

Flames of War / Great War

French Formations

Companie de Fusiliers

Co de Fusiliers - Metropolitan

Company HQ:

2x Pistol team 20 pts

Add:

- 0-3 FI thrower team +30 pts ea
- 0-2 37mm mle 1916 +45 pts ea
- 0-1 sniper team +60 pts ea

Upgrade pistol teams:
rifle team +5 pts ea

Formation:

1x Company HQ
0-2x Fusiliers MG platoon

Special Rules

Trench Fighter – +1 to hit in assault

Pinning – any hit will pin infantry, gun or unarmored tank teams

2-4x Infantry platoon
0-1x Trench Mortar platoon

Co de Fusiliers - Metropolitan

Motivation

Reluctant 5+
Counter 4+

Skill

Veteran 3+

Infantry Formation



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
Pistol team	4"	2	2	1	6	trench fighter
Flamethrower	4"	2	2	2	1+	hits top armor, pinning
Rifle team	16"	1	1	2	6	slow firing, trench fighter
37mm mle1916	16"	3	1	4	4+	

Co de Fusiliers - Colonial

Company HQ:

2x Pistol team 35 pts

Add:

- 0-3 FI thrower team +45 pts ea
- 0-2 37mm mle 1916 +65 pts ea
- 0-1 sniper team +60 pts ea

Upgrade pistol teams:
rifle team +10 pts ea

Formation:

1x Company HQ
0-2x Fusiliers MG platoon

Special Rules

Trench Fighter – +1 to hit in assault

Pinning – any hit will pin infantry, gun or unarmored tank teams

2-4x Infantry platoon
0-1x Trench Mortar platoon

Co de Fusiliers - Colonial

Motivation

Fearless 3+
Counter 2+

Skill

Veteran 3+

Infantry Formation



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
Pistol team	4"	2	2	1	6	trench fighter
Flamethrower	4"	2	2	2	1+	hits top armor, pinning
Rifle team	16"	1	1	2	6	slow firing, trench fighter
37mm mle1916	16"	3	1	4	4+	



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

Motivation

Confident 4+

Independent team



Hit on 4+

Skill

Veteran 3+

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

Fusiliers Platoon - Metropolitan

Rifle Platoon:

(2x Half-platoon)
10x rifle team
4x VB team
4x MG team 320 pts

(1x Half-platoon)
5x rifle team
2x VB team
2x MG team 160 pts

Each half-platoon fights as a separate unit, with its own command stand

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

Fusiliers Platoon - Metropolitan

Motivation

Reluctant 5+
Counter 4+

Skill

Veteran 3+

Infantry Unit



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
Rifle team	16"	1	1	2	6	slow firing, trench fighter
MG team	16"	3	2	2	6	
VB team	8"	2	1	1	4+	

Fusiliers Platoon - Colonial

Rifle Platoon:

(2x Half-platoon)
10x rifle team
4x VB team
4x MG team 500 pts

(1x Half-platoon)
5x rifle team
2x VB team
2x MG team 250 pts

Each half-platoon fights as a separate unit, with its own command stand

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

Fusiliers Platoon - Colonial

Motivation

Fearless 3+
Counter 2+

Skill

Veteran 3+

Infantry Unit



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
Rifle team	16"	1	1	2	6	slow firing, trench fighter
MG team	16"	3	2	2	6	
VB team	8"	2	1	1	4+	

Fusiliers MG Platoon - Metropolitan

MG Platoon:

4x Hotchkiss team 225 pts
 3x Hotchkiss team 170 pts
 2x Hotchkiss team 115 pts

Special Rules

Fusiliers MG Platoon - Metropolitan

Motivation

Reluctant 5+
 Counter 4+

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
HMG team	24"	6	3	2	6	
<i>bombarding</i>	40"	ARTILLERY	-	-	-	

Fusiliers MG Platoon - Colonial

MG Platoon:

4x Hotchkiss team 330 pts
 3x Hotchkiss team 250 pts
 2x Hotchkiss team 170 pts

Special Rules

Fusiliers MG Platoon - Colonial

Motivation

Fearless 3+
 Counter 2+

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
HMG team	24"	6	3	2	6	
<i>bombarding</i>	40"	ARTILLERY	-	-	-	

Trench Mortar Platoon - Metropolitan

Mortar Platoon:

4x 76mm Stokes	280 pts
3x 76mm Stokes	210 pts
2x 76mm Stokes	140 pts
1x 76mm Stokes	70 pts
4x 58mm Type 2	360 pts
3x 58mm Type 2	270 pts
2x 58mm Type 2	180 pts
1x 58mm Type 2	90 pts

Special Rules

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

Trench Mortar Platoon - Metropolitan

Motivation

Reluctant	5+
Counter	4+

Gun Unit



Hit on 4+

Skill

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

Save

Lt Gun	3+
--------	----

<u>Tactical</u>	<u>Terrain Dash</u>	<u>Xcountry Dash</u>	<u>Road Dash</u>	<u>Cross auto</u>
8"	8"	12"	12"	auto

	Range	Halted	Moving	AT	FP	Notes
76mm Stokes	24"	2	1	2	3+	min range 8"
58mm Type 2	32"	2	1	2	2+	min range 8"

Trench Mortar Platoon - Colonial

Mortar Platoon:

4x 76mm Stokes	420 pts
3x 76mm Stokes	315 pts
2x 76mm Stokes	210 pts
1x 76mm Stokes	105 pts
4x 58mm Type 2	460 pts
3x 58mm Type 2	345 pts
2x 58mm Type 2	230 pts
1x 58mm Type 2	115 pts

Special Rules

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

Trench Mortar Platoon - Colonial

Motivation

Fearless	3+
Counter	2+

Gun Unit



Hit on 4+

Skill

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

Save

Lt Gun	3+
--------	----

<u>Tactical</u>	<u>Terrain Dash</u>	<u>Xcountry Dash</u>	<u>Road Dash</u>	<u>Cross auto</u>
8"	8"	12"	12"	auto

	Range	Halted	Moving	AT	FP	Notes
76mm Stokes	24"	2	1	2	3+	min range 8"
58mm Type 2	32"	2	1	2	2+	min range 8"

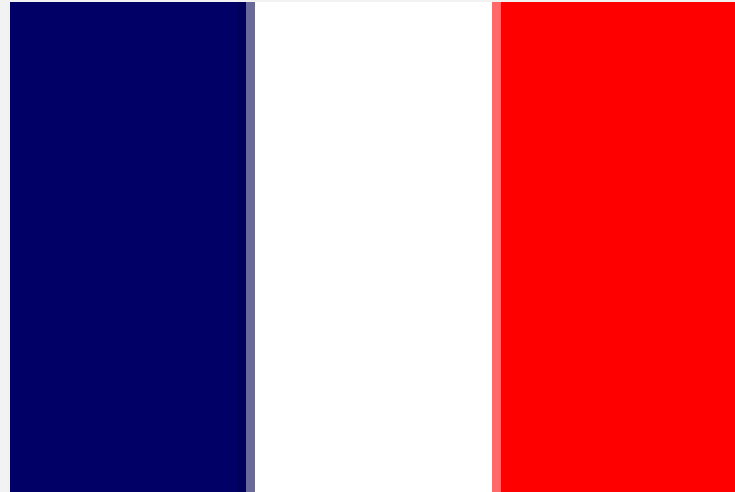
Support Units

0-1x Fusiliers platoon

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

0-1x 75mm Artillery battery, or Artillery detachment

Companie de Fusiliers - Colonial Support Choices

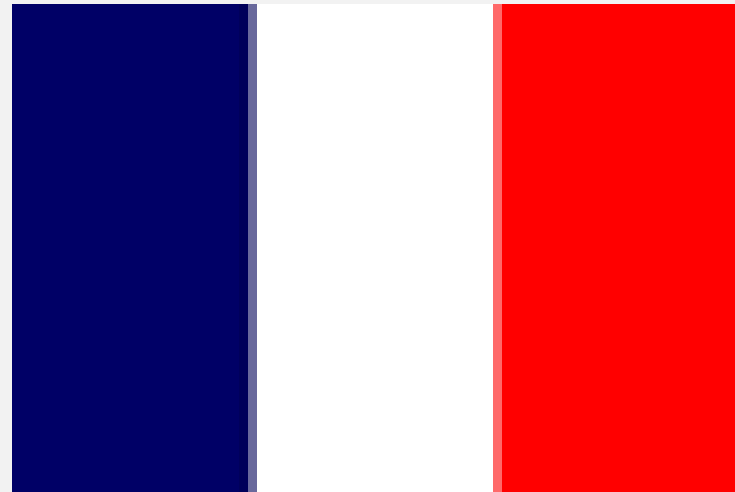


0-1x Fusiliers platoon

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

0-1x 75mm Artillery battery, or Artillery detachment

Companie de Fusiliers - Metropolitan Support Choices



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+

Tank Unit * Mobile Target
 Landship * Push It



Hit on 3+

Armor

Front 1
 Side 1
 Top 1

Skill

Trained 4+

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+

Tank Unit * Mobile Target
 Landship * Push It



Hit on 3+

Armor

Front 1
 Side 1
 Top 1

Skill

Trained 4+

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+

Tank Unit * Mobile Target
Push It



Hit on 3+

Armor

Front	1
Side	1
Top	1

Skill

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

Tactical	Terrain Dash	Xcountry Dash	Road Dash	Cross
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

75mm Artillery Battery

Artillery battery:

4x 75mm mle1897 545 pts
2x 75mm mle1897 275 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.

Quick Fire – bombardments with 4 weapons firing re-roll to hit; bombardments with 1-3 weapons firing do not need to re-roll successful hits

75mm Artillery Battery

Motivation

Reluctant 5+
Counter 4+

Skill

Veteran 3+

Gun Unit



Hit on 4+

Save

Hvy Gun 4+

	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
75mm mle1897	24"	2	1	8	3+	gun shield, quick fire
<i>bombarding</i>	64"	ARTILLERY		2	4+	

Artillery Detachment

Artillery detachment:

2x 75mm mle1897 260 pts
1x 75mm mle1897 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.

Quick Fire – bombardments with 4 weapons firing re-roll to hit; bombardments with 1-3 weapons firing do not need to re-roll successful hits

Artillery Detachment

Motivation

Reluctant 5+
Counter 4+

Skill

Veteran 3+

Gun Unit



Hit on 4+

Save

Hvy Gun 4+

	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
75mm mle1897	24"	2	1	8	3+	gun shield, quick fire
<i>bombarding</i>	64"	ARTILLERY		2	4+	

Allied Units

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

	<u>Tactical</u>	<u>Terrain Dash</u>	<u>Xcountry Dash</u>	<u>Road Dash</u>	<u>Cross</u>
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

	<u>Tactical</u>	<u>Terrain Dash</u>	<u>Xcountry Dash</u>	<u>Road Dash</u>	<u>Cross</u>
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

	<u>Tactical</u>	<u>Terrain Dash</u>	<u>Xcountry Dash</u>	<u>Road Dash</u>	<u>Cross</u>
Mk V	6"	6"	8"	8"	2+

	<u>Range</u>	<u>Halted</u>	<u>Moving</u>	<u>AT</u>	<u>FP</u>	<u>Notes</u>
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 adds a damage counter

Line Medium Tank 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"	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 adds a damage counter

Elite Medium Tank Platoon

Motivation

Confident	4+
Counter	3+

Skill

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

Tank Unit * Mobile Target * Push It



Hit on 4+

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"	3+

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