

# ESCADRON DE COMBAT

COMBAT SQUADRON

CONFIDENT

TRAINED

TANK COMPANY

POINTS

995

PLATOON	QTY	UNIT	POINTS
HEADQUARTERS			
Escadron de Combat HQ p.145	1	Somua S-35	10.6% 105
COMBAT PLATOONS			
Medium Combat Platoon p.145	3	Somua S-35	31.2% 310
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DIVISIONAL SUPPORT			
Deep Reconnaissance Platoon p.153	3	Panhard AMD-35	10.6% 105
All-terrain Towed 105mm Artillery Battery p.170	1	Cmd Rifle team	16.6% 165
	1	Staff team	
	1	Observer Rifle team	
	1	Motorcycle & Sidecar	
	4	105mm C mle 1935B howitzer	
	5	Laffly S20TL truck	

Blitzkrieg Book - French Early-War - v4

# ARSENAL

## TANK TEAMS

Name	Mobility	Front	Side	Top	Equipment and Notes
<i>Weapon</i>	<i>Range</i>	<i>ROF</i>	<i>Anti-tank</i>	<i>Firepower</i>	

### CAVALRY TANKS

Somua S-35	Standard Tank	4	3	1	Co-ax MG.
<i>47mm SA-35 gun</i>	<i>24"/60cm</i>	<i>2</i>	<i>6</i>	<i>4+</i>	<i>One-man turret.</i>

### ARMoured CARS

Panhard AMD-35	Wheeled	1	1	0	Co-ax MG, Limited vision.
<i>25mm SA-34 gun</i>	<i>16"/40cm</i>	<i>2</i>	<i>6</i>	<i>5+</i>	<i>No HE.</i>

## GUN TEAMS

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
105mm C mle 1935B howitzer	Heavy	16"/40cm	1	7	2+	Gun shield, Smoke, Breakthrough gun.
Firing bombardments		72"/180cm	-	3	3+	Smoke bombardment.

## INFANTRY TEAMS

Team	Range	ROF	Anti-tank	Firepower	Notes
Rifle team	16"/40cm	1	2	6+	
Staff team	16"/40cm	1	2	6+	Moves as a Heavy Gun team.

## TRANSPORT TEAMS

Vehicle	Mobility	Front	Side	Top	Equipment and Notes
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### MOTORCYCLES

Gnome-Rhone or René Gillett motorcycle and sidecar	Jeep	-	-	-	
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### TRUCKS

S20TL truck	Wheeled	-	-	-	
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## VEHICLE MACHINE-GUNS

<i>Weapon</i>	<i>Range</i>	<i>ROF</i>	<i>Anti-tank</i>	<i>Firepower</i>	
Vehicle MG	16"/40cm	3	2	6	ROF 1 if other weapons fire.

## SPECIAL RULES

### **All-terrain Towed 105mm Artillery Battery - p.170**

All-terrain Towed 105mm Artillery Batteries may not be deployed in Ambush.

### **Deep Reconnaissance Platoon - p.153**

Deep Reconnaissance Platoons are Reconnaissance Platoons.

### **Escadron de Combat HQ - p.145**

#### **Colonial Troops**

Colonial platoons do NOT use the Trench Warfare and Integrated Defences special rules. Instead, they hit in assault combat on a roll of 3+.

#### **High Command**

When a French player places an objective in the enemy's deployment area or in No Man's Land, they may place it up to 4"/10cm closer to their table edge than normal.

#### **Integrated Defences**

At the start of the game before deployment, each French Machine-gun Platoon (except Colonial Machine-gun Platoons) may exchange two HMG teams from the Machinegun Platoon for two Rifle/MG or MG teams from a Combat Platoon Unit. Each Machine-gun Platoon may only make this trade with one Combat Platoon Unit.

To do this, both Units must be dismounted and their Transport Teams Sent to the Rear.

#### **Quick Fire**

If there is just one 75mm mle 1897 gun, it must still re-roll all successful To Hit rolls.

If there are two or three 75mm mle 1897 guns, then the bombardment does not re-roll To Hit rolls.

If there are four or more 75mm mle 1897 guns, then the bombardment must re-roll all unsuccessful To Hit rolls.

#### **Trench Warfare**

French Infantry and Gun teams (except those from Colonial platoons) attempting to Dig In succeed on a roll of 3+.

An Escadron de Combat must have a Combat Platoon equipped with the same type of tank as the Company HQ.