions and protect them with your infantry. Once again, plentiful artillery support will slow down the enemy giving you time to destroy them with fire. Maintain a second defensive line behind the first with anti-tank guns and artillery to contain any breakthroughs.

Tanks

French tanks are an interesting challenge. Being well armoured, they are perfectly suited as infantry tanks, but their lack of mobility and anti-tank capability make them less useful in open warfare. Your tanks are too slow to respond to calls for help if held centrally. Use them as infantry-support weapons spread along the line.

The obvious exception to this are the combat cars of the DLM (light mechanised division). With Mechanised infantry in support, these make a potent force.

Artillery

“Artillery conquers, infantry occupies.” Artillery is one of the strong points of any French army. It is cheap and plentiful, and because it can fire wherever it is needed, it compensates for a relatively immobile army. Choose an extra Headquarters to command your artillery. The Headquarters remains near the batteries providing signals support for them. The Battery Troop should move forward with the troops to observe for the guns (in addition to other characters), relaying calls for support through the Headquarters.

Spahis

The colonial cavalry regiments of North Africa were known as Spahis. These units fought extremely well. Treat them as regular cavalry platoons, but increase their Leadership rating to 8 for +10 points per group.

Foreign Legion

The French Foreign Legion has a tradition of harsh discipline and staunch courage. Any Foreign Legion unit that is forced to fall-back due to failed Leadership test may re-roll the test. Foreign Legion Groups increase their cost by +10 points each.

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