

ESCADRON DE COMBAT

COMBAT SQUADRON

CONFIDENT

TRAINED

TANK COMPANY

POINTS

1360

PLATOON	QTY	UNIT	POINTS
HEADQUARTERS			
Escadron de Combat HQ p.145	1	Somua S-35	7.7% 105
COMBAT PLATOONS			
Medium Combat Platoon p.145	3	Somua S-35	22.8% 310
Medium Combat Platoon p.145	4	Somua S-35	30.5% 415
Light Combat Platoon p.145	3	Hotchkiss H-35 or H-39 (long gun)	15.1% 205
DIVISIONAL SUPPORT			
Deep Reconnaissance Platoon p.153	4	Panhard AMD-35	9.9% 135
All-terrain Towed 105mm Artillery Battery p.170	1	Cmd Rifle team	12.1% 165
	1	Staff team	
	1	Observer Rifle team	
	1	Motorcycle & Sidecar	
	4	105mm C mle 1935B howitzer	
	5	Laffly S20TL truck	
Air Support p.167	1	Sporadic Fighter Intercept Moraine Saulnier MS.406	1.8% 25

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

Hotchkiss H-35 or H-39 (long gun)	Standard Tank	3	3	1	Co-ax MG.
<i>37mm SA-38 gun</i>	<i>24"/60cm</i>	<i>2</i>	<i>5</i>	<i>4+</i>	<i>One-man turret.</i>
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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AIRCRAFT

Aircraft	Weapon	To-Hit	Anti-Tank	Firepower	Notes
Moraine Saulnier MS.406	0	-	-	++	Fighter Interception only (p. 167).

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

Air Support - p.167

Air Support is Fighter Interception (see page 44 of the rulebook).

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.