

ARMY SPECIAL RULES

FORWARD ARTILLERY DOCTRINE

The Artillery Forward Observer unit may call an artillery barrage twice instead of once per game. Resolve the first barrage as normal. Then, after the first barrage has been resolved, the observer may call a second (when issued a *Fire* order).

HIGHLY-MOTIVATED RESERVES

Every Inexperienced unit that has one or more pin markers can make a test to lose one pin marker if there are any enemy units within 12" immediately before an order is given to it. For example, a unit of infantry has two pin markers and there is an enemy unit within 12" – when the infantry are allocated an order they can test to lose one pin marker immediately before the order test is taken.

Roll a die: on a roll of 4, 5 or 6 the test is passed and the unit loses one pin marker; on a 1, 2 or 3 the test is failed and the unit retains the pin markers it has.

Once this has been done, continue to test to see if the unit obeys its order in the usual way, even if they have lost their last pin marker (in which case the order test is taken without negative modifiers from pin markers).

VB LAUNCHER

The VB launcher attachment for the rifle converts the rifle into a short-range light mortar with stats as follows. The infantryman equipped with the VB launcher can either shoot as a rifleman or as a light mortar.

Weapon	Type	Range	Shots	PEN	Special Rules
VB	Launcher	6-18"	1	HE	Indirect Fire, HE(1")

INFANTRY

HEADQUARTERS UNITS

Officer

Cost	<ul style="list-style-type: none"> Platoon Commander (1st or 2nd Lieutenant) 21pts (Inexperienced), 30pts (Regular), 39pts (Veteran) Company Commander (Captain, Major) 42pts (Inexperienced), 60pts (Regular), 78pts (Veteran)
Team	1 officer and up to 2 further men
Weapons	Pistol, submachine gun, or rifle, as depicted on the models
Options	<ul style="list-style-type: none"> The officer may be accompanied by up to 2 men at a cost of +7pts per man (Inexperienced), +10pts per man (Regular) or +13pts per man (Veteran)

Forward Observer (Air Force or Artillery)

Cost	75pts (Regular), 90pts (Veteran)
Team	1 forward observer and up to 2 further men.
Weapons	Pistol, submachine gun, or rifle, as depicted on the models
Options	<ul style="list-style-type: none"> The forward observer may be accompanied by up to 2 men at a cost of +11pts per man (Regular) or +14pts per man (Veteran)
Special Rules	– Infiltrator

Medic

Cost	23pts (Regular), 30pts (Veteran)
Team	1 medic and up to 2 further men
Weapons	None
Options	<ul style="list-style-type: none"> The medic may be accompanied by up to 2 unarmed men at a cost of +8pts per man (Regular) or +11pts per man (Veteran)

INFANTRY SQUADS AND TEAMS

Infantry Section

Cost	35pts (Inexperienced), 50pts (Regular)
Composition	1 NCO and 4 men
Weapons	Rifles
Options	<ul style="list-style-type: none"> - Add up to 6 additional men with rifles at +7pts each (Inexperienced) or +10pts each (Regular) - The NCO may replace his rifle with a pistol for -1pt or with a submachine gun for +4pts - Up to 2 men may have a light machine gun for +15pts each. For each LMG included another man becomes the loader - The entire squad may have anti-tank grenades for +2pts per model - The entire squad may be given the Tough Fighters rule for +1pt per model (Senegalese Tirailleurs) - The entire squad may be given the Engineers special rule for +1pt per man - One man may have a VB launcher for +20pts
Special Rules	<ul style="list-style-type: none"> - Tank Hunters (if anti-tank grenades taken) - Tough Fighters (if option is taken) - Engineers (if option is taken)

Groupe Franc/SES/GIA/Chasseurs Alpines Veteran Infantry Section

Cost	65pts (Veteran)
Composition	1 NCO and 4 men
Weapons	Rifles
Options	<ul style="list-style-type: none"> - Add up to 7 additional men with rifles at +13pts each - The NCO and up to 3 men may have a submachine gun for +4pts each - Up to 2 men may have a light machine gun for +15pts each. For each LMG included another man becomes the loader (always SMG-armed men if present) - The entire squad may have anti-tank grenades for +2pts per model - One man may have a VB launcher for +20pts - Chasseurs Alpines only may be given skis for free
Special Rules	<ul style="list-style-type: none"> - Tank Hunters (if anti-tank grenades taken) - Skis (if taken): Ski troops ignore movement penalties for snow and other winter conditions

Foreign Legion Veteran Infantry Section

Cost	70pts (Veteran)
Composition	1 NCO and 4 men
Weapons	Rifles
Options	<ul style="list-style-type: none"> - Add up to 6 additional men with rifles at +14pts each - Add up to 1 additional man armed with pistol only at +13pts - Give pistol-armed man submachine gun for +5pts - One man may have a light machine gun for +15pts. Another man becomes the loader (always the pistol/SMG-armed man if present) - One man may have a VB launcher for +20pts
Special Rules	- Stubborn

Moroccan Goumier

Cost	70pts (Veteran)
Composition	1 NCO and 4 men
Weapons	Rifles
Options	<ul style="list-style-type: none"> - Add up to 6 additional men with rifles at +14pts each - One man may have a light machine gun for +15pts. Another man becomes the loader
Special Rules	- Tough Fighters

Motorcycle Section

Cost	90pts (Regular)
Composition	1 NCO and 5 men on motorcycle/sidecars
Weapons	Rifles
Options	<ul style="list-style-type: none"> - Add up to 7 additional men with rifles on motorcycles/sidecars at +15pts each - One man may have a light machine gun for +15pts. Another man becomes the loader
Special Rules	- Motorcycles

Cavalry Section

Cost	78pts (Regular), 96pts (Veteran)
Composition	1 NCO and 5 men mounted on horses
Weapons	Cavalry carbines
Options	<ul style="list-style-type: none"> - Add up to 7 additional mounted men with cavalry carbines at +13pts each (Regular) or +16pts each (Veteran) - Up to 1 man may have a light machine gun for +15pts, another man becomes the loader
Special Rules	- Cavalry Carbines: these short-barreled rifles count as pistols when used on horseback and rifles when used on foot

Machine Gun Team

Cost	35pts (Inexperienced), 50pts (Regular), 65pts (Veteran)
Team	3 men
Weapons	1 medium machine gun
Special Rules	<ul style="list-style-type: none"> - Team Weapon - Fixed

Boys Anti-Tank Rifle Team

Cost	18pts (Inexperienced), 25pts (Regular), 33pts (Veteran)
Team	2 men
Weapons	1 anti-tank rifle
Special Rules	- Team Weapon

Mortar Team

Cost	21pts (Inexperienced), 30pts (Regular), 39pts (Veteran)
Team	2 men
Weapons	1 light mortar
Options	<ul style="list-style-type: none"> - Upgrade light mortar to medium mortar for +15pts, gaining one extra man and the Fixed special rule - Medium mortars may add a spotter for +10pts
Special Rules	<ul style="list-style-type: none"> - Team Weapon - Fixed (if medium mortar option is taken)

Sniper Team

Cost	52pts (Regular), 67pts (Veteran)
Team	2 men
Weapons	Sniper has a rifle and a pistol, spotter has a pistol
Special Rules	<ul style="list-style-type: none"> - Team Weapon - Sniper - Infiltrator

ARTILLERY

FIELD ARTILLERY

Howitzers

Cost	32pts (Inexperienced), 45pts (Regular), 59pts (Veteran)
Team	3 men
Weapons	1 light howitzer
Options	<ul style="list-style-type: none"> - Upgrade the gun to a medium howitzer and gain 1 extra man for +40pts, or to a heavy howitzer and gain 2 extra men for +90pts - Add gun shield for +5pts - Medium and heavy howitzers may add a spotter for +10pts
Special Rules	- Gun Shield (if option is taken)

ANTI-AIRCRAFT GUNS

AA Automatic Cannons

Cost	25pts (Inexperienced), 35pts (Regular), 46pts (Veteran)
Team	3 men
Weapons	1 light automatic cannon on a rotating platform
Options	- Add a second light autocannon to the mount for + 30pts
Special Rules	- Flak

ANTI-TANK GUNS

Anti-Tank Guns

Cost	35pts (Inexperienced), 50pts (Regular), 65pts (Veteran)
Team	3 men
Weapons	1 light anti-tank gun
Options	<ul style="list-style-type: none"> - Replace with a low-velocity light anti-tank gun for -10pts (37mm Mle 1916) - Upgrade the gun to a medium anti-tank gun for +20pts
Special Rules	<ul style="list-style-type: none"> - Gun Shield - Low-velocity light anti-tank gun (if 37mm Mle 1916 option taken): this low-velocity light anti-tank gun counts as a light anti-tank gun but with an armour penetration rating of +3 instead of the usual +4

VEHICLES

TANKS

Renault FT

Cost	24pts (Inexperienced), 30pts (Regular), 36pts (Veteran)
Weapons	1 turret-mounted medium machine gun
Damage Value	7+ (armoured carrier)
Options	- Upgrade the medium machine gun to a low-velocity anti-tank gun for +30pts
Special Rules	<ul style="list-style-type: none"> - One-Man Turret - Slow... Pitifully Slow: The Renault FT is a Slow tank as defined by the rules and, in addition, we do not allow it to make a double-speed <i>Run</i> move at all. It can still be given a <i>Run</i> order (thereby avoiding the 'One-Man Turret' rule) but moves at its basic speed only - Low velocity light anti-tank gun: The FT's puny weapon counts as a light anti-tank gun but with an armour penetration rating of +3 instead of the usual +4

Char D & Renault Light Tanks

Cost	84pts (Inexperienced), 105pts (Regular), 126pts (Veteran)
Weapons	1 turret-mounted low-velocity light anti-tank gun with coaxial MMG (Renault R35)
Damage Value	8+ (light tank)
Options	<ul style="list-style-type: none"> - Upgrade the low-velocity light anti-tank gun to light anti-tank gun for +10pts (Renault R39 & R40) - Upgrade the low-velocity light anti-tank gun to light anti-tank gun, add a hull-mounted MMG and remove the Armoured All Round rule for +15pts (Char D1) - Upgrade the low-velocity light anti-tank gun to light anti-tank gun, add a hull-mounted MMG and replace the Armoured All Round rule with the Unreliable rule for -15pts (Char D2)
Special Rules	<ul style="list-style-type: none"> - One-Man Turret - Slow - Armoured All Round (Renault R35 and R40 only) - Low velocity light anti-tank gun (R35 only): The R35's puny weapon counts as a light anti-tank gun but with an armour penetration rating of +3 instead of the usual +4 - Unreliable (if Char D2 option is taken)

FCM36, AMC35, Somua S35 and Hotchkiss Light Tanks

Cost	84pts (Inexperienced), 105pts (Regular), 126pts (Veteran)
Weapons	1 turret-mounted low-velocity light anti-tank gun with coaxial medium machine gun (H35, FCM36)
Damage Value	8+ (light tank)
Options	<ul style="list-style-type: none"> - Upgrade the low-velocity light anti-tank gun to light anti-tank gun for +10pts (H38) - Upgrade the low-velocity light anti-tank gun to light anti-tank gun and remove the 'One-Man Turret' rule for +20pts (AMC 35) - Upgrade the low-velocity light anti-tank gun to light anti-tank gun and add the 'Reinforced Front Armour' rule for +30pts (Somua S35)
Special Rules	<ul style="list-style-type: none"> - One-Man Turret (all vehicles except the AMC 35) - Low velocity light anti-tank gun (H35/FCM36 only): This counts as a light anti-tank gun but with an armour penetration rating of +3 instead of the usual +4 - Reinforced Front Armour (if Somua S35 option is taken)

Char B1 and B1 Bis

Cost	176pts (Inexperienced), 220pts (Regular), 264pts (Veteran)
Weapons	1 turret-mounted light anti-tank gun with coaxial medium machine gun, 1 forward-facing hull-mounted light howitzer, and 1 forward-facing hull-mounted medium machine gun
Damage Value	9+ (medium tank)
Special Rules	<ul style="list-style-type: none"> - One-Man Turret - Armoured All Round - Slow

Char 2C

Cost	148pts (Inexperienced), 185pts (Regular), 222pts (Veteran)
Weapons	1 light howitzer covering the front and side arcs, 1 medium machine gun covering the rear and side arcs, 1 medium machine gun covering the front arc, 1 medium machine gun covering the front and left side arcs, and one medium machine gun covering the front and right side arcs
Damage Value	9+ (medium tank)
Options	- A single tank per army (representing a company commander's vehicle) can be up-armoured to Damage Value 10+ (heavy tank) and given the 'Command Vehicle' rule at a cost of +75pts
Special Rules	<ul style="list-style-type: none"> - Slow - Command Vehicle (if option taken)

TANK DESTROYERS

Portees

Cost	52pts (Inexperienced), 65pts (Regular), 78pts (Veteran)
Weapons	1 forward or rear-facing light anti-tank gun (Citroen-Kegresse, Laffly S20TL)
Damage Value	6+ (soft-skin)
Options	- Replace main gun with 1 rear-facing medium anti-tank gun for +20pts (Laffly W15 TCC)

ARMoured CARS AND RECCE VEHICLES

Armoured Cars

Cost	56pts (Inexperienced), 70pts (Regular), 84pts (Veteran)
Weapons	1 turret-mounted medium machine gun (Laffly S15TOE)
Damage Value	7+ (armoured car)
Options	<ul style="list-style-type: none"> - Remove the Recce special rule for -10pts (AMR33, AMR35) - Replace the medium machine gun with 1 turret-mounted HMG and 1 turret-mounted rear-facing medium machine gun for +15pts (AMD Laffly 80AM) - Replace the medium machine gun with 1 turret-mounted low-velocity light anti-tank gun with coaxial medium machine gun for +35pts (AMD Laffly 50AM, AMD Panhard 165/175) - Replace the medium machine gun with 1 turret-mounted light anti-tank gun with coaxial medium machine gun for +45pts (AMD Panhard 178)
Special Rules	<ul style="list-style-type: none"> - Recce - Low velocity light anti-tank gun (if option is taken): This gun counts as a light anti-tank gun but with an armour penetration rating of +3 instead of the usual +4

AMC Schneider P16 Half-Track

Cost	84pts (Inexperienced), 105pts (Regular), 126pts (Veteran)
Weapons	1 turret-mounted low-velocity light anti-tank gun with coaxial medium machine gun
Damage Value	7+ (armoured car)
Special Rules	<ul style="list-style-type: none"> - Low velocity light anti-tank gun: This gun counts as a light anti-tank gun but with an armour penetration rating of +3 instead of the usual +4 - Recce (Dual Direction Steering)

TRANSPORTS AND TOWS

Laffly Transports

Cost	16pts (Inexperienced), 20pts (Regular), 24pts (Veteran)
Weapons	None (Laffly S15 and V15)
Damage Value	6+ (soft-skin)
Transport	Up to 5 men
Tow	Light howitzer, light or medium anti-tank gun, light or heavy anti-aircraft gun
Options	<ul style="list-style-type: none"> - Add 1 pintle-mounted medium machine gun with a 360-degree arc of fire for +15pts - Replace all transport and towing capacity with the Command Vehicle special rule for +5pts - Add 2 pintle-mounted medium machine guns with a 360-degree arc of fire, and increase the transport capacity to 10 men for +30pts (S20TL six-wheeled truck)
Special Rules	- Command Vehicle (if option is taken)

Berliet VUDB Carrier

Cost	46pts (Inexperienced), 57pts (Regular), 68pts (Veteran)
Weapons	1 forward-facing LMG
Damage Value	7+ (armoured carrier)
Transport	Up to 7 men

Open-Topped Carriers

Cost	32pts (Inexperienced), 40pts (Regular), 48pts (Veteran)
Weapons	None (Unic/Citroen-Kegresse half-track)
Damage Value	7+ (armoured carrier)
Transport	Up to 5 men
Tow	Light howitzer, light or medium anti-tank gun, light or heavy anti-aircraft gun
Options	<ul style="list-style-type: none"> - Make the vehicle fully-tracked and increase the transport capacity to 12 for +7pts (Lorraine 38) - Either vehicle may add a pintle-mounted medium machine gun with a 360-degree arc of fire for +15pts
Special Rules	- Open-Topped

Fully-Tracked, Fully-Enclosed Armoured Tractors

Cost	36pts (Inexperienced), 45pts (Regular), 54pts (Veteran)
Weapons	None (Renault Chenillette, Lorraine 37)
Damage Value	7+ (armoured carrier)
Tow	Light or medium anti-tank gun, light howitzer
Options	<ul style="list-style-type: none"> - Add a forward-facing medium machine gun for +10pts (Chenillette only), or add a pintle-mounted medium machine gun with a 360-degree arc of fire for +15pts (Lorraine 37 only) - Increase the Tow to 'any gun' and make the vehicle a half-track for free (Somua MCG/MCL)