

# ESCADRON DE COMBAT

## COMBAT SQUADRON

CONFIDENT

TRAINED

TANK COMPANY

POINTS

1710

| PLATOON   | QTY | UNIT   | POINTS    |
|---|-----|--|-----------|
| <b>HEADQUARTERS</b>                             |     |  |           |
| Escadron de Combat HQ p.145                     | 1   | Somua S-35   | 6.1% 105  |
| <b>COMBAT PLATOONS</b>                          |     |  |           |
| Medium Combat Platoon p.145                     | 3   | Somua S-35   | 18.1% 310 |
| Medium Combat Platoon p.145                     | 3   | Somua S-35   | 18.1% 310 |
| Light Combat Platoon p.145                      | 1   | Hotchkiss H-35 or H-39 (long gun)                  | 9.4% 160  |
|   | 2   | Hotchkiss H-35 or H-39 (short gun)                 |           |
| Medium Combat Platoon p.145                     | 3   | Somua S-35   | 18.1% 310 |
| <b>DIVISIONAL SUPPORT</b>                       |     |  |           |
| Rifle Platoon (Guards) p.125                    | 1   | Cmd Rifle/MG team                                  | 11.4% 195 |
| <b>CONFIDENT VETERAN</b>                        | 1   | Light Mortar team                                  |           |
| <b>Allied Platoon</b>                           | 1   | Anti-tank Rifle team                               |           |
|   | 6   | Rifle/MG team                                      |           |
| Deep Reconnaissance Platoon p.153               | 4   | Panhard AMD-35                                     |           |
| All-terrain Towed 105mm Artillery Battery p.170 | 1   | Cmd Rifle team                                     | 9.4% 160  |
|   | 1   | Staff team   |           |
|   | 1   | Observer Rifle team                                |           |
|   | 1   | Motorcycle & Sidecar                               |           |
|   | 4   | 105mm C mle 1935B howitzer                         |           |
| Air Support p.167                               | 1   | Sporadic Fighter Intercept Moraine Saulnier MS.406 | 1.5% 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<br>(long gun)  | Standard Tank   | 3 | 3 | 1  | Co-ax MG.              |
| <i>37mm SA-38 gun</i>                 | <i>24"/60cm</i> | 2 | 5 | 4+ | <i>One-man turret.</i> |
| Hotchkiss H-35 or H-39<br>(short gun) | Standard Tank   | 3 | 3 | 1  | Co-ax MG.              |
| <i>37mm SA-18 gun</i>                 | <i>16"/40cm</i> | 2 | 4 | 4+ | <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> | 2 | 6 | 4+ | <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> | 2 | 6 | 5+ | <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                                |
|----------------------|----------|-----|-----------|-----------|--------------------------------------|
| Anti-tank Rifle team | 16"/40cm | 1   | 4         | 5+        | Tank Assault 3.                      |
| Light Mortar team    | 16"/40cm | 1   | 1         | 4+        | Smoke, Can fire over friendly teams. |
| Rifle team           | 16"/40cm | 1   | 2         | 6+        |                                      |
| Rifle/MG team        | 16"/40cm | 2   | 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 |
|---------|----------|-------|------|-----|---------------------|
|---------|----------|-------|------|-----|---------------------|

### MOTORCYCLES

|  |      |   |   |   |  |
|--|------|---|---|---|--|
| Gnome-Rhone or René Gillett motorcycle and sidecar | Jeep | - | - | - |  |
|--|------|---|---|---|--|

## AIRCRAFT

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

## VEHICLE MACHINE-GUNS

| Weapon     | Range    | ROF | Anti-tank | Firepower |                              |
|------------|----------|-----|-----------|-----------|------------------------------|
| 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.