

Flames of War / Great War

British Formations

Rifle Company

Line Rifle Company

Company HQ:

2x Pistol team 25 pts

Add:

0-1 sniper team +60 pts ea

Special Rules

Trench Fighter – +1 to hit in assault

Formation:
1x Company HQ

2-4x Infantry platoon

Line Rifle Company

Motivation

Confident 4+

Counter 3+

Infantry Formation

Hit on 3+

Skill

Trained 4+

Save

Infantry 3+

| | <u>Tactical</u> | <u>Terrain Dash</u> | <u>Xcountry Dash</u> | <u>Road Dash</u> | <u>Cross auto</u> |
|-------------|-----------------|---------------------|----------------------|------------------|-------------------|
| Pistol team | 8" | 8" | 12" | 12" | auto |

| | Range | Halted | Moving | AT | FP | Notes |
|-------------|-------|--------|--------|----|----|----------------|
| Pistol team | 4" | 2 | 2 | 1 | 6 | trench fighter |

Elite Rifle Company

Company HQ:

2x Pistol team 30 pts

Add:

0-1 sniper team +60 pts ea

Special Rules

Trench Fighter – +1 to hit in assault

Formation:
1x Company HQ

2-4x Infantry platoon

Elite Rifle Company

Motivation

Confident 4+

Counter 3+

Infantry Formation

Hit on 4+

Skill

Veteran 3+

Save

Infantry 3+

| | <u>Tactical</u> | <u>Terrain Dash</u> | <u>Xcountry Dash</u> | <u>Road Dash</u> | <u>Cross auto</u> |
|-------------|-----------------|---------------------|----------------------|------------------|-------------------|
| Pistol team | 8" | 8" | 12" | 12" | auto |

| | Range | Halted | Moving | AT | FP | Notes |
|-------------|-------|--------|--------|----|----|----------------|
| Pistol team | 4" | 2 | 2 | 1 | 6 | trench fighter |



Sniper Team

Sniper

bought as part of a company HQ

Special Rules

Expert Shot – may re-roll to hit, and any hit will pin down the target

Sniper's Hide – always held in ambush, may ambush from own deployment zone or no man's land and must be in concealing terrain.

Perfectly Camouflaged – team is always concealed and gone to ground in bulletproof cover. May not fire if within 4" of friendly troops.

Driven Off – if destroyed, roll d6, on a 4+ team is eliminated, if not team can re-deploy from ambush the following turn.



Sniper Team

Independent team

Motivation

Confident 4+

Skill

Veteran 3+

Hit on 4+

Save

Infantry 3+



| Tactical | Terrain Dash | Xcountry Dash | Road Dash | Cross |
|----------|--------------|---------------|-----------|-------|
| - | - | - | - | - |

| | Range | Halted | Moving | AT | FP | Notes |
|--------------|-------|--------|--------|----|----|-------------|
| Sniper rifle | 16" | 1 | - | 0 | 4+ | expert shot |

Line Rifle Platoon

Rifle Platoon:

Pistol team +
4x rifle team
2x Rifle grenade team
2x MG team 170 pts

Pistol team +
2x rifle team
1x Rifle grenade team
1x MG team 95 pts

Special Rules

Slow Firing – add 1 to the score to hit if the team is moving or pinned down

Trench Fighter – +1 to hit in assault

Line Rifle Platoon

Motivation

Confident 4+
Counter 3+

Skill

Trained 4+

Infantry Unit



Hit on 3+

Save

Infantry 3+

| Tactical | Terrain Dash | Xcountry Dash | Road Dash | Cross |
|----------|--------------|---------------|-----------|-------|
| 8" | 8" | 12" | 12" | auto |

| | Range | Halted | Moving | AT | FP | Notes |
|--------------------|-------|--------|--------|----|----|-----------------------------|
| Pistol team | 4" | 2 | 2 | 1 | 6 | trench fighter |
| Rifle team | 16" | 1 | 1 | 2 | 6 | slow firing, trench fighter |
| MG team | 16" | 3 | 2 | 2 | 6 | |
| Rifle grenade team | 12" | 2 | 1 | 1 | 4+ | |

Elite Rifle Platoon

Rifle Platoon:

Pistol team +
4x rifle team
2x Rifle grenade team
2x MG team 225 pts

Pistol team +
2x rifle team
1x Rifle grenade team
1x MG team 120 pts

Special Rules

Slow Firing – add 1 to the score to hit if the team is moving or pinned down

Trench Fighter – +1 to hit in assault

Elite Rifle Platoon

Motivation

Confident 4+
Counter 3+

Skill

Veteran 3+

Infantry Unit



Hit on 4+

Save

Infantry 3+

| Tactical | Terrain Dash | Xcountry Dash | Road Dash | Cross |
|----------|--------------|---------------|-----------|-------|
| 8" | 8" | 12" | 12" | auto |

| | Range | Halted | Moving | AT | FP | Notes |
|--------------------|-------|--------|--------|----|----|-----------------------------|
| Pistol team | 4" | 2 | 2 | 1 | 6 | trench fighter |
| Rifle team | 16" | 1 | 1 | 2 | 6 | slow firing, trench fighter |
| MG team | 16" | 3 | 2 | 2 | 6 | |
| Rifle grenade team | 12" | 2 | 1 | 1 | 4+ | |

Support Units

0-1x MG platoon

0-1x MG or Trench mortar platoon

0-2x Heavy or Medium Tank platoons; or **FRENCH** Char d'Assault
or Light Char d'Assault platoons

0-2x Rifle platoon

0-1x Field Battery, Royal Artillery

0-1x Royal Artillery detachment

Elite Rifle Company Support Choices



0-1x MG platoon

0-1x MG or Trench mortar platoon

0-2x Heavy or Medium Tank platoons; or **FRENCH** Char d'Assault
or Light Char d'Assault platoons

0-2x Rifle platoon

0-1x Field Battery, Royal Artillery

0-1x Royal Artillery detachment

Line Rifle Company Support Choices



Line Machine-Gun Platoon

MG Platoon:

4x Vickers HMG team 225 pts
 3x Vickers HMG team 170 pts
 2x Vickers HMG team 115 pts

Special Rules

Line Machine-Gun Platoon

Infantry Unit

Motivation

Confident 4+
 Counter 3+

Skill

Trained 4+



Hit on 3+

Save

Infantry 3+

| Tactical | Terrain Dash | Xcountry Dash | Road Dash | Cross auto |
|----------|--------------|---------------|-----------|------------|
| 8" | 8" | 12" | 12" | auto |

| | Range | Halted | Moving | AT | FP | Notes |
|-------------------|-------|-----------|--------|----|----|-------|
| HMG team | 24" | 6 | 3 | 2 | 6 | |
| <i>bombarding</i> | 40" | ARTILLERY | - | - | - | |

Elite Machine-Gun Platoon

MG Platoon:

4x Vickers HMG team 290 pts
 3x Vickers HMG team 220 pts
 2x Vickers HMG team 150 pts

Special Rules

Elite Machine-Gun Platoon

Infantry Unit

Motivation

Confident 4+
 Counter 3+

Skill

Veteran 3+



Hit on 4+

Save

Infantry 3+

| Tactical | Terrain Dash | Xcountry Dash | Road Dash | Cross auto |
|----------|--------------|---------------|-----------|------------|
| 8" | 8" | 12" | 12" | auto |

| | Range | Halted | Moving | AT | FP | Notes |
|-------------------|-------|-----------|--------|----|----|-------|
| HMG team | 24" | 6 | 3 | 2 | 6 | |
| <i>bombarding</i> | 40" | ARTILLERY | - | - | - | |

Line Trench Mortar Platoon

Mortar Platoon:

| | |
|-------------------|---------|
| 4x 3" Stokes team | 280 pts |
| 3x 3" Stokes team | 210 pts |
| 2x 3" Stokes team | 140 pts |
| 1x 3" Stokes team | 70 pts |

Special Rules

Separate Batteries – the platoon deploys together, but from then each individual team acts as a separate unit

Line Trench Mortar Platoon

Motivation

| | |
|-----------|----|
| Confident | 4+ |
| Counter | 3+ |

Infantry Unit



Hit on 3+

Skill

| | |
|---------|----|
| Trained | 4+ |
|---------|----|

Save

| | |
|----------|----|
| Infantry | 3+ |
|----------|----|

| Tactical | Terrain Dash | Xcountry Dash | Road Dash | Cross auto |
|----------|--------------|---------------|-----------|------------|
| 8" | 8" | 12" | 12" | auto |

| | Range | Halted | Moving | AT | FP | Notes |
|-----------|-------|--------|--------|----|----|--------------|
| 3" Stokes | 24" | 2 | 1 | 2 | 3+ | min range 8" |

Elite Trench Mortar Platoon

Mortar Platoon:

| | |
|-------------------|---------|
| 4x 3" Stokes team | 360 pts |
| 3x 3" Stokes team | 270 pts |
| 2x 3" Stokes team | 180 pts |
| 1x 3" Stokes team | 90 pts |

Special Rules

Separate Batteries – the platoon deploys together, but from then each individual team acts as a separate unit

Elite Trench Mortar Platoon

Motivation

| | |
|-----------|----|
| Confident | 4+ |
| Counter | 3+ |

Infantry Unit



Hit on 4+

Skill

| | |
|---------|----|
| Veteran | 3+ |
|---------|----|

Save

| | |
|----------|----|
| Infantry | 3+ |
|----------|----|

| Tactical | Terrain Dash | Xcountry Dash | Road Dash | Cross auto |
|----------|--------------|---------------|-----------|------------|
| 8" | 8" | 12" | 12" | auto |

| | Range | Halted | Moving | AT | FP | Notes |
|-----------|-------|--------|--------|----|----|--------------|
| 3" Stokes | 24" | 2 | 1 | 2 | 3+ | min range 8" |

Line Heavy Tank Platoon – Mk IV

Tank Platoon:

4x Mk IV female 800 pts
 3x Mk IV female 600 pts
 2x Mk IV female 400 pts
 1x Mk IV female 200 pts

Replace any or all Mk IV female:
 Mk IV male +60 pts ea

Special Rules

Separate Sections – the platoon deploys together, but from then each individual team acts as a separate unit
Side Mounted – may only target teams fully in front of the side of the unit
Self-Defense MG – enemy infantry and gun teams must re-roll hits in assault
Push It – requires a skill test to dash move, failing on a 1 adds a damage counter
Mobile Target – -1 to be hit unless bailed out or damaged
Mobile Fortress (Female) – rolls 2d6 in assaults
Landship – if it would be destroyed roll 2nd FP test, pass = destroyed, fail = damaged. Bail out results add a damage. 1 damage = cannot move, 2 = cannot fight, move or shoot. 3rd damage causes motivation test. May repair each damage marker on skill test in starting step.

Line Heavy Tank Platoon – Mk IV

Motivation

Confident 4+
 Counter 3+

Skill

Trained 4+

Tank Unit * Self-Defense MG
 Push It * Mobile Target * Landship



Hit on 3+

Armor

Front 1
 Side 1
 Top 1

| | Tactical | Terrain Dash | Xcountry Dash | Road Dash | Cross |
|-------|----------|--------------|---------------|-----------|-------|
| Mk IV | 6" | 6" | 8" | 8" | 2+ |

| | Range | Halted | Moving | AT | FP | Notes |
|--------------|-------|--------|--------|----|----|--------------|
| 2x OQF 6-pdr | 24" | 2 | 2 | 6 | 4+ | side-mounted |
| Female MGs | 16" | 6 | 6 | 2 | 6 | each side |

Elite Heavy Tank Platoon – Mk IV

Tank Platoon:

4x Mk IV female 1040 pts
 3x Mk IV female 780 pts
 2x Mk IV female 520 pts
 1x Mk IV female 260 pts

Replace any or all Mk IV female:
 Mk IV male +80 pts ea

Special Rules

Separate Sections – the platoon deploys together, but from then each individual team acts as a separate unit
Side Mounted – may only target teams fully in front of the side of the unit
Self-Defense MG – enemy infantry and gun teams must re-roll hits in assault
Push It – requires a skill test to dash move, failing on a 1 adds a damage counter
Mobile Target – -1 to be hit unless bailed out or damaged
Mobile Fortress (Female) – rolls 2d6 in assaults
Landship – if it would be destroyed roll 2nd FP test, pass = destroyed, fail = damaged. Bail out results add a damage. 1 damage = cannot move, 2 = cannot fight, move or shoot. 3rd damage causes motivation test. May repair each damage marker on skill test in starting step.

Elite Heavy Tank Platoon – Mk IV

Motivation

Confident 4+
 Counter 3+

Skill

Veteran 3+

Tank Unit * Self-Defense MG
 Push It * Mobile Target * Landship



Hit on 4+

Armor

Front 1
 Side 1
 Top 1

| | Tactical | Terrain Dash | Xcountry Dash | Road Dash | Cross |
|-------|----------|--------------|---------------|-----------|-------|
| Mk IV | 6" | 6" | 8" | 8" | 2+ |

| | Range | Halted | Moving | AT | FP | Notes |
|--------------|-------|--------|--------|----|----|--------------|
| 2x OQF 6-pdr | 24" | 2 | 2 | 6 | 4+ | side-mounted |
| Female MGs | 16" | 6 | 6 | 2 | 6 | each side |

Elite Heavy Tank Platoon – Mk V

Special Rules

Tank Platoon:

| | |
|----------------|----------|
| 4x Mk V female | 1160 pts |
| 3x Mk V female | 870 pts |
| 2x Mk V female | 580 pts |
| 1x Mk V female | 290 pts |

Replace any or all Mk V female:

| | |
|---------------------|------------|
| Mk V male | +85 pts ea |
| Mk V hermaphrodite | +65 pts ea |
| Mk V* female | -0- |
| Mk V* male | +85 pts ea |
| Mk V* hermaphrodite | +65 pts ea |

Mk V* may carry 3 passengers

Rough ride – passenger teams that dismount do so pinned.

Separate Sections – the platoon deploys together, but from then each individual team acts as a separate unit

Side Mounted – may only target teams fully in front of the side of the unit

Self-Defense MG – enemy infantry and gun teams must re-roll hits in assault

Mobile Target – -1 to be hit unless bailed out or damaged

Mobile Fortress (Female) – rolls 2d6 in assaults

Landship – if it would be destroyed roll 2nd FP test, pass = destroyed, fail = damaged. Bail out results add a damage. 1 damage = cannot move, 2 = cannot fight, move or shoot. 3rd damage causes motivation test. May repair each damage marker on skill test in starting step.

Elite Heavy Tank Platoon – Mk V

Motivation

| | |
|-----------|----|
| Confident | 4+ |
| Counter | 3+ |

Skill

| | |
|---------|----|
| Veteran | 3+ |
|---------|----|

Tank Unit * Self-Defense MG
Mobile Target * Landship



Hit on 4+

Armor

| | |
|-------|---|
| Front | 1 |
| Side | 1 |
| Top | 1 |

| | Tactical | Terrain Dash | Xcountry Dash | Road Dash | Cross |
|------|----------|--------------|---------------|-----------|-------|
| Mk V | 6" | 6" | 8" | 8" | 2+ |

| | Range | Halted | Moving | AT | FP | Notes |
|--------------|-------|--------|--------|----|----|--------------|
| 2x OQF 6-pdr | 24" | 2 | 2 | 6 | 4+ | side-mounted |
| 1x OQF 6-pdr | 24" | 2 | 2 | 6 | 4+ | side-mounted |
| Herm MGs | 16" | 6 | 6 | 2 | 6 | one side |
| Female MGs | 16" | 6 | 6 | 2 | 6 | each side |

Line Medium Tank Platoon

Tank Platoon:

| | |
|-------------------|---------|
| 5x Mark A Whippet | 650 pts |
| 4x Mark A Whippet | 520 pts |
| 3x Mark A Whippet | 390 pts |
| 2x Mark A Whippet | 260 pts |
| 1x Mark A Whippet | 130 pts |

Special Rules

Separate Units – the platoon deploys together, but from then each individual team acts as a separate unit

Mobile Target – -1 to be hit unless bailed out or damaged

Push It – requires a skill test to dash move, failing on a 1 bails out

Line Medium Tank Platoon

Motivation

| | |
|-----------|----|
| Confident | 4+ |
| Counter | 3+ |

Tank Unit * Mobile Target * Push It

Hit on 3+



Armor

| | |
|-------|---|
| Front | 1 |
| Side | 1 |
| Top | 1 |

Skill

| | |
|---------|----|
| Trained | 4+ |
|---------|----|

| | | | | |
|-----------------|---------------------|----------------------|------------------|--------------|
| <u>Tactical</u> | <u>Terrain Dash</u> | <u>Xcountry Dash</u> | <u>Road Dash</u> | <u>Cross</u> |
| 8" | 12" | 14" | 15" | 3+ |

| | Range | Halted | Moving | AT | FP | Notes |
|-----|-------|--------|--------|----|----|-------|
| MGs | 16" | 6 | 6 | 2 | 6 | |

Elite Medium Tank Platoon

Tank Platoon:

| | |
|-------------------|---------|
| 5x Mark A Whippet | 850 pts |
| 4x Mark A Whippet | 680 pts |
| 3x Mark A Whippet | 510 pts |
| 2x Mark A Whippet | 340 pts |
| 1x Mark A Whippet | 170 pts |

Special Rules

Separate Units – the platoon deploys together, but from then each individual team acts as a separate unit

Mobile Target – -1 to be hit unless bailed out or damaged

Push It – requires a skill test to dash move, failing on a 1 bails out

Elite Medium Tank Platoon

Motivation

| | |
|-----------|----|
| Confident | 4+ |
| Counter | 3+ |

Tank Unit * Mobile Target * Push It

Hit on 4+



Armor

| | |
|-------|---|
| Front | 1 |
| Side | 1 |
| Top | 1 |

| | |
|--------------|----|
| Skill | |
| Veteran | 3+ |

| | | | | |
|-----------------|---------------------|----------------------|------------------|--------------|
| <u>Tactical</u> | <u>Terrain Dash</u> | <u>Xcountry Dash</u> | <u>Road Dash</u> | <u>Cross</u> |
| 8" | 12" | 14" | 15" | 3+ |

| | Range | Halted | Moving | AT | FP | Notes |
|-----|-------|--------|--------|----|----|-------|
| MGs | 16" | 6 | 6 | 2 | 6 | |

Line Field Battery, Royal Artillery

Artillery Battery:

6x OQF 18-pdr 810 pts
3x OQF 18-pdr 425 pts

Add horse-drawn limbers:
one per gun +5 pts

Special Rules

Gun Shield – team counts in bulletproof cover if shot at front in front of their base. Offers no protection against bombardments, or if the team moved at the dash.

Line Field Battery, Royal Artillery

Motivation

Confident 4+
Counter 3+

Gun Unit



Hit on 3+

Skill

Trained 4+

Save

Infantry 3+

| | Tactical | Terrain Dash | Xcountry Dash | Road Dash | Cross |
|--------|----------|--------------|---------------|-----------|-------|
| gun | 2" | 2" | 4" | 6" | 5+ |
| Limber | 6" | 6" | 6" | 8" | 5+ |

| | Range | Halted | Moving | AT | FP | Notes |
|-------------------|-------|-----------|--------|----|----|------------|
| OQF 18-pdr | 24" | 2 | 1 | 8 | 3+ | gun shield |
| <i>bombarding</i> | 64" | ARTILLERY | | 2 | 4+ | |

Elite Field Battery, Royal Artillery

Artillery Battery:

6x OQF 18-pdr 810 pts
3x OQF 18-pdr 425 pts

Add horse-drawn limbers:
one per gun +5 pts

Special Rules

Gun Shield – team counts in bulletproof cover if shot at front in front of their base. Offers no protection against bombardments, or if the team moved at the dash.

Elite Field Battery, Royal Artillery

Motivation

Confident 4+
Counter 3+

Gun Unit



Hit on 4+

Skill

Veteran 3+

Save

Infantry 3+

| | Tactical | Terrain Dash | Xcountry Dash | Road Dash | Cross |
|--------|----------|--------------|---------------|-----------|-------|
| gun | 2" | 2" | 4" | 6" | 5+ |
| Limber | 6" | 6" | 6" | 8" | 5+ |

| | Range | Halted | Moving | AT | FP | Notes |
|-------------------|-------|-----------|--------|----|----|------------|
| OQF 18-pdr | 24" | 2 | 1 | 8 | 3+ | gun shield |
| <i>bombarding</i> | 64" | ARTILLERY | | 2 | 4+ | |

Line Royal Artillery Detachment

Artillery Battery:

2x OQF 18-pdr 260 pts
1x OQF 18-pdr 130 pts

Add horse-drawn limbers:
one per gun +5 pts

Special Rules

Separate Batteries – the platoon deploys together, but from then each individual team acts as a separate unit

Gun Shield – team counts in bulletproof cover if shot at front in front of their base. Offers no protection against bombardments, or if the team moved at the dash.

Line Royal Artillery Detachment

Motivation

Confident 4+
Counter 3+

Skill

Trained 4+

Gun Unit



Hit on 3+

Save

Infantry 3+

| | Tactical | Terrain Dash | Xcountry Dash | Road Dash | Cross |
|--------|----------|--------------|---------------|-----------|-------|
| gun | 2" | 2" | 4" | 6" | 5+ |
| Limber | 6" | 6" | 6" | 8" | 5+ |

| | Range | Halted | Moving | AT | FP | Notes |
|-------------------|-------|-----------|--------|----|----|------------|
| OQF 18-pdr | 24" | 2 | 1 | 8 | 3+ | gun shield |
| <i>bombarding</i> | 64" | ARTILLERY | 2 | 4+ | | |

Elite Royal Artillery Detachment

Artillery Battery:

2x OQF 18-pdr 340 pts
1x OQF 18-pdr 170 pts

Add horse-drawn limbers:
one per gun +5 pts

Special Rules

Separate Batteries – the platoon deploys together, but from then each individual team acts as a separate unit

Gun Shield – team counts in bulletproof cover if shot at front in front of their base. Offers no protection against bombardments, or if the team moved at the dash.

Elite Royal Artillery Detachment

Motivation

Confident 4+
Counter 3+

Skill

Veteran 3+

Gun Unit



Hit on 4+

Save

Infantry 3+

| | Tactical | Terrain Dash | Xcountry Dash | Road Dash | Cross |
|--------|----------|--------------|---------------|-----------|-------|
| gun | 2" | 2" | 4" | 6" | 5+ |
| Limber | 6" | 6" | 6" | 8" | 5+ |

| | Range | Halted | Moving | AT | FP | Notes |
|-------------------|-------|-----------|--------|----|----|------------|
| OQF 18-pdr | 24" | 2 | 1 | 8 | 3+ | gun shield |
| <i>bombarding</i> | 64" | ARTILLERY | 2 | 4+ | | |

Allied Units

Char d'Assault Platoon - Schneider

Tank Platoon:

4x Schneider CA.1 6080 pts
 3x Schneider CA.1 600 pts
 2x Schneider CA.1 400 pts
 1x Schneider CA.1 200 pts



Special Rules

Separate Sections – the platoon deploys together, but from then each individual team acts as a separate unit

Side Mounted– may only target teams fully in front of the side of the unit

Push It– requires a skill test to dash move, failing on a 1 adds a damage counter

Mobile Target– -1 to be hit unless bailed out or damaged

Landship – if it would be destroyed roll 2nd FP test, pass = destroyed, fail = damaged. Bail out results add a damage. 1 damage = cannot move, 2 = cannot fight, move or shoot. 3rd damage causes motivation test. May repair each damage marker on skill test in starting step.

Char d'Assault Platoon - Schneider

Motivation

Confident 4+
 Counter 3+

Skill

Trained 4+

Tank Unit * Mobile Target
 Landship * Push It



Hit on 3+

Armor

Front 1
 Side 1
 Top 1

| Tactical | Terrain Dash | Xcountry Dash | Road Dash | Cross |
|----------|--------------|---------------|-----------|-------|
| 6" | 6" | 8" | 8" | 4+ |

| | Range | Halted | Moving | AT | FP | Notes |
|----------------|-------|--------|--------|----|----|--------------|
| 75mm Schneider | 16" | 2 | 2 | 5 | 3+ | side-mounted |
| MGs | 16" | 3 | 3 | 2 | 6 | 1 each side |

Char d'Assault Platoon - Char St. Chamond

Tank Platoon:

4x Char St. Chamond 6080 pts
 3x Char St. Chamond 600 pts
 2x Char St. Chamond 400 pts
 1x Char St. Chamond 200 pts



Special Rules

Separate Sections – the platoon deploys together, but from then each individual team acts as a separate unit

Hull Mounted– may only target teams fully in front of the unit

Push It– requires a skill test to dash move, failing on a 1 adds a damage counter

Mobile Target– -1 to be hit unless bailed out or damaged

Landship – if it would be destroyed roll 2nd FP test, pass = destroyed, fail = damaged. Bail out results add a damage. 1 damage = cannot move, 2 = cannot fight, move or shoot. 3rd damage causes motivation test. May repair each damage marker on skill test in starting step.

Char d'Assault Platoon - Char St. Chamond

Motivation

Confident 4+
 Counter 3+

Skill

Trained 4+

Tank Unit * Mobile Target
 Landship * Push It



Hit on 3+

Armor

Front 1
 Side 1
 Top 1

| Tactical | Terrain Dash | Xcountry Dash | Road Dash | Cross |
|----------|--------------|---------------|-----------|-------|
| 6" | 6" | 8" | 8" | 4+ |

| | Range | Halted | Moving | AT | FP | Notes |
|--------------|-------|--------|--------|----|----|--------------|
| 75mm mle1897 | 24" | 2 | 2 | 8 | 3+ | hull mounted |
| MGs | 16" | 3 | 3 | 2 | 6 | 1 each side |
| Front MG | 16" | 3 | 3 | 2 | 6 | hull mounted |

Light Char d'Assault Platoon

Tank Platoon:

| | |
|----------------------------------|---------|
| 3x FT-17 (37) + 2x FT-17 (MG) | 565 pts |
| 2x FT-17 (37) + 2x FT-17 (MG) | 440 pts |
| 2x FT-17 (37) + 1x FT-17 (MG) | 345 pts |
| 1x FT-17 (37) + 1x FT-17 (MG) | 220 pts |



Special Rules

Separate Sections – the platoon deploys together, but from then each individual team acts as a separate unit

Push It– requires a skill test to dash move, failing on a 1 bails out

Mobile Target– -1 to be hit unless bailed out or damaged

One Man Turret – add +1 to hit when moving

Light Char d'Assault Platoon

Motivation

| | |
|-----------|----|
| Confident | 4+ |
| Counter | 3+ |

Skill

| | |
|---------|----|
| Trained | 4+ |
|---------|----|

Tank Unit * Mobile Target
Push It



Hit on 3+

Armor

| | |
|-------|---|
| Front | 1 |
| Side | 1 |
| Top | 1 |

| | | | | |
|-----------------|---------------------|----------------------|------------------|--------------|
| <u>Tactical</u> | <u>Terrain Dash</u> | <u>Xcountry Dash</u> | <u>Road Dash</u> | <u>Cross</u> |
| 8" | 12" | 14" | 15" | 4+ |

| | Range | Halted | Moving | AT | FP | Notes |
|------------|-------|--------|--------|----|----|----------------|
| 37mm SA-18 | 16" | 2 | 2 | 4 | 4+ | one man turret |
| MG | 16" | 3 | 3 | 2 | 6 | turret-mounted |