

# Intelligence Briefing for the Mid-War Free French (January 1942- June 1943)

## Free French Company Choices

You can choose to base your Free French force on:

- A Free French Infantry Company,
- A Free French Mechanised Infantry Company,
- A Free French Tank Company, or
- A Free French Wheeled Reconnaissance Tank Company.

The organisation and equipment of each company will be different depending on when during the period the company is set. You must select a specific month and year for your company. Only platoons available in that particular month may be used.

The defence of Bir Hakiem by the Free French during the May –June 1942 Gazala battles marked a major watershed for the Free French Forces. Prior to Bir Hakiem large amounts of French equipment, much recovered from the Vichy forces in Syria and Lebanon was available. The majority of this equipment was lost during the defence of Bir Hakiem and so post Bir Hakiem the Free French fought with primarily British equipment until re-equipped by the Americans in July 1943.

## Motivation and Experience

The motivation and experience of the various companies also depends on when the company is set and is detailed for each company and time period.



Company	1942												1943					
	Jan	Feb	Mar	Apr	May	Jun	July	Aug	Sep	Oct	Nov	Dec	Jan	Feb	Mar	Apr	May	Jun
Armoured	Escadron de Combat - R35 1e Compagnie de Chars (1 CC)				Tank Squadron – Crusaders 1e Compagnie de Chars (1 CC)				Armoured Car Squadron – Marmion-Herrington Mk III and Conus Auto-Cannons 1e Régiment de Marche de Spahis Marocains (1 RMSM)				Tunisia					
					Tank Squadron – Crusaders and Shermans 1e Compagnie de Chars (1 CC)													
	Bir Hakeim																	
Mechanised Infantry	GRCA Escadron de Fusiliers – French equipment 1 <sup>re</sup> Régiment de Spahis Marocains (1 RSM)												El Alamein					
	Motor Company - French support weapons 1 <sup>re</sup> Bataillon d'Infanterie de Marine (1 BIM)						Lorried Motor Company – British support weapons 1 <sup>re</sup> Bataillon d'Infanterie de Marine et du Pacifique (1 BIMP)											
Infantry	Rifle Company – French support weapons 13 DBLE, BM 1, BM 2, BM 3, BP												Rifle Company – British support weapons BM 4, BM 5, BM 11, BM 21, BM 22, BM 24					
	Compagnie d'Infanterie – French equipment Régiment de Tirailleurs Sénégalais du Tchad																	

*Bir Hakiem*

*El Alamein*

*Tunisia*

## Special Rules

### *Égalité*

Since the French revolution the French have believed in equality, this means that a French officer often has to persuade his troops rather than simply order them. This sometimes slows things down but leaves the troops more prepared to keep fighting if the officer is killed.

A Free French platoon may make Motivation tests, even if their Command team was destroyed. However, the platoon may not advance if the Platoon Command team has been destroyed, unless another Command team Takes Over Command.

### *Free French Artillery*

#### *French equipped*

Between the wars the French artillery was seen as the pinnacle of military technology, well organised and capable of bringing down a large amount of explosives on demand.

#### *Poste Central du Groupe*

All requests for artillery fire go through the Poste Central du Groupe, the central fire direction post. This allows the artillery commander to allocate as much artillery as needed to each target.

Any French equipped Artillery Battery observer (but not a Mortar Platoon observer) range in any battery of this type on the table, although they can only range in one battery at a time. They are not restricted to requesting fire from their own battery.

Additionally, when these observers have ranged in one battery and order an **All Guns Repeat!** bombardment on the same target point in a subsequent turn, they may attempt to range in another battery on the same point while continuing to control the battery firing the **All Guns Repeat!** bombardment.

Next turn the Observer team can order both batteries to fire **All Guns Repeat!** bombardments and add another, and so on. Roll to hit with each battery separately.

#### *British equipped*

With the heavy loss of equipment at Bir Hakeim the Free French were forced to adopt British equipment and to a large extent British artillery practice.

#### *Rounds on the Ground*

The large, eight gun, batteries give the artillery commander more flexibility, since they can fire as either one big battery to destroy a concentrated target, or as two smaller batteries.

A battery with both Gun Troops within 4"/10cm of its HQ Troop may range them in together and fire a concentrated bombardment. It may fire:

- a 'Murder' with all of the battery's guns concentrated on a single Artillery Template (giving re-rolls for misses if six or more guns fire), or
- a 'Stonk' with all of the battery's guns spread over a double width Artillery Template (12"/30cm wide by 6"/15cm deep), giving no re-rolls for misses.

### *Mike Target*

British infantry operations tend towards a methodical approach. This gives the artillery plenty of time to set up and co-ordinate their fire. The gunners frequently used this to their advantage by using the code "Mike Target" when ordering a bombardment. A Mike Target required every gun in the regiment that wasn't otherwise occupied to join in! Within a relatively short space of time 24 guns would be pounding the target as fast as the loaders could shove the rounds in the breach. The effect was dramatic, leading German prisoners to ask to see the 'belt-fed' artillery on the way to the rear!

When a Field Artillery Battery repeats a Stonk or Murder Bombardment using the **All Guns Repeat!** rule, the entire regiment joins in. As a result any teams caught under the bombardment must re-roll successful Save rolls and the Artillery Firepower of the guns increases to 5+ rather than the normal 6.

### *Free French Vehicles*

#### *French equipped*

#### *Light Trucks and Lorries*

The Free French always had supply problems and were especially short of transports. Where light trucks are listed, any truck of ½ tonne to 1.5 tonne may be used. For example: British 15cwt trucks, French Renaults or Italian OM-36 ½ ton trucks. When lorries are listed you may use any truck of greater than 1.5 tonne ie: British 3-ton lorry or Italian Dovunque 3-ton truck.

#### *Portée*

It was normal French practice to carry anti-tank guns on the back of trucks, instead of towing them. The French 25mm anti-tank gun was designed to be pulled by horses and so was too light to be towed behind a truck. Because of this the gun was always carried 'portée'.

An anti-tank gun carried portée on a truck counts as an unarmoured, wheeled tank. The gun can fire to the front of the truck like a hull-mounted gun while mounted.

A portée anti-tank gun may be removed and replaced with the towed version of its gun taking an entire turn to do so, becoming a gun team in the process. The truck is sent to the rear.

#### *One-man Turret*

French tanks retained the one-man turret of their First World War forebears. Although this was sufficient for infantry support work, it made their tanks unsuitable for tank-versus-tank clashes as the commander was faced with the impossible task of finding new targets, loading and firing the gun, while directing the driver as well.

Another feature of French tank turrets was that the turret machine gun was not mounted co-axially with the main gun, but fired separately.

A tank with a one-man turret may not fire its main gun while moving, and may not fire both the main gun and the turret machine gun in the same turn.

### ***Slow Tank***

Because French infantry tanks have extremely thick armour for their size, they are quite slow.

Slow tanks only move 8"/20cm on Road and Cross-country terrain.

### ***British equipped***

#### ***Fear Naught***

The instructors at the Cairo Tank School, all officers from the Royal Tank Regiment or the Cavalry regiments of the British Army concentrated on the need to close the enemy regardless of casualties.

If an Armoured Platoon is reduced to a single tank (whether Bailed Out or still operational), it may at the start of any of your turns join another Armoured Platoon from the same Armoured Squadron that has at least one tank within 4"/10cm.

If the sole survivor of a Platoon joins another platoon, the Armoured Platoon it came from ceases to exist, but does not count as destroyed.

If the combined platoon has two or more Command teams, nominate one of them to be the Platoon Command team. The other then counts as a normal team. If the Platoon Command team is destroyed, you may immediately nominate another Command team in the platoon if available as the new Platoon Command team.

If the combined platoon takes further casualties, it is treated as below strength any time it is reduced to one tank, or has all remaining tanks Bailed Out. As long as it has at least two tanks, one of which it not Bailed Out, the platoon is more than half strength and does not need to take Platoon Morale Checks.

### ***Tally Ho!***

To facilitate accurate shooting on the move, cruiser tanks have high-speed power traverse systems capable of spinning the turret through a full circle in 10 seconds along with freely mounted guns. The 2 pdr and 6 pdr guns have no elevating controls. Instead the gunner aims the gun using his shoulder making them very accurate on the move at short ranges.

Crusader tanks do not suffer any penalty to their ROF for shooting on the move at ranges up to 16"/40cm. In effect, they are assumed to be firing on the move at all times.

They still cannot shoot when moving At the Double.

### ***Broadside***

The Cairo Tank School taught that tank battle in the desert were land based naval battles with the 'cruiser' squadrons steaming out in naval formations such as 'line ahead' and charging through the enemy lines firing 'broadside'.

Only the turret facing is used in determining whether a shot hits the front or side armour of a Crusader cruiser tank. The facing of the hull is irrelevant.

This means that you can position your cruisers to show them racing past enemy tanks firing broadsides at their flanks without having to worry about exposing your hull's side armour to the enemy return fire.

The Broadside rule does not apply when the tanks move At the Double, as they always march with their turrets pointing forwards.

### ***Fast Tank***

Crusader tanks have powerful engines and flexible Christie suspension allowing them to really move when they open the throttle.

Crusader tanks can move up to 32"/80cm when moving At then Double.

### ***Unreliable***

The Crusader tank is poorly designed for desert operations. It is prone to overheating and cooling pump failures, both of which are difficult to repair in the field.

If an unreliable tank attempts to move At the Double, roll a die. On a roll of a 1, the tank falls victim to a serious mechanical breakdown and does not move at all. A broken down tank counts as Bugged Down for the rest of the game.

### ***Ronson***

Sherman tanks had a terrible reputation for burning when hit. Their crews referred to them as 'Ronsons' since in the words of the cigarette lighter advertisement they "light first time".

The opposing player re-rolls any failed Firepower tests to destroy a Sherman II tank. Do not re-roll Firepower tests for hits from aircraft bombs or rockets.

### ***Semi-indirect***

British heavy tanks often open fire at long range. It means that their ammo racks empty fast, but there's plenty more available. Their prolific use of ammunition at very long ranges compensates for the difficulty of hitting the target.

Sherman heavy tanks that didn't move may re-roll failed rolls to hit when shooting their 75mm guns at ranges over 16"/40cm.

### ***Boys Anti-tank Rifle***

Marmon-Harrington armoured cars and scout carries are often armed with Boys anti-tank rifles. They are mounted separately from the machine-gun, so the gunner cannot fire them both at the same time

If a vehicle fires a Boys anti-tank rifle, it may not fire any other weapon that turn.

### ***'Portee'***

British anti-tank guns were carried 'portee' on the back of their lorries, giving them extra mobility in the desert battles. Unlike French portée guns the British guns fired over the back of their lorries, ready for a quick get away.

An anti-tank gun carried 'portee' on a truck counts as an unarmoured, wheeled tank. The gun can fire to the rear of the truck like a hull-mounted gun while mounted.

A 'portee' anti-tank gun may be removed and replaced with the towed version of its gun taking an entire turn to do so, becoming a gun team in the process. The truck is sent to the rear.

### ***Cumbersome***

The Conus Auto cannon was based on a Ford 3 ton truck. Unfortunately the weight of armour, turret and gun they carried made them cumbersome and slow.

Cumbersome vehicles only move 12"/30cm on Roads and 6"/15cm in Cross-country terrain.

When required to make a bogging roll, a cumbersome vehicle becomes Bugged Down on a roll of 1 or 2, rather than the usual 1.

## ***Free French Weapons***

### ***French equipped***

#### ***60mm Light Mortar***

The 60mm Brandt Mle 1935 mortar packs a good punch for its small size.

Free French 60mm Light Mortar teams can choose to fire as normal Light Mortar teams, but with ROF 2 and Firepower 4+, or as Close Support Artillery.

### ***No HE***

French anti-tank guns smaller than the 75mm do not have high explosive (HE) ammunition, so they must fire solid anti-tank shot at any target they engage.

## ***Air Support***

You may request Sporadic air support at a cost of 50 Points. Sporadic air support will provide supporting ground attack aircraft and fighters on a roll of 6.

You may request Limited air support at a cost of 100 Points. Limited air support will provide supporting ground attack aircraft and fighters on a roll of 5+.

Name	Weapon	Range	ROF	Anti-tank	Firepower
Hurricane IIC	Bombs	4"/10cm	-	4	1+
Hurricane IID	Guns	8"/20cm	3	9	5+
Kittyhawk	Bombs	4"/10cm	-	4	1+
Potez 63	Bombs	4"/10cm	-	4	1+

Guns with no HE ammunition reduce their Firepower against unarmoured targets to 6.

### ***VB Grenade Launchers***

Every French equipped Infanterie Platoon has a group of VB grenade launchers. These handy weapons are old Lebel Mle 1886/93 rifles converted to fire grenades.

VB teams have Range 8"/20cm, ROF 2, Anti-tank 1, and Firepower 5+. Like light mortars, they can fire over friendly troops.

### ***Trench Guns***

The Italian 47mm gun is a Trench Gun. As such it is rated as an Infantry Team.

However, the weight of the weapons and ammunition make them slower than normal riflemen. They can only move 4"/10cm instead of the normal 6"/15cm.

As Infantry teams, they are not hindered by Difficult or Very Difficult Going.

Trench guns are usually carried in vehicles rather than towed behind them. A transport vehicle can carry Trench guns as normal passengers.

Trench Guns cannot move to launch an assault, counterattack, or consolidate. The crews stick with their weapons and defend them where they stand. However, having a 4"/10cm movement, they usually can Break Off or Flee to Safety if they choose to do so.

### ***British equipped***

### ***No HE***

In the desperate days on 1940, Britain ceased production of high explosive (HE) ammunition for anti-tank guns to concentrate on essential armour-piecing rounds.

2 pdr and 6 pdr anti-tank guns have no HE ammunition reducing their Firepower against unarmoured targets to 6.

### ***Self-defence AAMG***

Machine guns were mounted on selected vehicles to discourage air attacks.

Self-defence anti-aircraft machine-guns can only shoot at aircraft that are attacking their own platoon

## Free French Infantry Company

A Free French Infantry Company may be:

- A Rifle Company
  - with French Support weapons (January - June 1942)
  - with British Support weapons (July 1942 - June 1943), or
- A Compagnie d'Infanterie with French equipment (January 1942 – June 1943)

### Free French Rifle Company (Infantry Company)

The majority of Free French Battalions were organised along British lines and so were made up of Rifle Companies. The uniforms and small arms (weapons of the Rifle Platoons) were a mixture of British and French. Prior to Bir Hakeim the majority of the support weapons (in the Weapons and Support Platoons) were French from the stocks in the central and east African colonies that had rallied to de Gaulle or captured in ex-Vichy Syria and Lebanon.

After Bir Hakeim the majority of the French support weapons had been lost or destroyed, ammunition was also becoming more of a problem and so almost all support weapons became British. French uniforms and small arms also became scarce.

### What is in a Free French Rifle Company?

A Force based on a Rifle Company must contain:

- A Company HQ, and
- At least two Rifle Platoons

Weapons Platoons available to a Rifle Company are:

- a Mortar Platoon,
- three Carrier Patrols,
- two Machine-gun Platoons, and
- two Anti-tank Platoon.

Support Platoons for a Rifle Company can be:

- Light Armoured Platoons,
- Armoured Car Platoons, and
- Divisional Support Platoons listed as available to a Rifle Company.

You may have up to **two** Support Platoons attached to your company for each Rifle Platoon you are fielding. You must select a specific month and year for your company. Only platoons available in that particular month may be used.

### Motivation and Experience

A Rifle Company is **Confident Trained**. Because of this, the number of Points you have available to spend on your force *increases* as follows:

Normal Force	Free French Force
1000 Points	1300 Points
1500 Points	1950 Points
2000 Points	2600 Points

Anti-tank Platoons, Anti-aircraft Platoons, Artillery Batteries and Reconnaissance Platoons from Divisional Troops remain Veteran, however their cost *increases* by +15 Points for every 50 Points or part thereof spent on them.

If your force is based on the French Foreign Legion troops fighting with the Free French, your Rifle Company and Divisional Troops are rated as **Confident Veteran** and do not receive the bonus Points nor the increase Points cost for the Divisional Troops.

## Headquarters Platoon

### 1 Company HQ

Company Command Rifle team,  
2iC Command Rifle team

Troop Carrier/Jeep

<b>At full strength</b>	30 Points
Add Troop Carrier or Jeep	+5 Points

## Combat Platoons

### 2 to 3 Rifle Platoons

*French Rifle Platoon* (January - June 1942)

Command Rifle/MG team,  
60mm Light Mortar team, Boys team

2-3 Rifle sections each of:  
2 Rifle/MG teams

<b>At full strength</b>	150 Points
<b>With 2 Rifle sections</b>	105 Points
<b>Add 60mm Mortar team</b>	25 Points
<b>Add Anti-tank Rifle team</b>	20 Points
<b>Equip all Rifle/MG teams with sticky bombs</b>	+5 points each

The 60mm Light Mortar Special rule applies.

*British Rifle Platoon* (July 1942 - June 1943)

Command Rifle/MG team,  
2" Light Mortar team, Boys team

2-3 Rifle sections each of:  
2 Rifle/MG teams

<b>At full strength</b>	150 Points
<b>With 2 Rifle sections</b>	105 Points
<b>Equip all Rifle/MG teams with sticky bombs</b>	+5 points each
<b>Add light mortar team</b>	10 Points
<b>Add Anti-tank rifle team</b>	20 Points

## Weapons Platoons

### 0 to 1 Mortar Platoon

*French Support Weapons* (January - June 1942)

Command Rifle team, Light truck

1-2 Mortar sections each:  
2 81mm mle 1927/31 Mortars, Observer team, 2 Light trucks

<b>At full strength</b>	165 Points
<b>With 1 Mortar section</b>	90 Points
<b>Equip all R/MG teams and gun teams with sticky bombs</b>	+5 points each

### *British Support Weapons* (July 1942 - June 1943)

Command Rifle team, Light truck  
1-3 Mortar sections each:  
2 3" Mortars, Observer team, 2 Light trucks

<b>At full strength</b>	240 Points
<b>With 2 Mortar sections</b>	165 Points
<b>With 1 Mortar section</b>	90 Points
<b>Equip all Rifle/MG and gun teams with sticky bombs</b>	5 points each

### **0 to 3 Carrier Patrols**

#### *French or British Support Weapons* (January 1942 - June 1943)

3 Universal Carriers

Although purchased as separate platoons, all of a Motor Company's Scout Patrols deploy as a single platoon at the same time. Treat the Scout Patrols as a single platoon for Ambushes or Reserves.

<b>At full strength</b>	90 Points
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Upgrade up to one carrier per patrol to 25mm Hotchkiss gun for +20 Points.  
Arm any or all carriers with an extra hull-mounted MG for +5 points per carrier or 0.5" MG for +10 points per carrier.  
Replace up to one extra hull-mounted MG with an Anti-tank Rifle at no cost.

*Carriers can only be upgraded to 25mm Hotchkiss gun between April and June 1942. The first Carrier Patrol may not include a Hotchkiss gun equipped carrier.*

The Boys Anti-tank Rifle Special rule applies.

### **0 to 3 Machine-gun Platoons**

#### *French Support Weapons* (January - June 1942)

Command Rifle team, Light truck  
1-2 MG sections each:  
2 HMG teams, 2 Light trucks

<b>At full strength</b>	165 Points
<b>With 1 Machine-gun section</b>	95 Points
<b>Equip all teams with sticky bombs</b>	+5 points each

One Machine-gun Platoon may be deployed as an Anti-aircraft machine-gun Platoon. In this case, replace each HMG team with an 8mm Mle 1914 Hotchkiss MG team. Note, in changing over to an Anti-aircraft Platoon, the machine-gun teams switch from being Infantry teams and become Gun teams.

### *British Support Weapons* (July 1942 - June 1943)

Command Rifle team, Light truck  
1-2 MG sections each:  
2 HMG teams, 2 Light trucks

<b>At full strength</b>	165 Points
<b>With 1 Machine-gun section</b>	95 Points
<b>Equip all teams with sticky bombs</b>	+5 points each

### **0 to 2 Anti-tank Platoons**

The No HE Special Rule applies to both French and British equipped platoons. It does not apply to a 75mm Mle 1897/33 equipped platoon.

### *French Support Weapons* (January - June 1942)

Command Rifle team, Light truck

2-3 Portée Anti-tank guns

You may not have more than one Anti-tank Platoon armed with 75mm guns even if you have more than one company in your force.

**2 2pdr guns** 95 Points

**3 25mm SA-34 Hotchkiss guns** 100 Points

**2 25mm SA-34 Hotchkiss guns** 80 Points

**3 75mm Mle 1897/33 guns** 150 Points

**2 75mm Mle 1897/33 guns** 110 Points

**Equip all Rifle/MG and gun teams with sticky bombs** +5 points each

### *British Support Weapons* (July 1942 - June 1943)

Command Rifle team, Light truck

2-4 'Portée' Anti-tank guns

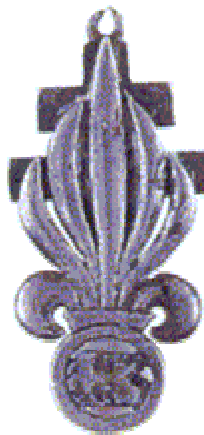
**4 2pdr guns** 165 Points

**2 2pdr guns** 95 Points

**Upgrade 2pdr portées to 6pdr portees** +10 Points per gun

**Equip all Rifle/MG and gun teams with sticky bombs** +5 points each

*Portee guns are issued Sticky Bombs for use when they dismount. There are of no use while the guns remain mounted.*



*13<sup>th</sup> DBLE (Demi Brigade Legion Etrangere)*



## Free French Compagnie d'Infanterie (Infantry Company)

Some Free French Battalions based in the French Colonies of central and east Africa had good access to stocks of French uniforms and equipment. These battalions were therefore organised along French lines and are made up of Compagnie d'Infanterie. As time went on some items of British uniform replaced the worn out French equivalent.

### What is in a Free French Compagnie d'Infanterie?

A Force based on a Compagnie d'Infanterie must contain:

- A Company HQ, and
- At least two Infanterie Platoons
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Weapons Platoons available to a Compagnie d'Infanterie are:

- two Machine-gun Platoons,
- a Mortar Platoon,
- an Anti-tank Platoon
- a Regimental Anti-tank Platoon, and
- an Anti-aircraft Platoon.

Support Platoons for a Compagnie d'Infanterie can be:

- Combat Platoons, and
- Divisional Support Platoons listed as available to a Compagnie d'Infanterie.

You may have up to **two** Support Platoons attached to your company for each Infanterie Platoon you are fielding. You must select a specific month and year for your company. Only platoons available in that particular month may be used.

### Motivation and Experience

A Compagnie d'Infanterie is **Confident Trained**.

## Headquarters Platoon

### 1 Company HQ

Company Command Rifle/MG team,  
2iC Command Rifle/MG team

60mm Light Mortar

<b>At full strength</b>	30 Points
Add Mortar section	+25 Points

The 60mm Light Mortar Special rule applies if a Mortar section is added.

## Combat Platoons

### 2 to 4 Infanterie Platoons

Command Rifle/MG team, 2 VB teams

2-3 Infanterie sections each:  
2 Rifle/MG teams

<b>At full strength</b>	140 Points
<b>With 2 Infanterie sections</b>	105 Points

The VB Grenade Launchers Special rule applies.

## Weapons Platoons

### 0 to 2 Machine-gun Platoons

Command Rifle team, Light truck

1-2 MG sections each:  
2 HMG teams, 2 Light trucks

**At full strength** 110 Points  
**With 1 Machine-gun section** 65 Points

One Machine-gun Platoon may be deployed as an Anti-aircraft machine-gun Platoon. In this case, replace each HMG team with a 8mm Mle 1914 Hotchkiss MG team. Note, in changing over to an Anti-aircraft Platoon, the machine-gun teams switch from being Infantry teams and become Gun teams.

### 0 to 1 Mortar Platoon

Command Rifle team, Light truck

1-2 Mortar sections each:  
2 81mm mle 1927/31 Mortars, 1 Observer,  
2 Light trucks

**At full strength** 155 Points  
**With 1 Mortar section** 85 Points

### 0 to 1 Anti-tank Platoon

Command Rifle team, Light truck

1-2 Portée Anti-tank guns

**2 25mm SA-34 Hotchkiss guns** 80 Points  
**1 25mm SA-34 Hotchkiss gun** 50 Points  
  
**2 37mm Mle 1916 Puteaux guns** 60 Points  
**1 37mm Mle 1916 Puteaux gun** 40 Points

Your force may not contain more than one Anti-tank Platoon, even if it has more than one Compagnie d'Infanterie. The No HE Special rule applies.

### 0 to 1 Regimental Anti-tank Platoon

Command Rifle team, Light truck

1-3 Portée Anti-tank guns

**3 25mm SA-34 Hotchkiss guns** 110 Points  
**2 25mm SA-34 Hotchkiss guns** 80 Points  
**1 25mm SA-34 Hotchkiss gun** 50 Points

Your force may not contain more than one Regimental Anti-tank Platoon, even if it has more than one Compagnie d'Infanterie. The No HE Special rule applies.

### 0 to 1 Anti-aircraft Platoon

Command Rifle team, Light truck

1-2 Anti-aircraft sections each:  
2 20mm Mle 1939 Oerlikon guns,  
2 Light trucks

**At Full strength** 140 Points  
**With 1 Section** 80 Points

Your force may not contain more than one Anti-aircraft Platoon, even if it has more than one Compagnie d'Infanterie.

## Free French Mechanised Infantry Company

### A Free French Mechanised Infantry Company may be:

- A Motor Company
  - with French Support weapons (January - June 1942)
  - with British Support weapons (July 1942 - June 1943)
- A GRCA Escadron de Fusiliers with French equipment (January 1942 – July 1942)

### Free French Motor Company (Mechanised Infantry Company)

The 1e Bataillon d'Infanterie de Marine (1 BIM) Free French Battalion was organised along British lines and consisted of either two or three Motor Companies. The uniforms and small arms (weapons of the Rifle Platoons) were a mixture of British and French. Prior to Bir Hakeim the majority of the support weapons (in the Weapons and Support Platoons) were French from the stocks in the central and east African colonies that had rallied to de Gaulle or captured in ex-Vichy Syria and Lebanon.

After Bir Hakeim the majority of the French support weapons had been lost or destroyed, ammunition was also becoming more of a problem and so almost all support weapons became British. French uniforms and small arms also became rarer. The 1 BIM was merged with Bataillon du Pacifique to form 1re Bataillon d'Infanterie de Marine et du Pacifique (1 BIMP) and it's surviving 15cwt trucks were replaced with 3 ton lorries.

### What is in a Free French Motor Company?

A Force based on a Motor Company must contain:

- A Company HQ, and
- Two or three Motor Platoons.

Weapons Platoons available to a Motor Company are:

- Three Scout Patrols,
- two Machine-gun Platoons, and
- two Anti-tank Platoons.

Support Platoons for a Motor Company can be:

- Combat or Light Armoured Platoons
- Armoured Car Platoons,
- Divisional Support Platoons listed as available to a Motor Company.

You may have up to **two** Support Platoons attached to your company for each Motor Platoon you are fielding. You must select a specific month and year for your company. Only platoons available in that particular month may be used.

### Motivation and Experience

A Motor Company is **Confident Veteran**

### Headquarters Platoon

#### 1 Company HQ

*French Support Weapons* (January - June 1942)

Company Command Rifle team,  
2iC Command Rifle team,  
2 Light trucks

2 60mm Light Mortars, 2 Light Truck

<b>At full strength</b>	40 Points
Add Mortar section	+60 Points

The 60mm Light Mortar Special rule applies if a Mortar section is added.

### *British Support Weapons* (July 1942 - June 1943)

Company Command Rifle team,  
2iC Command Rifle team,  
2 Light trucks

2 3" Mortars, 2 Light Truck

2 Breda 20mm portee

<b>At full strength</b>	40 Points
<b>Add Mortar section</b>	+60 Points
<b>Add Anti-aircraft section</b>	+80 Points

## **Combat Platoons**

### *Before Bir Hakiem* (January - June 1942)

#### **2 to 3 Trucked Motor Platoons**

Command MG team, Light truck  
60mm Light Mortar team

2-3 Motor sections each:  
MG team, Light truck  
Boys team

<b>At full strength</b>	125 Points
<b>With 2 Motor sections</b>	95 Points

Add a 60mm Light Mortar team for	+25 Points
Add Boys teams for	+20 Points per team

The 60mm Light Mortar Special rule applies if a Mortar is added.

### *After Bir Hakiem* (July 1942 - June 1943)

#### **2 to 3 Lorried Motor Platoons**

Command Rifle/MG team, Jeep  
2" Light Mortar team, Boys team

2-3 Motor sections each:  
2 MG teams, Lorry

<b>At full strength</b>	150 Points
<b>With 1 Motor section</b>	95 Points

Add a 2" Light Mortar team for	+10 Points
Add an Anti-tank Rifle team for	+20 Points

2" Light Mortar and Boys teams ride in the Motor section lorries.

## **Weapons Platoons**

#### **0 to 3 Carrier Patrols**

### *French or British Support Weapons* (January 1942 - June 1943)

3 Universal Carriers

Although purchased as separate platoons, all of a Motor Company's Scout Patrols deploy as a single platoon at the same time. Treat the Scout Patrols as a single platoon for Ambushes or Reserves.

The Boys Anti-tank Rifle Special rule applies.

<b>At full strength</b>	90 Points
Upgrade up to one Carrier per patrol to 25mm Hotchkiss gun	+20 Points

*Carriers can only be upgraded to 25mm Hotchkiss gun between April and June 1942. The first Carrier Patrol may not include a Hotchkiss gun equipped carrier.*

### **0 to 2 Machine-gun Platoons**

#### **French Support Weapons** (January - June 1942)

Command Rifle team, Light truck

1-2 MG sections each:  
2 HMG teams, 2 Light trucks

<b>At full strength</b>	160 Points
<b>With 1 Machine-gun section</b>	90 Points

One Machine-gun Platoon may be deployed as an Anti-aircraft machine-gun Platoon. In this case, replace each HMG team with an 8mm Mle 1914 Hotchkiss MG team. Note, in changing over to an Anti-aircraft Platoon, the machine-gun teams switch from being Infantry teams and become Gun teams.

#### **British Support Weapons** (July 1942 - June 1943)

Command Rifle team, Light truck

1-2 MG sections each:  
2 HMG teams, 2 Light trucks

<b>At full strength</b>	160 Points
<b>With 1 Machine-gun section</b>	90 Points

### **0 to 2 Anti-tank Platoons**

The No HE Special Rule applies to both French and British equipped platoons. It does not apply to a 75mm Mle 1897/33 equipped platoon.

#### **French Support Weapons** (January - June 1942)

Command Rifle team, Light truck

2-3 Portée Anti-tank guns

You may not have more than one Anti-tank Platoon armed with 75mm guns even if you have more than one company in your force.

<b>3 2pdr guns</b>	130 Points
<b>2 2pdr guns</b>	95 Points
<b>3 25mm SA-34 Hotchkiss guns</b>	100 Points
<b>2 25mm SA-34 Hotchkiss guns</b>	80 Points
<b>3 75mm Mle 1897/33 guns</b>	150 Points
<b>2 75mm Mle 1897/33 guns</b>	110 Points

#### **British Support Weapons** (July 1942 - June 1943)

Command Rifle team, Light truck

2-4 'Portee' Anti-tank guns

<b>4 2pdr guns</b>	165 Points
<b>3 2pdr guns</b>	130 Points
<b>2 2pdr guns</b>	95 Points
<b>4 6pdr guns</b>	205 Points
<b>3 6pdr guns</b>	160 Points
<b>2 6pdr guns</b>	115 Points

## Free French Escadron de Fusiliers (Mechanised Infantry Company)

The 1<sup>re</sup> Régiment de Spahis Marocains (1 RSM) was organised as a GRCA (*Groupe de Reconnaissance de Corps d'Armée*) of three Escadron de Fusiliers until July 1942 when it converted to an Armoured Car Regiment and was renamed 1<sup>er</sup> Régiment de Marche de Spahis Marocains (1 RMSM), see Armoured Car Squadron organisation.

1 RSM had been converted in June 1941 from a mounted cavalry regiment using captured Vichy French equipment in Syria and Lebanon. It was organised along French lines.

### What is in a Free French Escadron de Fusiliers?

A Force based on an Escadron de Fusiliers must contain:

- A Company HQ, and
- At least two Fusilier Platoons
- 

Weapons Platoons available to an Escadron de Fusiliers are:

- a Machine-gun Platoon, and
- an Anti-tank Platoon.

Support Platoons for an Escadron de Fusiliers can be:

- Combat Platoons, and
- Divisional Support Platoons listed as available to an Escadron de Fusiliers.

You may have up to **one** Support Platoons attached to your company for each Fusilier Platoon you are fielding. You must select a specific month and year for your company. Only platoons available in that particular month may be used.

### Motivation and Experience

An Escadron de Fusiliers is **Confident Trained**.

## Headquarters Platoon

### 1 Company HQ

Company Command MG team,  
2iC Command MG team,  
2 Light trucks

60mm Light Mortar, Light truck

2 HMG teams, Light truck

<b>At full strength</b>	45 Points
Add Mortar section	+30 Points
Add Machine-gun section	+50 Points

The 60mm Light Mortar Special rule applies if a Mortar section is added.

## Combat Platoons

### 2 to 4 Fusilier Platoons

Command MG team, VB team, Light truck

2 Fusilier sections each:  
2 MG teams

<b>At full strength</b>	125 Points
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The VB Grenade Launchers Special rule applies.

### ***0 to 1 Motorcycle Fusilier Platoon***

Up to one Fusilier Platoon may be mounted on Motorcycles, replacing one of the normal Fusilier Platoons. It then consists of four MG teams mounted on 4 motorcycle teams and has no VB team.

<b>At full strength</b>	120 Points
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Motorcycle mounted Fusiliers are reconnaissance troops and use the reconnaissance rules.

## **Weapons Platoons**

### ***0 to 1 Machine-gun Platoon***

Command MG team, Light truck
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1-2 MG sections each: 2 HMG teams, 1 Light truck
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<b>At full strength</b>	125 Points
<b>With 1 Machine-gun section</b>	75 Points

### ***0 to 1 Anti-tank Platoon***

Command Rifle team, Light truck
---------------------------------

1-2 Portée Anti-tank guns
---------------------------

The No HE Special rule applies only to the 25mm SA 34 Hotchkiss guns.

<b>2 25mm SA-34 Hotchkiss guns</b>	80 Points
<b>1 25mm SA-34 Hotchkiss gun</b>	55 Points
<b>2 37mm Mle 1916 Puteaux guns</b>	60 Points
<b>1 37mm Mle 1916 Puteaux gun</b>	40 Points

Your force may not contain more than one Anti-tank Platoon, even if it has more than one Escadron de Fusiliers.

## Free French Armoured Car Squadron (Wheeled Reconnaissance Tank Company)

### *Prior to August 1942*

The 1<sup>er</sup> Régiment de Spahis Marocains (1 RSM) was organised as a GRCA of three Escadron de Fusiliers until July 1942. The briefing for these companies is detailed above under Mechanised Infantry Companies.

### *From August 1942*

In August 1942 1<sup>er</sup> Régiment de Spahis Marocains (1 RSM) converted to an Armoured Car Regiment and was renamed 1<sup>er</sup> Régiment de Marche de Spahis Marocains (1 RMSM), it's organisation is detailed below.

### **What is in an Armoured Car Squadron?**

A force based around an Armoured Squadron must contain:

- A Company HQ, and
- Two to five Armoured Car Platoons

Weapons platoons available to an Armoured Car Squadron are:

- Up to two Auto-cannon Platoons.

Support Platoons available to an Armoured Squadron are:

- Motor Platoons or Rifle Platoons (but not both),
- Divisional Support Platoons listed as available to an Armoured Car Squadron.

You may have up to **one** Support Platoon attached to your company for each Armoured Car Platoon you are fielding.

### **Motivation and Experience**

A Free French Armoured Car Squadron is rated **Confident Veteran**.

## Headquarters Platoon

### **1 Company HQ**

Company Command Marmon-Herrington,  
2iC Command Marmon-Herrington

2 Marmon-Herrington Mk III Armoured cars

2 Breda 20mm portee

The Boys Anti-tank Rifle Special rule applies.

The Company HQ are reconnaissance troops and use the reconnaissance rules.

**2 Marmon-Herrington Mk III** 60 Points

Add up to two Marmon-Herrington Mk III armoured cars for +30 Points each

Arm any or all Marmon-Herrington Mk III armoured cars with an AA MG for +5 Points per armoured car

Add an Anti-aircraft section for +80 Points

## Combat Platoons

### **2-5 Armoured Car Platoons**

3 Marmon-Herrington Mk III Armoured cars

The Boys Anti-tank Rifle Special rule applies unless upgraded to a 'captured' gun.

Armoured car platoons are reconnaissance troops and use the reconnaissance rules.

**3 Marmon-Herrington Mk III** 90 Points

Upgrade any or all Marmon-Herrington armoured cars by replacing the Boys anti-tank Rifle and turret MG with a hull-mounted French or captured anti-tank gun, reducing the Top armour to 0 for

+10 Points per armoured car

Arm any or all Marmon-Herrington armoured cars with an AA MG for +5 Points per armoured car



## Weapons Platoons

### 0-2 Auto-Cannon Platoons

3 Conus Auto-cannons

3 Conus Auto-cannons

225 Points

## Free French Tank Company

### A Free French Tank Company may be:

- An Escadron de Combat (January 1942 – March 1942), or
- An Armoured Squadron (April 1942 – June 1943)

### Free French Escadron de Combat (Tank Company)

#### What is in an Escadron de Combat?

A force based around an Escadron de Combat must contain:

- A Company HQ, and
- At least two Combat Platoons

Support Platoons available to an Escadron de Combat are:

- Motor Platoons or Rifle Platoons (but not both),
- Divisional Support Platoons listed as available to an Escadron de Combat.

You may have up to **one** Support Platoon attached to your company for each Combat Platoon you are fielding.

#### Motivation and Experience

A Free French Escadron de Combat is rated **Confident Trained**.

You may not field more than **one** Free French Escadron de Combat – as there was only one – the 1<sup>re</sup> CCFL!

The One-man Turret and Slow Tank Special rules apply.

## Headquarters Platoon

### 1 Company HQ

Company Command R35 tank

1 R35 tank

30 Points

## Combat Platoons

### 2-5 Combat Platoons

3-5 R35 tanks

5 R35 tanks

150 Points

4 R35 tanks

120 Points

3 R35 tanks

90 Points

## Free French Armoured Squadron (Tank Company)

### What is in an Armoured Squadron?

A force based around an Armoured Squadron must contain:

- A Company HQ, and
- At least two Armoured Platoons

Weapons platoons available to an Armoured Squadron are:

- Up to one Recce platoon, and
- From November 1942 up to one Heavy Armoured Platoon.

Support Platoons available to an Armoured Squadron are:

- Motor Platoons or Rifle Platoons (but not both),
- Armoured Car Platoons, and
- Divisional Support Platoons listed as available to an Armoured Squadron.

You may have up to **one** Support Platoon attached to your company for each Armoured Platoon you are fielding.

### Motivation and Experience

A Free French Armoured Squadron is rated **Confident Trained**.

You may not field more than **one** Free French Armoured Squadron – as there was only one – the 1<sup>re</sup> CCFL!

The Fear Naught, Tally Ho!, Broadside, Fast Tank and, Unreliable Special rules apply.

## Headquarters Platoon

### 1 Company HQ

Company Command Crusader  
2iC Command Crusader

2 Crusaders

The Company Command and 2iC Command tanks may not be Crusader III tanks.

**2 Crusader II** 115 Points

Add up to 2 Crusader II for +55 Points each

Upgrade any or all Crusader II to Crusader II CS tanks for +15 Points per tank

Upgrade any or all Crusader II to Crusader III tanks for +20 Points per tank

## Combat Platoons

### 2-3 Light Armoured Platoons

2-3 Crusaders

The command tank will be the last tank upgraded to a Crusader III

**3 Crusader II** 170 Points

**2 Crusader II** 115 Points

Replace command tank with a Crusader II CS tank for +15 Points per tank

Upgrade any or all Crusader II to Crusader III tanks for +20 Points per tank

## Weapons Platoons

### ***0-1 Recce Platoon***

3-4 Daimler Dingo

**4 Daimler Dingo**  
**3 Daimler Dingo**

80 Points  
60 Points

***After El Alamein*** (from November 1942)

### ***0-1 Heavy Armoured Platoon***

2-3 Sherman II

**3 Sherman II**  
**2 Sherman II**

345 Points  
230 Points

The Ronson, and Semi-indirect Special rules apply.

Arm any or all Sherman II tank with 0.5" AA MG for  
+5 Points per tank

## Divisional Troops

### Motivation and Experience

All Divisional Troops are **Confident Veterans**.

#### 0-1 Divisional Anti-tank Platoon

This platoon is available to the following Free French companies; Rifle Company, Compagnie d'Infanterie, Motor Company, Escadron de Fusiliers, Armoured Car Squadron, Escadron de Combat, Armoured Squadron.

The No HE Special Rule applies to both French and British equipped platoons. It does not apply to a 75mm Mle 1897/33 equipped platoon. Your force may not contain more than one Divisional Anti-tank platoon, nor can you select a Divisional Anti-tank Platoon equipped with 75mm guns if they have already been taken as a weapons platoon.

#### *French Support Weapons* (January - June 1942)

Command Rifle team, Light truck

2-3 Portée Anti-tank guns

Although initially equipped with a mix of captured Italian and French anti-tank guns, a good number of British 2pdr guns had arrived for the Gazala battles.

<b>3 Captured Italian 47mm guns</b>	145 Points
<b>2 Captured Italian 47mm guns</b>	105 Points
<b>3 75mm Mle 1897/33 guns</b>	150 Points
<b>2 75mm Mle 1897/33 guns</b>	110 Points
<b>4 2pdr guns</b>	165 Points
<b>3 2pdr guns</b>	130 Points
<b>2 2pdr guns</b>	95 Points

#### *British Support Weapons* (July 1942 - June 1943)

Command Rifle team, Light truck

2-4 'Portee' Anti-tank guns

<b>4 2pdr guns</b>	165 Points
<b>2 2pdr guns</b>	95 Points
<b>Upgrade 2pdr portées to 6pdr portees</b>	+10 Points per gun
<b>Equip teams with sticky bombs</b>	5 Points each

#### 0-1 Anti-Aircraft Platoon

This platoon is available to the following Free French companies; Rifle Company, Compagnie d'Infanterie, Motor Company, Escadron de Fusiliers, Armoured Car Squadron, Escadron de Combat, Armoured Squadron.

#### *French Support Weapons* (January - June 1942)

Command Rifle team, Light truck

2-3 25mm mle 1938 guns and light trucks

<b>3 25mm mle 1938 guns</b>	135 Points
<b>2 25mm mle 1938 guns</b>	100 Points

#### *British Support Weapons* (May 1942 - June 1943)

Command Rifle team, Jeep

1-2 Sections each

3 Bofors 40mm guns and tractors

<b>2 Sections of 3 Bofors 40mm guns</b>	245 Points
<b>1 Sections of 3 Bofors 40mm guns</b>	135 Points

The British support weapons version of this platoon is from the 1er Bataillon de Fusiliers-Marins, an infantry battalion that converted to anti-aircraft duties in April/May 1942. It is therefore available to companies with otherwise French Support Weapons in May and June 1942.

### **Artillery Batteries**

This platoon is available to the following Free French companies; Rifle Company, Compagnie d'Infanterie, Motor Company, Escadron de Fusiliers, Armoured Car Squadron, Escadron de Combat, Armoured Squadron.

#### **French Support Weapons** (January - June 1942)

Command Rifle team, Staff team,  
2 Light trucks

1-2 Artillery sections each  
1 Observer, 1 Light truck,  
2 75mm mle 1897 guns, 2 Lorries

**At full strength** 245 Points  
**1 Artillery Section** 130 Points

Replace any or all Observers light trucks with OP  
Carriers +5 Points

#### **British Support Weapons** (July 1942 - June 1943)

Command Rifle team, Jeep,  
Staff team, Light truck

1-2 Gun Troops each of  
Command Rifle team, Observer team,  
2 Light trucks and

1-2 Gun sections each  
2 25pdrs and Quads

**2 Gun Troops – 4 sections** 445 Points  
**1 Gun Troop – 2 sections** 270 Points  
**1 Gun Troops – 1 section** 155 Points

Replace any or all observer team's light trucks with OP  
carriers or White Scout cars for  
+5 Points for the battery

### **0-1 Reconnaissance Platoon**

This platoon is available to the following Free French companies; Compagnie d'Infanterie, Escadron de Fusiliers, Escadron de Combat.

3-5 Autosmitrailleuse de Reconnaissance (AMR) or 5  
Autosmitrailleuse de Découverte (AMD)

Reconnaissance platoons are reconnaissance troops and  
use the reconnaissance rules.

Various AMR were used but all were broadly equivalent to the Renault AMR35 ZT with either a 6.5mm or 13.2mm machine-gun. An even broader range of AMD were used but again they were broadly equivalent to the Panhard AMD P-178.

**5 AMR** 125 Points  
**4 AMR** 100 Points  
**3 AMR** 75 Points

Upgrade any or all AMR to HMG +5 Points per AMR  
Upgrade any or all AMR to AMD +20 Points per AMR

### **0-1 Motorcycle Platoon**

This platoon is available to the following Free French companies; Compagnie d'Infanterie, Escadron de Combat.

Command MG team, Motorcycle,  
3 MG teams and Motorcycles

**At full strength** 145 Points

*Motorcycle platoons are reconnaissance troops and use the reconnaissance rules from Old Ironsides.*

## Free French Arsenal

### Tank Teams

Name	Mobility	Armour			Equipment and Notes
		Front	Side	Top	
Light Tanks					
Renault R35	Tracked	3	3	1	37mm tank gun, MG, One-man turret, Slow tank
Cruiser Tanks					
Crusader II	Tracked	4	2	1	2 pdr tank gun, co-ax MG, Fast tank, Unreliable
Crusader II CS	Tracked	4	2	1	3” tank howitzer, co-ax MG, Fast tank, Unreliable
Crusader III	Tracked	4	2	1	6 pdr tank gun, co-ax MG, Fast tank, Unreliable
Heavy Tanks					
Sherman II	Tracked	6	4	1	75mm tank gun, co-ax MG, hull MG, Ronson
Self-propelled Anti-tank Guns					
2 pdr portee	Wheeled	-	-	-	2 pdr anti-tank gun, AA MG, Portee
6 pdr portee	Wheeled	-	-	-	6 pdr anti-tank gun, AA MG, Portee
Self-propelled Guns					
Conus Auto-cannon	Wheeled	0	0	0	75mm Mle 1897, AA MG, Cumbersome
Self-propelled Anti-aircraft Guns					
Breda 20mm portee	Wheeled	-	-	-	Breda 20mm anti-aircraft gun
Reconnaissance					
Universal Carrier	½ Tracked	0	0	0	Hull MG
Daimler Dingo	Jeep	1	0	1	AA MG
Panhard AMD P-178	Wheeled	1	1	1	Short 25mm tank gun, MG, Recce
Renault AMR 35 ZT	½ Tracked	0	0	1	MG, Recce
Renault AMR 35 ZT	½ Tracked	0	0	1	HMG, Recce
Armoured Cars					
Marmon-Herrington Mk III	Wheeled	1	0	1	Boys anti-tank rifle., MG
with captured gun	Wheeled	1	0	0	‘Captured’ anti-tank gun

### Vehicle Weapons

Name	Range	ROF	Anti-tank	Firepower	Notes
Vehicle MG	16"/40cm	3	2	6	ROF 1 if other weapons fire.
Vehicle HMG	16"/40cm	3	3	6	
AA MG	16"/40cm	3	2	6	Self-defence anti-aircraft.
0.5" AA MG	16"/40cm	3	4	6	Self-defence anti-aircraft.
Breda 20mm anti-aircraft gun	24"/60cm	2	4	6	
Boys anti-tank rifle	16"/40cm	2	4	6	
'Captured' anti-tank gun	24"/60cm	2	6	5+	On some Marmon-Herringtons
Short 25mm tank gun	16"/40cm	2	6	5+	
37mm tank gun	24"/60cm	2	4	5+	
2 pdr tank gun	24"/60cm	2	7	5+	No HE.
2 pdr anti-tank gun	24"/60cm	3	7	5+	No HE.
6 pdr tank gun	24"/60cm	3	9	4+	No HE.
6 pdr anti-tank gun	24"/60cm	3	9	4+	No HE.
75mm tank gun	32"/80cm	2	10	3+	Smoke.
3" tank howitzer	24"/60cm	2	5/2	3+	Close-support artillery, Smoke.

### Infantry Teams

Name	Range	ROF	Anti-tank	Firepower	Notes
Rifle team	16"/40cm	1	2	6	
Rifle/MG team	16"/40cm	2	2	6	
MG team	16"/40cm	3	2	6	
VB team	8"/20cm	2	1	5+	Lebel 86/93 rifle and VB launcher
2" Light Mortar team	16"/40cm	1	1	5+	Smoke
60mm Light Mortar team	16"/40cm	2	1	4+	Close support artillery
Boys team	16"/40cm	1	4	6	
HMG team	24"/60cm	4	2	6	
Captured Italian 47mm gun	24"/60cm	3	7	4+	Trench gun
Observer team	-	-	-	-	
Staff team	-	-	-	-	Moves as a Gun team

## Gun Teams

Name	Range	ROF	Anti-tank	Firepower	Notes
8mm Mle 1914 Hotchkiss MG	24"/60cm	4	2	6	Turntable, Anti-aircraft.
3" Mortar	32"/80cm	-	1	3+	Mortar, Smoke.
81mm Mle 1927/31 Mortar	40"/100cm	-	1	3+	Mortar, Smoke
20mm Mle 1939 Oerlikon gun	24"/60cm	4	5	5+	Gun shield, Turntable, Anti-aircraft.
25mm Mle 1938 Hotchkiss gun	24"/60cm	4	6	5+	Gun shield, Turntable, Anti-aircraft.
Bofors 40mm gun	32"/80cm	4	6	5+	Turntable, Anti-aircraft, Immobile.
25mm SA-34 Hotchkiss gun	16"/40cm	3	6	5+	Gun shield, No HE, Small gun, Light gun
37mm Mle 1916 Puteaux gun	16"/40cm	3	4	5+	Small gun, Light gun
2 pdr gun	24"/60cm	3	7	5+	Gun shield, Turntable, No HE, Small gun
6 pdr gun	24"/60cm	3	9	4+	Gun shield, No HE, Small gun
75mm Mle 1897/33 gun	24"/60cm	3	8	3+	Gun shield, Turntable
75mm Mle 1897 gun	24"/60cm	3	8/3	3+	Gun shield, Close-support artillery, Smoke.
25 pdr gun	24"/60cm	2	9/3	3+	Gun shield, Turntable, Artillery, Smoke.

## Transport Teams

Name	Mobility	Armour			Equipment and Notes
		Front	Side	Top	
<b>Trucks</b>					
Motorcycle and sidecar	Jeep	-	-	-	1 passenger.
Jeep	Jeep	-	-	-	1 passenger.
Light truck	Wheeled	-	-	-	2 passengers.
Lorry	Wheeled	-	-	-	5 passengers.
<b>Gun Tractors</b>					
Quad	Wheeled	-	-	-	1 passenger.
Morris AA tractor	Wheeled	-	-	-	1 passenger.
Laffy	Wheeled	-	-	-	1 passenger.
<b>Armoured Personnel Carriers</b>					
White scout car	Jeep	1	0	0	1 passenger.
OP carrier	½ Tracked	0	0	0	1 passenger.

## Aircraft

Name	Weapon	Range	ROF	Anti-tank	Firepower
Hurricane IIC	Bombs	4"/10cm	-	4	1+
Hurricane IID	Guns	8"/20cm	3	7	5+
Kittyhawk	Bombs	4"/10cm	-	4	1+
Potez 63	Bombs	4"/10cm	-	4	1+



*De Gaulle at the BBC*