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Tea Break



Turn end

All cards are returned to the pack and shuffled. Any unit whose cards were not turned over in that turn may now fire at any short range target, but not move or spot. This is done in the following order.

1. Any unit automatically spotted are deployed
2. Short range firing is calculated.
3. Any reserved dice must now be used or lost.
4. All pins or suppressions are removed.
5. Any relevant cards are added or removed from the deck.

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Blinds Move



Move and/or spot with blinds

All blinds have four (4) initiative dice to perform any combination of moving and spotting. A blind may chose to reserve dice for use later in the turn, but these can only be used for spotting.

If platoon on a blind wants to fire, it must deploy it before firing.

Units that voluntarily deploy on the table use their normal number of initiative dice, and their card is added to the deck at the next Tea break.

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Hesitant Troop



Next French unit is disoriented

If the next card turned is a French unit, that unit will not be able to move, but may use all of its dice for other purposes, such as firing or spotting.

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1st Platoon



Section du Lt Blanqui

This card allows all squads within the named platoon to spot, move, and/or fire. Each squad has its own dice; squads may reserve some of their dice for spotting or fire later in the turn, but if they wish to move, they must do so when this card is turned. No more than 3 dice may be used for movement.

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2nd Platoon



Section du Lt Bosredon

This card allows all squads within the named platoon to spot, move, and/or fire. Each squad has its own dice; squads may reserve some of their dice for spotting or fire later in the turn, but if they wish to move, they must do so when this card is turned. No more than 3 dice may be used for movement.

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3rd Platoon



Section du Lt Guillard

This card allows all squads within the named platoon to spot, move, and/or fire. Each squad has its own dice; squads may reserve some of their dice for spotting or fire later in the turn, but if they wish to move, they must do so when this card is turned. No more than 3 dice may be used for movement.

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4th Platoon



Section du Lt Lacroix

This card allows all squads within the named platoon to spot, move, and/or fire. Each squad has its own dice; squads may reserve some of their dice for spotting or fire later in the turn, but if they wish to move, they must do so when this card is turned. No more than 3 dice may be used for movement.

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doughnuts and not much else

1st HQ Platoon



Section du Cap Villard

This card allows all squads within the named platoon to spot, move, and/or fire. Each squad has its own dice; squads may reserve some of their dice for spotting or fire later in the turn, but if they wish to move, they must do so when this card is turned. No more than 3 dice may be used for movement.

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Inf. Pionniers



13^{ème} Cie de pionniers

This card allows all squads within the named platoon to spot, move, and/or fire. Each squad has its own dice; squads may reserve some of their dice for spotting or fire later in the turn, but if they wish to move, they must do so when this card is turned. No more than 3 dice may be used for movement.

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HQ Support Weapon



Max range

60"

Strike Dice/Strike

1d6/1

60 mm mortar

This card allows this weapon to move, spot or fire, however you can choose to reserve dice for later use in the turn, but these may only be used for spotting and firing. This weapon can only move if attached to an infantry unit, or if operating independently when personally commanded by a "Big Man" or on a guts test if under fire. It may move OR fire in a turn, never both.

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Support Weapon



Min Range

12"

Strike Dice/Strike

2d6/3

81 mm mortar

This card allows this weapon to move, spot or fire, however you can choose to reserve dice for later use in the turn, but these may only be used for spotting and firing. This weapon can only move if attached to an infantry unit, or if operating independently when personally commanded by a "Big Man" or on a guts test if under fire. It may move OR fire in a turn, never both.

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Support Weapon



MMG

This card allows this weapon to move, spot or fire, however you can choose to reserve dice for later use in the turn, but these may only be used for spotting and firing. This weapon can only move if attached to an infantry unit, or if operating independently when personally commanded by a "Big Man" or on a guts test if under fire. It may move OR fire in a turn, never both.

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Support Weapon



Min Range

12"

Strike Dice/Strike

2d6/3

81 mm mortar

This card allows this weapon to move, spot or fire, however you can choose to reserve dice for later use in the turn, but these may only be used for spotting and firing. This weapon can only move if attached to an infantry unit, or if operating independently when personally commanded by a "Big Man" or on a guts test if under fire. It may move OR fire in a turn, never both.

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Support weapon



Max range

60"

Strike Dice/Strike

1d6/3

37 mm M1916 gun

This card allows this weapon to move, spot or fire, however you can choose to reserve dice for later use in the turn, but these may only be used for spotting and firing. This weapon can only move if attached to an infantry unit, or if operating independently when personally commanded by a "Big Man" or on a guts test if under fire. It may move OR fire in a turn, never both.

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Support Weapon



MMG

This card allows this weapon to move, spot or fire, however you can choose to reserve dice for later use in the turn, but these may only be used for spotting and firing. This weapon can only move if attached to an infantry unit, or if operating independently when personally commanded by a "Big Man" or on a guts test if under fire. It may move OR fire in a turn, never both.

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French Platoon



1^{er} Corps Franc

This card allows all squads within the named platoon to spot, move, and/or fire. Each squad has its own dice; squads may reserve some of their dice for spotting or fire later in the turn, but if they wish to move, they must do so when this card is turned. No more than 3 dice may be used for movement.

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Support Weapons



MMG

This card allows this weapon to move, spot or fire, however you can choose to reserve dice for later use in the turn, but these may only be used for spotting and firing. This weapon can only move if attached to an infantry unit, or if operating independently when personally commanded by a "Big Man" or on a guts test if under fire. It may move OR fire in a turn, never both.

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Forward Observer



Medium Artillery observer

Forward Observers may control any incoming artillery fire, adding to its effectiveness. Fire thus controlled may only be adjusted when the FO card is turned. An FO figure may not fire any weapon but may move with dice appropriate to his troop type.

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Forward observer



Heavy Artillery observer

Forward Observers may control any incoming artillery fire, adding to its effectiveness. Fire thus controlled may only be adjusted when the FO card is turned. An FO figure may not fire any weapon but may move with dice appropriate to his troop type.

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Recce Section



Reconnaissance Section

A specific recce unit may take an additional turn over and above its normal card, moving or spotting, but not firing.

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Anti Tank Gun



Direct HE	Indirect HE	AT Strike
1D6	1D6	4

25 mm AT gun

An Anti-Tank Battery is represented by one card for each gun, the player choosing which order the weapons are activated as each card is turned. This represents the greater initiative of an AT gun over an AFV. For some better-trained forces additional cards may be included to represent a greater rate of fire. Light Anti-Tank guns may be moved at half speed.

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Anti Tank Gun



Direct HE	Indirect HE	AT Strike
1D6	1D6	4

25 mm AT gun

An Anti-Tank Battery is represented by one card for each gun, the player choosing which order the weapons are activated as each card is turned. This represents the greater initiative of an AT gun over an AFV. For some better-trained forces additional cards may be included to represent a greater rate of fire. Light Anti-Tank guns may be moved at half speed.

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Anti Tank Gun



Direct HE	Indirect HE	AT Strike
N.A.	N.A.	7

47 mm AT gun

An Anti-Tank Battery is represented by one card for each gun, the player choosing which order the weapons are activated as each card is turned. This represents the greater initiative of an AT gun over an AFV. For some better-trained forces additional cards may be included to represent a greater rate of fire. Light Anti-Tank guns may be moved at half speed. 47 mm AT gun, can't fire HE munitions.

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Anti Tank Gun



Direct HE	Indirect HE	AT Strike
1D6	1D6	4

25 mm AT gun

An Anti-Tank Battery is represented by one card for each gun, the player choosing which order the weapons are activated as each card is turned. This represents the greater initiative of an AT gun over an AFV. For some better-trained forces additional cards may be included to represent a greater rate of fire. Light Anti-Tank guns may be moved at half speed.

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AFV

	Hard Ground	Broken Terrain
Average	Dice +1	Dice -1

H35/39 #1

The vehicle referenced may use some or all of their initiative dice to move, spot and/or fire.

French AFV may not fire if it has already moved in its turn, this reflects the fact that the tank commander is also responsible for loading, aiming and firing the turret armament as well as commanding the tank's movement.

	Armour Class	Weapon Strike
H35 37mm SA18	5	3
H39 37mm SA 18	5	3
H39 37mm SA 38	5	6

AFV

	Hard Ground	Broken Terrain
Average	Dice +1	Dice -1

H35/39 #2

The vehicle referenced may use some or all of their initiative dice to move, spot and/or fire.

French AFV may not fire if it has already moved in its turn, this reflects the fact that the tank commander is also responsible for loading, aiming and firing the turret armament as well as commanding the tank's movement.

	Armour Class	Weapon Strike
H35 37mm SA18	5	3
H39 37mm SA 18	5	3
H39 37mm SA 38	5	6

AFV

	Hard Ground	Broken Terrain
Average	Dice +1	Dice -1

H35/39 #3

The vehicle referenced may use some or all of their initiative dice to move, spot and/or fire.

French AFV may not fire if it has already moved in its turn, this reflects the fact that the tank commander is also responsible for loading, aiming and firing the turret armament as well as commanding the tank's movement.

	Armour Class	Weapon Strike
H35 37mm SA18	5	3
H39 37mm SA 18	5	3
H39 37mm SA 38	5	6

AFV

	Hard Ground	Broken Terrain
Slow	Dice	Dice -2

FT 18 #1

The vehicle referenced may use some or all of their initiative dice to move, spot and/or fire.

French AFV may not fire if it has already moved in its turn, this reflects the fact that the tank commander is also responsible for loading, aiming and firing the turret armament as well as commanding the tank's movement.

	Armour Class	Weapon Strike
FT 18	3	3

AFV

	Hard Ground	Broken Terrain
Slow	Dice	Dice -2

FT18 #2

The vehicle referenced may use some or all of their initiative dice to move, spot and/or fire.

French AFV may not fire if it has already moved in its turn, this reflects the fact that the tank commander is also responsible for loading, aiming and firing the turret armament as well as commanding the tank's movement.

	Armour Class	Weapon Strike
FT 18	3	3

AFV

	Hard Ground	Broken Terrain
Slow	Dice	Dice -2

FT18 #3

The vehicle referenced may use some or all of their initiative dice to move, spot and/or fire.

French AFV may not fire if it has already moved in its turn, this reflects the fact that the tank commander is also responsible for loading, aiming and firing the turret armament as well as commanding the tank's movement.

	Armour Class	Weapon Strike
FT 18	3	3



Fr

AFV



	Hard Ground	Broken Terrain
Slow	Dice	Dice -2

FT 31

The vehicle referenced may use some or all of their initiative dice to move, spot and/or fire.

French AFV may not fire if it has already moved in its turn, this reflects the fact that the tank commander is also responsible for loading, aiming and firing the turret armament as well as commanding the tank's movement.

	Armour Class	Weapon Strike
FT 17	3	Single MG

AFV



	Hard Ground	Broken Terrain
Slow	Dice	Dice -2


B1 bis Bourasque

The vehicle referenced may use some or all of their initiative dice to move, spot and/or fire.

French AFV may not fire if it has already moved in its turn, this reflects the fact that the tank commander is also responsible for loading, aiming and firing the turret armament as well as commanding the tank's movement.

	Armour Class	Weapon Strike
B1 bis	8	Hull 3, Turret 6

AFV



	Hard Ground	Broken Terrain
Slow	Dice	Dice -2


B1 bis Toulon

The vehicle referenced may use some or all of their initiative dice to move, spot and/or fire.

French AFV may not fire if it has already moved in its turn, this reflects the fact that the tank commander is also responsible for loading, aiming and firing the turret armament as well as commanding the tank's movement.

	Armour Class	Weapon Strike
B1 bis	8	Hull 3, Turret 6

AFV



	Hard Ground	Broken Terrain
Slow	Dice	Dice -2


B1 bis Lyon

The vehicle referenced may use some or all of their initiative dice to move, spot and/or fire.

French AFV may not fire if it has already moved in its turn, this reflects the fact that the tank commander is also responsible for loading, aiming and firing the turret armament as well as commanding the tank's movement.

	Armour Class	Weapon Strike
B1 bis	8	Hull 3, Turret 6

Big man




Dice

Lt Desplats

This card represent a larger-than-life character who stands out under the pressure of the battlefield. A big man can make units move, add his own dice to the total fire roll, spot, or--probably most importantly--reduce the effect of wounds on a unit. When attached to a unit, he moves with it at no cost. He can instead move on his own card with dice appropriate to his troop type. If no FO is present, a Big Man may takes on this role if the correct communication channels are available.

Big man



Dice

Lt Sauret

This card represent a larger-than-life character who stands out under the pressure of the battlefield. A big man can make units move, add his own dice to the total fire roll, spot, or--probably most importantly--reduce the effect of wounds on a unit. When attached to a unit, he moves with it at no cost. He can instead move on his own card with dice appropriate to his troop type. If no FO is present, a Big Man may takes on this role if the correct communication channels are available.



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Big men



Dice

Sergent Chaïbi

This card represent a larger-than-life character who stands out under the pressure of the battlefield. A big man can make units move, add his own dice to the total fire roll, spot, or--probably most importantly--reduce the effect of wounds on a unit. When attached to a unit, he moves with it at no cost. He can instead move on his own card with dice appropriate to his troop type. If no FO is present, a Big Man may takes on this role if the correct communication channels are available.



Big men



Dice

Sergent Chaïbi

This card represent a larger-than-life character who stands out under the pressure of the battlefield. A big man can make units move, add his own dice to the total fire roll, spot, or--probably most importantly--reduce the effect of wounds on a unit. When attached to a unit, he moves with it at no cost. He can instead move on his own card with dice appropriate to his troop type. If no FO is present, a Big Man may takes on this role if the correct communication channels are available.



Artillery support



HE Strike

3

75 mm

This covers artillery fire missions previously requested and remains in the pack only while support is available. More than one card will be used where off table artillery, such as Brigade or Divisional batteries, and on table artillery, such as Company mortars, are available.



Artillery support



HE Strike

5

This covers artillery fire missions previously requested and remains in the pack only while support is available. More than one card will be used where off table artillery, such as Brigade or Divisional batteries, and on table artillery, such as Company mortars, are available.



Petrol shortage



M.... panne sèche

When the card is turned a D6 is rolled. On a 6 one tank has run out of fuel or broken down. Dice for which tank. This card may be removed when all tanks have run out of fuel. An option can be to apply this only to tanks or vehicles that are currently deemed to be moving.

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Machine gun bonus



Fire Bonus

The player may fire any one HMG or MMG of his choice, even if it has already fired this turn.

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Ammunition shortage



M.... Plus d'cartouches

This card may be used for any force that is running short of ammunition. This can be added to the pack at any time during a game. If the next card turned is a unit of that nation it will be assumed to be running short of ammunition. From this point hence, or until resupply if that is an option within the scenario, it may only fire at short range. If an umpire is available, only the player commanding this unit will be aware of its new status.

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Poor Fire discipline



In the heat of battle some troops find themselves unable to maintain the fire discipline that their commanders expect of them, and open fire on any visible enemy. Once this card is dealt a force with less than perfect fire discipline must test (see p.9). If failed, then one unit of the controlling player's choice that is thus far unspotted, has line of sight to an enemy unit, and is NOT accompanied by a Big Man, will be placed on the table and will open fire on any enemy unit visible to it. Any reserved dice that the unit has will be lost, and should it's own card be dealt later in the turn then it is ignored.

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Rally



Allez les gars

The player may unpin or unsuppress any **one** of his units that he chooses, rolling 1D6 and removing up to that number of wounds from that one unit. Alternatively he may rally a broken unit without having to be in contact with it..

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Hesitant commander



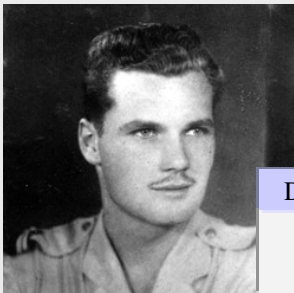
Tenir sans esprit de recul

If his card has not already been played this turn, the overall force Commander may not physically move this turn. He may, however, spot, rally, co-ordinate artillery or control the fire of any unit he is with..

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Big men

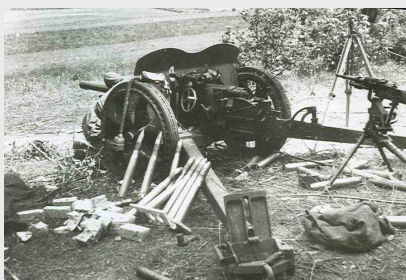
Dice

Sous-lieutenant Fauquet

This card represent a larger-than-life character who stands out under the pressure of the battlefield. A big man can make units move, add his own dice to the total fire roll, spot, or--probably most importantly--reduce the effect of wounds on a unit. When attached to a unit, he moves with it at no cost. He can instead move on his own card with dice appropriate to his troop type. If no FO is present, a Big Man may takes on this role if the correct communication channels are available.

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AT bonus Fire

Same player shoot again

The player may fire any one of his own AT guns that he chooses **once**. This may result in double firing, or in a gun that may not otherwise move and fire to do so. His gun is presumed to be aimed rather than snap firing. No actions other than firing are permitted on this card.

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Huraaaaahh!




A l'Attaaaaaaue !!

The player may launch an attack with any number of infantry units that he chooses, as long as no unit is further than 6" from any other in the group. This will automatically unpin or unsuppressed any unit taking part. He must use all of his dice for movement. To do this the unit must be accompanied by a Big Man, and the enemy must be within viable charge range. For example, a unit with three dice must start within 18" of the enemy or less if the terrain impedes movement.

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Bugle call




Au son du canon

May be used if cavalry are present, particularly so with Spahi's formations and other ethnic groups with a strong cavalry tradition.

Acts like Armoured bonus card, but for cavalry. This only applies to cavalry when actually mounted. They may only move on this, not fire, mount, spot or anything else. They may, however, charge.

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Civilian move




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Artillery Support


Direct HE	Indirect HE	HE Strike
4D6	2D6+3	6
155 mm		

This covers artillery fire missions previously requested and remains in the pack only while support is available. More than one card will be used where off table artillery, such as Brigade or Divisional batteries, and on table artillery, such as Company mortars, are available.

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Heroic leader



Couvrez moi, j'y vais

One "Big Man" may attempt to perform an absurdly heroic action as selected by the player. The umpire should assess the chances of success before the player rolls against this. Once used this card is then removed from the pack

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Vehicle breakdown



On a pété un boulon !

When the card is turned a D6 is rolled. On a 6 one tank has broken down. Dice for which tank. This card may be removed when all tanks have broken down. An option can be to apply this only to tanks or vehicles that are currently deemed to be moving.

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Force restriction



Passe moi l'pigeon

Support weapons, such as anti-tank guns or mortars, may only move when ordered to do so by a "Big Man" who is physically with them.

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Anti Tank Gun



Direct HE	Indirect HE	AT Strike
2D6	1D6	6

75 mm AT gun

An Anti-Tank Battery is represented by one card for each gun, the player choosing which order the weapons are activated as each card is turned. This represents the greater initiative of an AT gun over an AFV. For some better-trained forces additional cards may be included to represent a greater rate of fire. Light Anti-Tank guns may be moved at half speed.

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Sniper



Tireur d'élite

Representing a single man firing selectively at a specific target. If more than one sniper is present then use multiple cards, with the player choosing the order in which they are activated, as with anti-tank guns.

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Reinforcement




C'est pour nous c'te fois

A Commander may decide, or scenario dictates, that some troops will arrive during the battle rather than at the start. The turn of arrival will be noted, and the actual arrival dictated by the turn of the cards. This unit will be placed at its point of entry to the table on a 'blind', and will then be activated when the relevant 'Blinds Move' card is turned.

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AFV



	Hard Ground	Broken Terrain
Slow	Dice	Dice -2

R 35 #1

The vehicle referenced may use some or all of their initiative dice to move, spot and/or fire.

French AFV may not fire if it has already moved in its turn, this reflects the fact that the tank commander is also responsible for loading, aiming and firing the turret armament as well as commanding the tank's movement.

	Armour Class	Weapon Strike
R35	5	3



AFV



	Hard Ground	Broken Terrain
Slow	Dice	Dice -2

R35 #2


The vehicle referenced may use some or all of their initiative dice to move, spot and/or fire.

French AFV may not fire if it has already moved in its turn, this reflects the fact that the tank commander is also responsible for loading, aiming and firing the turret armament as well as commanding the tank's movement.

	Armour Class	Weapon Strike
R35	5	3



AFV




	Hard Ground	Broken Terrain
Slow	Dice	Dice -2

R35 #3

The vehicle referenced may use some or all of their initiative dice to move, spot and/or fire.

French AFV may not fire if it has already moved in its turn, this reflects the fact that the tank commander is also responsible for loading, aiming and firing the turret armament as well as commanding the tank's movement.

	Armour Class	Weapon Strike
R35	5	3



AFV



	Hard Ground	Broken Terrain
Slow	Dice	Dice -2

FCM 36 #1


The vehicle referenced may use some or all of their initiative dice to move, spot and/or fire.

French AFV may not fire if it has already moved in its turn, this reflects the fact that the tank commander is also responsible for loading, aiming and firing the turret armament as well as commanding the tank's movement.

	Armour Class	Weapon Strike
FCM 36	5	4



AFV




	Hard Ground	Broken Terrain
Slow	Dice	Dice -2

FCM 36 #2


The vehicle referenced may use some or all of their initiative dice to move, spot and/or fire.

French AFV may not fire if it has already moved in its turn, this reflects the fact that the tank commander is also responsible for loading, aiming and firing the turret armament as well as commanding the tank's movement.

	Armour Class	Weapon Strike
FCM 36	5	4



AFV



	Hard Ground	Broken Terrain
Slow	Dice	Dice -2

FCM 36 #3

The vehicle referenced may use some or all of their initiative dice to move, spot and/or fire.

French AFV may not fire if it has already moved in its turn, this reflects the fact that the tank commander is also responsible for loading, aiming and firing the turret armament as well as commanding the tank's movement.

	Armour Class	Weapon Strike
FCM 36	5	4





Fr

AFV

	Hard Ground	Broken Terrain
Slow	Dice	Dice -2

Renault D2 #1

The vehicle referenced may use some or all of their initiative dice to move, spot and/or fire.

French AFV may not fire if it has already moved in its turn, this reflects the fact that the tank commander is also responsible for loading, aiming and firing the turret armament as well as commanding the tank's movement.

	Armour Class	Weapon Strike
RENAULT D2	5	6

AFV

	Hard Ground	Broken Terrain
Slow	Dice	Dice -2

Renault D2 #2

The vehicle referenced may use some or all of their initiative dice to move, spot and/or fire.

French AFV may not fire if it has already moved in its turn, this reflects the fact that the tank commander is also responsible for loading, aiming and firing the turret armament as well as commanding the tank's movement.

	Armour Class	Weapon Strike
RENAULT D2	5	6

AFV

	Hard Ground	Broken Terrain
Slow	Dice	Dice -2

Renault D2 #3

The vehicle referenced may use some or all of their initiative dice to move, spot and/or fire.

French AFV may not fire if it has already moved in its turn, this reflects the fact that the tank commander is also responsible for loading, aiming and firing the turret armament as well as commanding the tank's movement.

	Armour Class	Weapon Strike
RENAULT D2	5	6

AFV

	Hard Ground	Broken Terrain
Fast	Dice +2	Dice -1

Renault AMR 35 #1

The vehicle referenced may use some or all of their initiative dice to move, spot and/or fire.

French AFV may not fire if it has already moved in its turn, this reflects the fact that the tank commander is also responsible for loading, aiming and firing the turret armament as well as commanding the tank's movement.

	Armour Class	Weapon Strike
AMR 33	4	MG
AMR 35	4	MG

AFV

	Hard Ground	Broken Terrain
Fast	Dice +2	Dice -1

Renault AMR 35 #2

The vehicle referenced may use some or all of their initiative dice to move, spot and/or fire.

French AFV may not fire if it has already moved in its turn, this reflects the fact that the tank commander is also responsible for loading, aiming and firing the turret armament as well as commanding the tank's movement.

	Armour Class	Weapon Strike
AMR 33	4	MG
AMR 35	4	MG

AFV

	Hard Ground	Broken Terrain
Fast	Dice +2	Dice -1

Renault AMR 35 #3

The vehicle referenced may use some or all of their initiative dice to move, spot and/or fire.

French AFV may not fire if it has already moved in its turn, this reflects the fact that the tank commander is also responsible for loading, aiming and firing the turret armament as well as commanding the tank's movement.

	Armour Class	Weapon Strike
AMR 33	4	MG
AMR 35	4	MG



Fr

AFV

	Hard Ground	Broken Terrain
Average	Dice +1	Dice -1

Somua S 35 #1

The vehicle referenced may use some or all of their initiative dice to move, spot and/or fire.

French AFV may not fire if it has already moved in its turn, this reflects the fact that the tank commander is also responsible for loading, aiming and firing the turret armament as well as commanding the tank's movement.

	Armour Class	Weapon Strike
SOMUA S 35	6	6

AFV

	Hard Ground	Broken Terrain
Average	Dice +1	Dice -1

Somua S 35 #2

The vehicle referenced may use some or all of their initiative dice to move, spot and/or fire.

French AFV may not fire if it has already moved in its turn, this reflects the fact that the tank commander is also responsible for loading, aiming and firing the turret armament as well as commanding the tank's movement.

	Armour Class	Weapon Strike
SOMUA S 35	6	6

AFV

	Hard Ground	Broken Terrain
Average	Dice +1	Dice -1

Somua S 35 #3

The vehicle referenced may use some or all of their initiative dice to move, spot and/or fire.

French AFV may not fire if it has already moved in its turn, this reflects the fact that the tank commander is also responsible for loading, aiming and firing the turret armament as well as commanding the tank's movement.

	Armour Class	Weapon Strike
SOMUA S 35	6	6

AFV

	Hard Ground	Broken Terrain
Average	Dice +1	Dice -1

Renault R40 #1

The vehicle referenced may use some or all of their initiative dice to move, spot and/or fire.

French AFV may not fire if it has already moved in its turn, this reflects the fact that the tank commander is also responsible for loading, aiming and firing the turret armament as well as commanding the tank's movement.

	Armour Class	Weapon Strike
Renault R40	5	4

AFV

	Hard Ground	Broken Terrain
Average	Dice +1	Dice -1

Renault R40 #2

The vehicle referenced may use some or all of their initiative dice to move, spot and/or fire.

French AFV may not fire if it has already moved in its turn, this reflects the fact that the tank commander is also responsible for loading, aiming and firing the turret armament as well as commanding the tank's movement.

	Armour Class	Weapon Strike
Renault R40	5	4

AFV

	Hard Ground	Broken Terrain
Average	Dice +1	Dice -1

Renault R40 #3

The vehicle referenced may use some or all of their initiative dice to move, spot and/or fire.


French AFV may not fire if it has already moved in its turn, this reflects the fact that the tank commander is also responsible for loading, aiming and firing the turret armament as well as commanding the tank's movement.

	Armour Class	Weapon Strike
Renault R40	5	4



Fr

AFV



	Hard Ground	Broken Terrain
Wheeled	Double Dice	Total Dice -2


Panhard AMD 178 #1

The vehicle referenced may use some or all of their initiative dice to move, spot and/or fire.

French AFV may not fire if it has already moved in its turn, this reflects the fact that the tank commander is also responsible for loading, aiming and firing the turret armament as well as commanding the tank's movement.

	Armour Class	Weapon Strike
AMD 178	3	3 / MG

AFV



	Hard Ground	Broken Terrain
Wheeled	Double Dice	Total Dice -2


Panhard AMD 178 #2

The vehicle referenced may use some or all of their initiative dice to move, spot and/or fire.

French AFV may not fire if it has already moved in its turn, this reflects the fact that the tank commander is also responsible for loading, aiming and firing the turret armament as well as commanding the tank's movement.

	Armour Class	Weapon Strike
AMD 178	3	3 / MG

AFV



	Hard Ground	Broken Terrain
Average	Dice +1	Dice -1

Chenillette Loraine #1

The vehicle referenced may use some or all of their initiative dice to move, spot and/or fire.

French AFV may not fire if it has already moved in its turn, this reflects the fact that the tank commander is also responsible for loading, aiming and firing the turret armament as well as commanding the tank's movement.

	Armour Class	Weapon Strike
Chenillette L37	2	None

AFV



	Hard Ground	Broken Terrain
Average	Dice +1	Dice -1


Chenillette Lorraine #2

The vehicle referenced may use some or all of their initiative dice to move, spot and/or fire.

French AFV may not fire if it has already moved in its turn, this reflects the fact that the tank commander is also responsible for loading, aiming and firing the turret armament as well as commanding the tank's movement.

	Armour Class	Weapon Strike
Chenillette L37	2	None

AFV



	Hard Ground	Broken Terrain
Wheeled	Double Dice	Total Dice -2

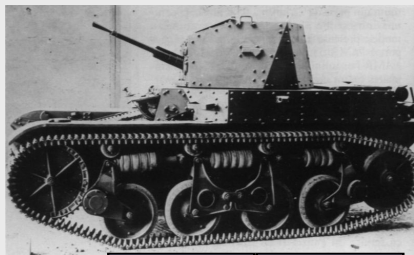
Panhard AMD 178 #3

The vehicle referenced may use some or all of their initiative dice to move, spot and/or fire.

French AFV may not fire if it has already moved in its turn, this reflects the fact that the tank commander is also responsible for loading, aiming and firing the turret armament as well as commanding the tank's movement.

	Armour Class	Weapon Strike
AMD 178	3	3 / MG

AFV



	Hard Ground	Broken Terrain
Fast	Dice +2	Dice -1

ZT 2 #1

The vehicle referenced may use some or all of their initiative dice to move, spot and/or fire.

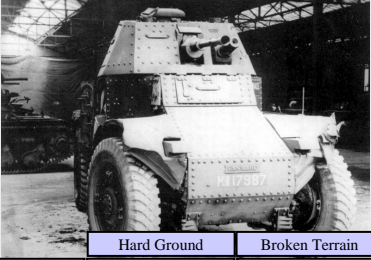
French AFV may not fire if it has already moved in its turn, this reflects the fact that the tank commander is also responsible for loading, aiming and firing the turret armament as well as commanding the tank's movement.

	Armour Class	Weapon Strike
ZT 2	4	4



Fr

AFV



	Hard Ground	Broken Terrain
Wheeled	Double Dice	Total Dice -2

Panhard AMD 178 #4

The vehicle referenced may use some or all of their initiative dice to move, spot and/or fire.

French AFV may not fire if it has already moved in its turn, this reflects the fact that the tank commander is also responsible for loading, aiming and firing the turret armament as well as commanding the tank's movement.

	Armour Class	Weapon Strike
AMD 178	3	3 / MG

AFV

	Hard Ground	Broken Terrain
Wheeled	Double Dice	Total Dice -2

Citroëne Kегresse #1

The vehicle referenced may use some or all of their initiative dice to move, spot and/or fire.

French AFV may not fire if it has already moved in its turn, this reflects the fact that the tank commander is also responsible for loading, aiming and firing the turret armament as well as commanding the tank's movement.

	Armour Class	Weapon Strike
AMD 178	3	3 / MG

AFV

	Hard Ground	Broken Terrain
Average	Dice +1	Dice -1

Renault UE #1

The vehicle referenced may use some or all of their initiative dice to move, spot and/or fire.

French AFV may not fire if it has already moved in its turn, this reflects the fact that the tank commander is also responsible for loading, aiming and firing the turret armament as well as commanding the tank's movement.

	Armour Class	Weapon Strike
Chenillette L37	2	None

AFV

	Hard Ground	Broken Terrain
Average	Dice +1	Dice -1

Renault UE #2

The vehicle referenced may use some or all of their initiative dice to move, spot and/or fire.

French AFV may not fire if it has already moved in its turn, this reflects the fact that the tank commander is also responsible for loading, aiming and firing the turret armament as well as commanding the tank's movement.

	Armour Class	Weapon Strike
Chenillette L37	2	None

AFV

	Hard Ground	Broken Terrain
Wheeled	Double Dice	Total Dice -2

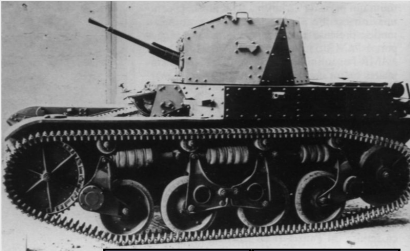
AMC #1

The vehicle referenced may use some or all of their initiative dice to move, spot and/or fire.

French AFV may not fire if it has already moved in its turn, this reflects the fact that the tank commander is also responsible for loading, aiming and firing the turret armament as well as commanding the tank's movement.

	Armour Class	Weapon Strike
AMD 178	3	3 / MG

AFV



	Hard Ground	Broken Terrain
Fast	Dice +2	Dice -1

ZT 2 #2

The vehicle referenced may use some or all of their initiative dice to move, spot and/or fire.

French AFV may not fire if it has already moved in its turn, this reflects the fact that the tank commander is also responsible for loading, aiming and firing the turret armament as well as commanding the tank's movement.

	Armour Class	Weapon Strike
ZT 2	4	4



Fr