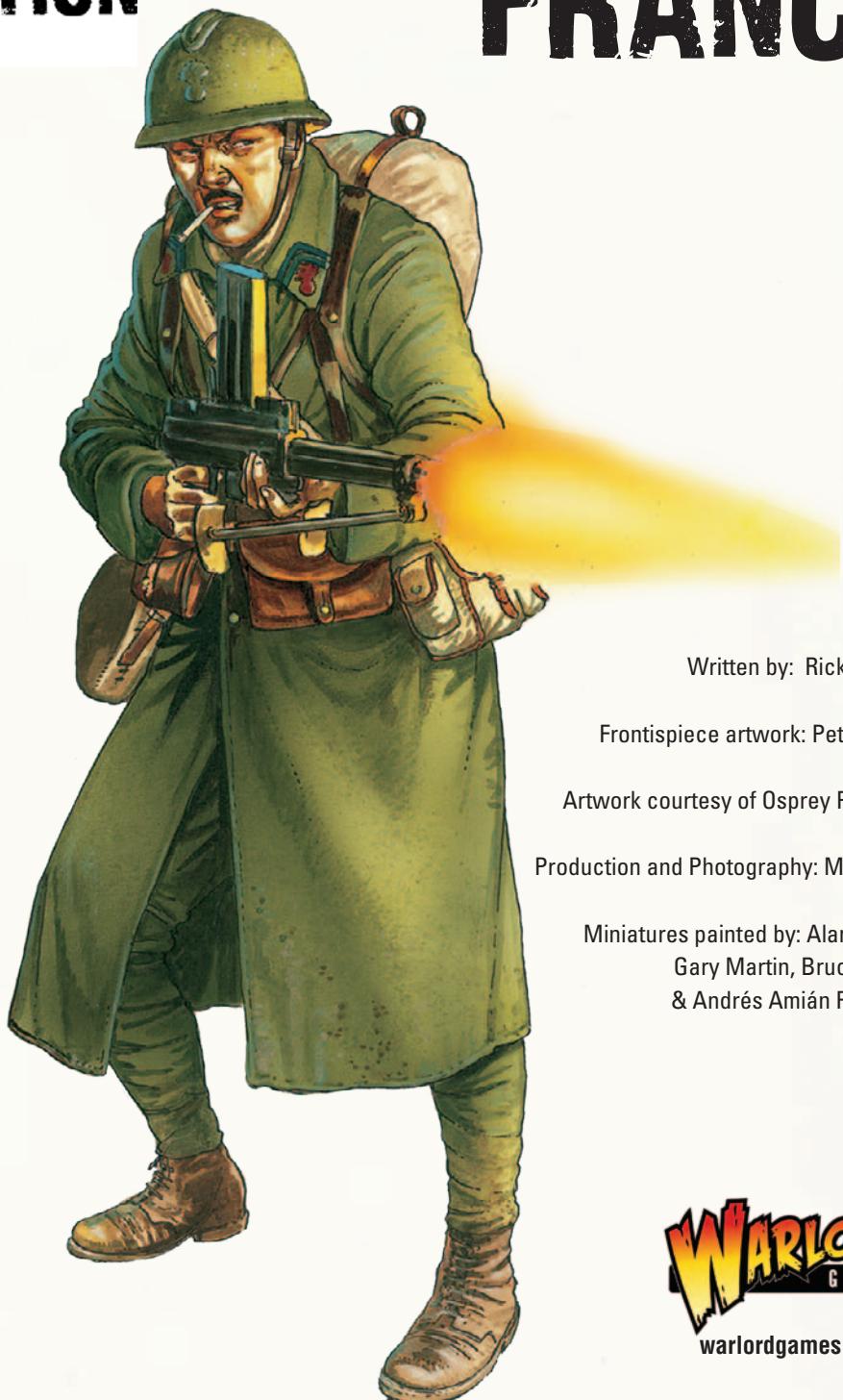




World War II Wargames Rules

ACTION



Armies of **FRANCE**

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ARMIES OF FRANCE

The French army was considered the best in Europe before the war. During the immediate pre-war period the main Metropolitan army was brought up to strength with reservists and augmented by units from the African army. There were also numerous colonial units, of which some Senegalese regiments fought during the Battle of France. In writing up the details for these units I have not concerned myself too much with problems of supply and logistics, command, strategy or national morale – all of which compromised the effectiveness of the French army in its struggle against the invaders. Rather I have sketched out the composition of typical formations and their equipment. The best French troops and the best of their equipment were as good as – and sometimes better than – the German equivalents. Conversely the mass mobilisation of reserves from a people still haunted by the horrors of the previous war meant that a large portion of the army was under trained and poorly motivated. Many first rate troops were to be ineffectively deployed defending the Maginot Line, the fortifications on the German border that had consumed the greater part of France's military budget for decades. Such matters need not concern us unduly – in local actions the French army was as good as any other – often winning tactical encounters only to be forced to withdraw because of lack of supplies or developments elsewhere.

On paper many French tanks were excellent fighting machines and easily a match for the German panzers that opposed them. In practice they performed woefully, and when it comes to accommodating French armour in a game of Bolt Action it's sometimes hard to distinguish between real 'on the ground' capability and poor tactics.



Renault R40

Certainly it was poor tactics combined with a confused response to the German attack through the Ardennes that scuppered the allied cause. Fortunately, as wargamers we have clear advantages over generals of yesteryear: our tactics are superb, our supply lines inconsequential (unless you count lack of tea), and even our occasional mistakes (perish the thought) can be erased with a rematch.

So, taking the mechanical capabilities of our tanks as the benchmark, we only have to allocate suitable stats: dividing tanks into light, medium and heavy; and guns similarly. The first issue that presents itself is that many French tanks fall between two stools – often being well armoured for their day for example, but not comparably so to a late war T34 or Sherman (both medium tanks). Partly the issue comes down to pre-war design principles that would – if France had continued to fight – been addressed with later designs. As the war progressed tank builders learned that it was best to put the heavy armour at the front of the tank and reduce the thickness at the sides and rear to save weight – but pre-war tanks were often armoured to the same degree all round, making them heavy, slow, and not even especially well armoured where it counts! It's a similar story with guns and ammunition, with the rapid development of tungsten cored, armoured piercing, and ballistic capped shells. With this in mind I have tended to rate French tanks, armour, and weapons with a degree of generosity. Armour thickness and gun capabilities often tend to fall just within the higher categories, though only just, and sometimes I have made an adjustment by introducing a special rule to represent this. No doubt with further playtesting and a little thought these rules can be further honed – but for now it is enough to get our French forces into battle.

This is a brief list that includes all of the models available from Bolt Action for the French army as well as a few more that can easily be represented, or which I thought it would be a great shame to miss out! Of course, it doesn't include every type of tank or every kind of armoured car – that will all be covered in the forthcoming supplement when it finally forthcomes. I have also not included stats for trucks, as these are standard anyway – just use the stats for trucks given in the main rulebook. The same goes if you really want to use medium or heavy artillery, as these are all entirely comparable to the standard types.

INFANTRY

HEADQUARTERS UNITS

Each platoon is centred upon a core that includes a headquarters unit in the form of a First or Second Lieutenant. Other HQ units can be added to the force, including higher-ranking officers, as well as medical units and supporting observers.

OFFICER

The middle ranks of officers were almost invariably drawn from the upper-middle classes: educated in the public schools, instilled with the values of empire, and imbued with a sense of confidence, duty and resolve that is difficult to conceive of today. An officer unit consists of the man himself and can include up to two other men acting as his immediate attendants. Officers can be rated as Inexperienced, Regular or Veteran.

Cost: Second Lieutenant 35pts (Inexperienced), 50pts (Regular), 65pts (Veteran); First Lieutenant 60pts (Inexperienced), 75pts (Regular), 90pts (Veteran)

Captain 95pts (Inexperienced), 110pts (Regular), 125pts (Veteran)

Major 135pts (Inexperienced), 150pts (Regular), 165pts (Veteran)

Team: 1 officer and up to 2 further men

Weapons: Pistol, submachine gun, or rifle as depicted on the models

Options:

- 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)

MEDIC

The field medic presents the wounded soldier with his best chance of surviving serious injury and can ensure that lightly wounded soldiers are returned to fighting fitness as rapidly as possible. Junior medical staff such as stretcher-bearers can

accompany medics in the field. As non-combatants under the Geneva Convention, medics were not issued with weapons – but the practicalities of war sometimes led to medical staff carrying pistols for their personal protection. We rate them as Regular or Veteran.

Cost: Medic 23pts (Regular), 30pts (Veteran)

Team: 1 medic and up to 2 further men

Weapons: Pistol or none as depicted on the model

Options:

- The medic may be accompanied by up to 2 men at a cost of +10pts per man (Regular) or +13pts per man (Veteran)

FORWARD OBSERVER

Forward observers are liaison officers responsible for coordinating the attack of heavy artillery batteries from behind the lines or aircraft strikes. They are likely to be accompanied by a radio operator and other immediate attendants. We rate these officers as Regular or Veteran, those of lesser ability being unlikely to find themselves in such a position. Note that the British army can include one Regular Artillery Forward Observer for free to represent the close coordination of artillery at a tactical level.

Cost: Artillery Forward Observer 100pts (Regular),

115pts (Veteran)

Air Force Forward Observer 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:

- The observer may be accompanied by up to 2 men at a cost of +10pts per man (Regular) or +13pts per man (Veteran).



INFANTRY SQUADS & TEAMS

INFANTRY SECTION

A French infantry section consists of twelve men including a sergeant and corporal both carrying rifles. The army was in the process of replacing its older Lebel and Berthier Modelle rifles and carbines with the more modern MAS 36, but the process was far from complete at the outbreak of war and troops could carry either type. Colonial units, and units serving outside of France, would be most likely to be issued with the older kinds of weapons. The standard LMG was the Chatellerault M24/29. This was a capable machine gun that would continue in service until the 1950's, and the Germans made use of captured examples after the fall of France. When French African troops sided with the allies in 1943 they mostly re-equipped with American weapons, but they still retained the M24/29 holding it superior to the US BAR. The machine-gunner was supported by a dedicated ammunition carrier armed with a pistol (later some were issued with SMGs), as

well as three other infantry armed with rifles and carrying additional magazines. Of the remaining squad members one was a dedicated rifle grenadier with a rifle adapted to shoot VB (Vivien and Bessières) grenades – but as grenades are considered as close quarter weapons in Bolt Action we shall treat all rifle armed infantry as the same.

Cost: Regular Infantry 50pts.

Composition: 1 NCO and 4 men

Weapons: Rifles

Options:

- Add up to 6 additional soldiers at +10pts each
- Add up to 1 additional soldier armed with pistol only at +7 pts.
- Extra to give pistol-armed soldier submachine gun at +6pts.
- One soldier may have a light machine gun for +20 pts. Another soldier becomes the loader (always the pistol/SMG armed soldier if present).



*French infantry, 1939–40:
(L–R) chef de bataillon, 92e RI;
patrol member in light campaign
order; chasseur à pied.
By Mike Chappell © Osprey
Publishing Ltd. Taken from
Men-at-Arms 315: The
French Army 1939–45 (1).*

INEXPERIENCED INFANTRY SECTIONS

The French army was enormous (101 Divisions) but whilst the best of frontline troops were comparable to their adversaries the same cannot be said of those who made up the numerous reserve divisions. The 'A' reserve divisions were conscripted from young men and were ill prepared to face the German Blitzkrieg. The 'B' reserve divisions on the other hand were conscripted from older men and typically suffered from poor morale and discipline. During the German breakthrough some French troops were to flee at the mere rumour of approaching tanks. Reserve troops would be likely to be equipped with older weaponry as well as other equipment, but they were organised in the same way as regular troops.

Cost: Inexperienced Infantry 35pts

Composition: 1 NCO and 4 men

Weapons: Rifles

Options:

- Add up to 6 additional soldiers at +7pts each
- Add up to 1 additional soldier armed with pistol only at +4 pts.
- One soldier may have a light machine gun for +20 pts. Another soldier becomes the loader (pistol armed soldier if present).

GROUPE FRANC, SES, GIA VETERAN INFANTRY SECTIONS

The best of the French infantry were the elite formations such as the Section d'Eclaireurs Skieurs (SES) of the Alpine Chasseurs and the two Groupes de l'Infanterie de l'Air" (GIA.) The latter were paratroops, but never had the opportunity to deploy as such, and in 1940 were reformed into Groupe Franc units. These were semi-autonomous platoon sized formations of volunteers operating at various levels within larger formations. Groupe Franc troops were heavily armed raiders used to infiltrate enemy positions and undertake deep reconnaissance missions. Some carried automatic weapons such as Erma-Vollmer machine pistols or satchel charges to demolish bridges and similar fixed objectives.

Cost: Veteran Infantry 65pts

Composition: 1 NCO and 4 men

Weapons: Rifles

Options:

- Add up to 7 additional soldiers at +13pts each
- Up to 2 soldiers may have a light machine gun for +20 pts each.
For each LMG included another soldier becomes the loader (always the pistol/SMG armed soldier if present).
- The NCO and up to 3 soldiers may have a submachine gun for +3pts each.
- The entire squad may have anti-tank grenades(satchel charges) for +2pts per model

Special Rules:

- Tank hunters (if anti-tank grenades taken)

FOREIGN LEGION VETERAN INFANTRY SECTIONS

British and Commonwealth troops were generally well-trained. The Foreign Legion was normally deployed in Africa, but some units were reformed in France and fought in the Norwegian campaign and during the Battle of France. The 11th Foreign Legion Infantry (REI) fought a valiant rearguard action that saw over 2,000 of 3,000 men lost in action – despite the fact that its core of veteran African troops had been augmented by numerous new French recruits. Other Legionary units – including a good proportion of Germans – were deployed in North Africa, Syria and Indochina where they continued to fight for the Vichy cause.

Cost: Experienced Infantry 65pts

Composition: 1 NCO and 4 men

Weapons: Rifles

Options:

- Add up to 7 additional soldiers at +13pts each
- Add up to 1 additional soldier armed with pistol only at +10 pts
- Extra to give pistol-armed soldier submachine gun at +6pts
- One soldier may have a light machine gun for +20pts.
Another soldier becomes the loader

Special Rules:

- Stubborn. Legionnaires don't give in easily! Veteran Legionnaires count as stubborn. If forced to check their morale when reduced to half strength then they always test on their full morale value ignoring any pin markers

SENEGALESE TIRAILLEURS INFANTRY SECTION

Tirailleurs are native colonial troops and they mostly served in their country of origin whether French North Africa or Indochina. The notable exceptions are the five regiments of Senegalese Tirailleurs who were brought over to reinforce the army in France before the German invasion. Although called 'Senegalese' this term was used to describe all the troops recruited from France's sub-Saharan colonies in east, central and western Africa. These Tirailleurs carried, in addition to the usual weapons of a French infantryman, a long machete type of blade called a coupe-coupe, which they put to good use in close combat against the Germans. These black African troops proved to be tough and determined fighters.

Cost: Regular Infantry 50 pts

Composition: 1 NCO and 4 men

Weapons: Rifles

Options:

- Add up to 6 additional soldiers at +10pts each
- Add up to 1 additional soldier armed with pistol only at +7 pts
- Extra to give pistol-armed soldier submachine gun at +6pts
- One soldier may have a light machine gun for +20 pts. Another soldier becomes the loader (always the pistol/SMG armed soldier if present).

Special Rules:

- Tough Fighters

ARMIES OF FRANCE

MACHINE GUN TEAM

The Hotchkiss M1914 of WW1 vintage remained in service with the French army and was a reliable, accurate and sturdy weapon. Tens of thousands had been produced in the previous war and the cost and inconvenience of replacing it precluded doing so. Although often seen with its distinctive 24 round feed strip it could also be belt fed and was capable of firing 450 rounds a minute. A typical team consisted of a gunner, a loader and an ammunition bearer. Some colonial units were equipped with the older Saint-Etienne 1907, a complex and unreliable design, and doubtless some ended up with reserve formations in France.

Cost: 35pts (Inexperienced), 50pts (Regular), 65pts (Veteran)

Team: 3 men – firer and two loaders

Weapon: 1 MMG

Special Rules:

- Team weapon
- Fixed



SNIPER TEAM

The most accurate rifle in the French armoury was the Lunette Modele 1921 bolt-action rifle. Fitted with a telescopic sight, the Lunette enabled a sniper to hit a target as distant as 1200 meters.

Cost: 50pts (Regular), 65pts (Veteran)

Team: 2 – sniper and assistant

Weapons: Rifle

Special Rules:

- Team weapon
- Sniper

LIGHT MORTAR TEAM

French forces were armed with the 60mm Brandt Mle 1935 mortar, an excellent weapon the design of which was used as the basis for the US 60mm M2 mortar. It had better range and fired a heavier projectile than the German or British equivalent mortars, but was correspondingly heavier and required a larger crew.

Cost: 28 pts (Inexperienced), 40 pts (Regular), 52 pts (Veteran).

Team: 3 men

Weapon: 1 light mortar

Special Rules:

- Team weapon
- Indirect fire
- HE (D3)

BOYS ANTI-TANK RIFLE TEAM

The British Boys anti-tank rifle was supplied to the French army as Le Fusil Antichar Boys Mark 1. The French in turn supplied the British with 25mm Anti-tank guns. The Boys was a heavy 0.55 inch rifle that fired an armour-piercing round capable of penetrating about 20mm of armour – sufficient to deal with very light tanks and carriers. The recoil from this weapon was sufficiently fearsome for it to acquire several colourful – though sadly unprintable – nicknames.

Cost: 21pts (Inexperienced), 30pts (Regular), 39pts (Veteran)

Team: 2 men

Weapon: 1 anti-tank rifle

Special Rules:

- Team weapon

French Infantry section





Brandt 81mm Mortar team

MEDIUM MORTAR TEAM

The 81mm Brandt mle 27/31 mortar was used to provide support from ranges of up to 3000 yards. It was an effective weapon and the design was widely copied, providing the basis for many of the medium calibre mortars of other nations.

Cost: 35pts (Inexperienced), 50pts (Regular), 65pts (Veteran)

Team: 3 men

Weapon: 1 medium mortar

Options:

- May add Spotter for +10 points

Special Rules:

- Team weapon
- Fixed
- Indirect fire
- HE (D6)

ANTI-TANK GUNS

25MM HOTCHKISS ANTI-TANK GUN

The 25mm Hotchkiss was the standard anti-tank gun of the French army. It was also used by the British (BEF) and subsequently captured examples were used by the Germans; some found their way into the hands of the Italians. It was widely exported prior to the war.

Cost: 40 pts (Inexperienced), 50 pts (Regular), 60 pts (Veteran).

Crew: 3 men

Weapon: 1 light anti-tank gun

Special Rules:

- Gun shield
- Team weapon
- Fixed

47MM APX ANTI-TANK GUN

The 47mm APX was introduced before the war to replace the 75mm field gun in the anti-tank role. It was still relatively rare at the time of the Battle of France.

Cost: 60 pts (Inexperienced), 75 pts (Regular), 90 pts (Veteran).

Crew: 3 men

Weapon: 1 medium anti-tank gun

Special Rules:

- Gun shield
- Team weapon
- Fixed

FIELD ARTILLERY

75MM MODEL 1897 FIELD GUN

This vintage field gun was the first modern artillery gun of its type and was widely adopted by other nations and copied. By WW2 it was an old campaigner but still served as the standard field gun in the French Army.

Cost: 40 pts (Inexperienced), 50 pts (Regular), 60 pts (Veteran).

Team: 3 men

Weapons: 1 light howitzer

Special Rules:

- Gun Shield
- Team weapon
- Fixed
- Howitzer
- HE D6

75mm mle. 1897 field gun



VEHICLES

TANKS

CHAR B1 BIS

The Char B1 was conceived in the 1920's as a heavy infantry support tank of the kind seen in the First World War. It was considered 'heavy' in its day, and weighed in at 28 metric tonnes with armour of 40mm (Char B1), and 31 tonnes with up to 60mm of armour (Char B1 bis). In our game it fits into the same medium tank category as later tanks such as the Sherman in terms of its armoured protection. Of course, this thickness of armour was considerable in its day, when German forces were lucky to be armed with 37mm anti-tank guns. The sides and rear of the tank were equally heavily armoured. The Char B1 bis used the same tiny APX-1 one-man turret as the Char D2 and Somua 35. This meant the commander was overworked as in those machines, directing the tank as well as loading and firing the turret mounted gun. The Char B1 bis also had the same excellent high-velocity 47mm anti-tank gun as the Somua (the SA35). Earlier tanks had a lower velocity weapon of the same calibre – but these were uprated in the spring of 1940 to the superior SA35. When it was first designed the main weapon of the Char B1 was intended to be the

howitzer mounted in the bow – a 75mm cannon. This was practically fixed in place and was aimed by the driver pivoting the vehicle upon its tracks.

Principle Service: 1939-1940

Manufactured: about 400

Cost: 192 pts (Inexperienced), 240 pts (Regular), 288 pts (Veteran)

Weapons: one turret-mounted medium anti-tank gun with coaxial MMG, one forward-facing hull mounted light howitzer, and one forward facing hull MMG

Damage Value: 9+ (medium tank)

Special Rules:

- One-man turret. Combining the roles of commander, gunner and loader into together and squeezing the man responsible into a tiny one-man turret means it's hard to do different things at once! To represent this it is always necessary to make an order test when issuing an Advance order, even if the tank is not pinned
- Armoured all round: The Char B1 was almost as heavily armoured at the sides and rear as at the front – so no modifiers apply for penetration when shooting at the sides, rear or from above. All shots count the full armour value.
- Slow.



Char B1 bis, by Richard Chasemore © Osprey Publishing Ltd. Taken from *Duel 33: Panzer IV vs Char B1 bis*.

RENAULT R35 AND R40

The Renault R35 was a light two-man tank designed in the 1930's and built from 1936 onwards. It was the most numerous modern tank in the French army with over 1500 made. For a supposedly 'light' tank it was relatively heavily armoured and consequently also rather slow at about 12 mph. Its main armament was an ineffectual low-velocity 37mm gun of WW1 vintage gun. This was the Puteaux SA18, the same as the weapon mounted onto a Renault FT during the First World War and intended to be used against entrenched troops and machine-gun nests. It was capable of piercing only about 12mm of armour at best. This antique gun was eventually upgraded to a longer barrelled high-velocity weapon of the same calibre – the SA 38 – and the improved tank was generally known as the R40. The R40 also featured a better suspension system and a radio – but it was all too late and only 145 of this improved version were built. Upgrading existing R35s with the better gun was underway when France surrendered. With armour up to 40mm thick and well armoured even to its sides and rear, this 'light' tank is sufficiently protected to count as a medium tank in our game. However, its main armament is a real peashooter – so we'll have to create an intermediate category of weapon just to represent it! Principle Service: 1939-1940. Manufactured: 1540 R35s and 145 R40s.

Cost: 124 pts (Inexperienced), 155 pts (Regular), 196 pts (Veteran)

Weapons: one turret-mounted low-velocity light anti-tank gun and one forward-facing hull MMG

Damage Value: 9+ (medium tank)

Options:

- Upgrade the low-velocity light anti-tank gun to light anti-tank gun (SA 38) to represent the R40 or up-rated R35 for +10 points

Special Rules:

- One-man turret. Combining the roles of commander, gunner and loader into together and squeezing the man responsible into a tiny one-man turret means it's hard to do different things at once! To represent this it is always necessary to make an order test when issuing an Advance order, even if the tank is not pinned.
- Armoured all round – the R35 was almost as heavily armoured at the sides and rear as at the front – so no modifiers apply for penetration when shooting at the sides, rear or from above. All shots count the full armour value.
- Low velocity light anti-tank gun. 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.
- Slow.

Renault R35



CHAR D1

The Char D1 was conceived in the 1920s as the Renault NC and built from 1930-32. It was originally intended as a light, infantry support tank, but in reality it formed France's main combat tank of the mid 1930s. It was relatively well armoured and carried a low-velocity 47mm gun – the SA34 – together with a co-axial machine gun. For a small tank it was heavy and slow. It also proved mechanically unreliable and its all-to-obvious deficiencies quickly led to the development of a number of replacement light tanks including the Char D2, Hotchkiss H35, Renault R35, and FCM 36. In 1937 the Char D1 was removed from front-line service and placed in reserve or sent to North Africa. During the battle of France some of these tanks were repatriated and fought against the German panzers. Some Char D1s in North Africa survived long enough to rejoin the allies against the Germans – but only momentarily before French units re-equipped with modern allied tanks

Principle Service: 1939-1940

Manufactured: 160

Cost: 120 pts (Inexperienced), 150 pts (Regular), 180 pts (Veteran)

Weapons: one turret-mounted light anti-tank gun with coaxial MMG and one forward facing hull mounted MMG

Damage Value: 8+ (light tank)

Special Rules:

- One-man turret. Combining the roles of commander, gunner and loader into together and squeezing the man responsible into a tiny one-man turret means it's hard to do different things at once! To represent this it is always necessary to make an order test when issuing an Advance order, even if the tank is not pinned
- The D1's frontal armour of 40mm is considerable for a light tank and is rated at +1 giving it the same frontal armour as a medium tank (9+).
- Slow.

Char D1



CHAR 2C

The Char 2C was probably the most extraordinary tank fielded by any army in WW2. It was really a survivor of the First World War conceived on the battlefields of the Western Front. An anticipated 300 were to have taken part in the planned 1919 offensive, but in the end only ten were built in 1921 after the war's end. It was the largest tank ever to see service at 33 feet 8 inches long (even without the optional tail skid) 9 feet 10 inches wide, and 13 feet 5 inches high. It weighed a monstrous 69 metric tonnes, which also makes it one of the heaviest tanks of all time. It had two 250 bhp engines – one for each track – and was operated by a crew of 12. With a maximum speed of under 10mph it was also very slow by the standards of WW2 tanks. Speed was perhaps not paramount in the minds of its creators. Although often described as a 'super-heavy tank' its armour was not especially thick – 45mm at the front and about half that at the sides – which just about makes it into the 'medium tank' bracket in terms of our game. Interestingly, at the end of 1939 one of the tanks was up-armoured to 90mm at the front and 65mm at the sides. This was 'Lorraine' the Company Commander's vehicle – and one can only imagine what the extra weight (75 tonnes in all) did to the tank's already sluggish performance! The Char 2Cs principle armament is a 75mm field gun in the main turret, and four machine guns: one mounted in its own turret at the rear of the tank, and three ball mounts covering the front and left and right sides.

Sadly these venerable survivors of an elder age never made it into combat. They were all destroyed whilst boarded onto railway carriages awaiting transport away from the fighting

zone. Some books maintain the tanks were destroyed by Luftwaffe dive-bombers. This is based on a claim made by the Germans at the time, but in reality the Char 2Cs were destroyed by their crews rather than let them fall in enemy hands. Either way their destruction brought an ignominious close to an extraordinary chapter in the history of tank evolution. Principle Service: 1939-1940. Manufactured: 10.

Cost: 160 pts (Inexperienced), 200 pts (Regular), 240 pts (Veteran)

Weapons: one turret-mounted light howitzer covering the front and side arcs, one turret mounted MMG covering the rear and side arcs, one forward facing MMG covering the front arc, one MMG covering the front and left side arc, and one MMG covering the front and right side arc

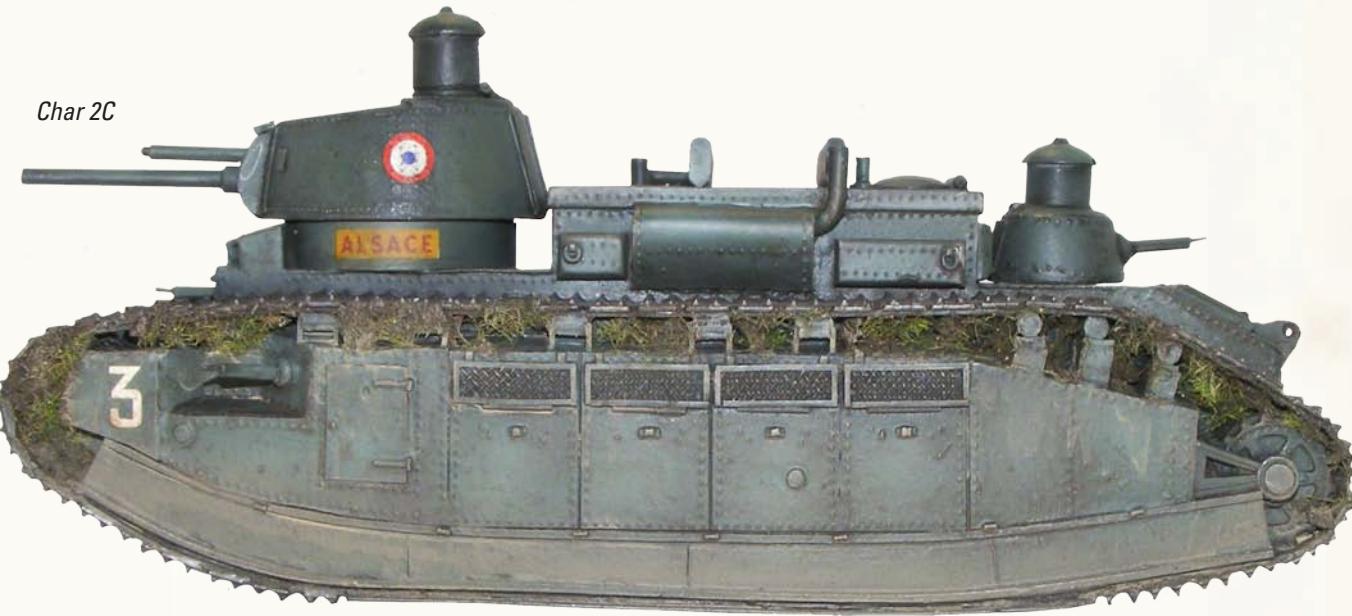
Damage Value: 9+ (medium tank)

Options:

- Company Commander's vehicle can be up-armoured to Damage Value 10+ (heavy tank) and given the 'Command Vehicle' rule at a cost of +105 points.

Special Rules:

- Slow.



SOMUA S35

On paper the Somua S35 was one of the most impressive tanks in service with any army at the start of the war. With cast armour around 35mm thick and a sloping front that presented an effective thickness of over 50mm it was far better protected than the contemporary Panzer III. Its cast turret was favoured with 55mm of armour to the front. It was also small making a difficult target but affording room for only a single occupant. As a consequence the commander not only had to direct his vehicle but also load and aim the S35's gun. To top it all, the turret cupola had no hatchway on top, obliging the commander to direct operations from inside the turret once in action. This is often cited as one of the main deficiencies of the S35, and it was a drawback shared with other French tanks such as the Char B1(which used the same turret). On the plus side the tank's main armament, the SA 35 high-velocity 47mm gun – was harder hitting than the lighter 37mm guns carried by German panzers. During the biggest tank battle of the early war – the Battle of Hannut – French S35s proved superior to their German counterparts whose 20mm and 37mm guns were unable to penetrate the S35's heavier armour. However, a series of poor tactical decisions allowed the Germans to out manoeuvre the French forces, which failed to concentrate their available armour or coordinate attacks effectively.

S35s were used during the defence of France and some continued to serve Vichy forces after the armistice. When the Vichy forces in Africa sided with the allies, S35s were briefly used against German and Italian forces in Tunisia before re-equipping with US built tanks. Some S35s fell into the hands of the Germans. Together with other French vehicles, these made up a Panzer battalion during the invasion of Russia in 1941. Others were used against partisans in Yugoslavia. S35s in German service had the cupola removed and replaced with a hatchway for the commander. Over 400 vehicles were manufactured in all. Principle Service: 1939-1940. Manufactured: 430.

Cost: 144 pts (Inexperienced), 180 pts (Regular), 216 pts (Veteran)

Weapons: one turret-mounted medium anti-tank gun with coaxial MMG

Damage Value: 9+ (medium tank)

Special Rules:

- One-man turret. Combining the roles of commander, gunner and loader into together and squeezing the man responsible into a tiny one-man turret means it's hard to do different things at once! To represent this it is always necessary to make an order test when issuing an Advance order, even if the tank is not pinned.
- Vulnerable spot. The two-part construction of the frontal armour was the only major weak spot in the Somua's armour – and for that reason any superficial damage result against the front armour counts as a full penetration instead. This means roll a D6 on the Damage Result table without the usual -3 deduction

RENAULT FT

The Renault FT was a revolutionary design when it was introduced in the last year of the First World War. It was the first tank to carry its main armament in a rotating turret, and the first to feature what was to become the standard layout of rear-mounted engine with turret at the front. Over three and a half thousand were built and they were exported throughout the world. By the start of WW2 the Renault FT was long obsolete, but it still equipped eight battalions of the French army as well as three independent companies (534 tanks in all). During WW1 tanks had carried either a machine gun or SA18 cannon, but by WW2 they were all equipped with machine guns. It was only in a last desperate attempt to halt the German Panthers that these old warhorses were committed to battle at all, and one can only admire the sang-froid of the men inside. The tiny six-ton Renault with its two-man crew and armament of a single machine gun was plainly no match for a modern tank. With a top speed of just over 4 mph it was not exactly nimble either! Principle Service: 1917-1940. Manufactured: 3694.

Cost: 48 pts (Inexperienced), 60 pts (Regular), 72 pts (Veteran)

Weapons: one turret-mounted MMG

Damage Value: 8+ (light tank)

Special Rules:

- One-man turret. Combining the roles of commander, gunner and loader into together and squeezing the man responsible into a tiny one-man turret means it's hard to do different things at once! To represent this it is always necessary to make an order test when issuing an Advance order, even if the tank is not pinned
- 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 Run move at all. It can still be given a Run order (thereby avoiding the 'one-man turret' rule) but moves at its basic speed only

ARMOURED CARS

AMC SCHNEIDER P16 HALF TRACK

The Automitrailleuse de Combat P16 was an armoured half-track developed in the 1920's for France's cavalry regiments – essentially light reconnaissance units. With a maximum armour



*AMC Schneider
P16 half-track*

thickness of a mere 11mm it was able to withstand small-arms fire. It was armed with a 37mm gun and co-axial machine gun in an armoured turret. The tiny AMC's most notable feature is the ability to be driven from either end – enabling it to execute a rapid reverse out of trouble! They were in process of being phased out at the time of the German invasion – being pretty much mechanically worn out after years of use. After the fall of France some continued in service in North Africa. Principle Service: 1939-1940. Manufactured: 100.

Cost: 100 pts (Inexperienced), 125 pts (Regular), 150 pts (Veteran)

Weapons: one turret-mounted light anti-tank gun with co-axial MMG

Damage Value: 7+ (armoured carrier)

Options:

- Company Commander's vehicle can be up-armoured to Damage Value 10+ (heavy tank) and given the 'Command Vehicle' rule at a cost of +105 points.

Special Rules:

- Recce (dual direction steering)