


FRENCH

PLATOON LEADER SQUAD LEADER RIFLEMAN LMG




Morale/Panic
4/5




Morale/Panic
3/4




Morale/Panic
3/3




Morale/Panic
4/5

VETERAN

CCV	GM/PIN	LM	0/+1
SMG	7/3	Pts	43/53

CCV	GM/PIN	Points
Rifle	8/4	38

CCV	GM/PIN	Points
Rifle	8/4	11

CCV	GM/PIN	WF/REP	Points
LMG	5/1	-7/1+	57



FRENCH



FRENCH



FRENCH

Add "To Hit" result to FV (To Hit must inc "0")
Target Acquired: "To Hit" +1
Target Moving: Positive "To Hit" #
Target in Wood/Jungle/Orchard
Ignore Terrain CV

RANGE	To Hit #	FV
CLOSE	NA	NA
MEDIUM	0-2	0
LONG	1	2
EXTREME	2	3



MMG



FLAMETHROWER



GUN CREWMAN



5cm MORTAR



Morale/Panic

CLOSE	MEDIUM	LONG	EXTREME
+2 (+1)	+2 (+1)	+3 (+1)	+3 (+1)

4/5



Morale/Panic

CLOSE
+5

4/5



Morale/Panic

CLOSE
2/2

2/2



Morale/Panic

CLOSE
3/3

3/3

VETERAN

VETERAN

VETERAN

VETERAN









CCV	GM/PIN	WF/REP	Points
MMG	4/0	-7(-5)/2+	92

CCV	GM/PIN	WF/REP	Points
FT	3/0	-5/7	34

CCV	GM/PIN	Points
Rifle	7/3	8

CCV	GM/PIN	WF/REP	Points
5cm Mortar	3/0	-5(-2)/2+	42

WF/REP	Points	WF/REP	Points	WF/REP	Points	WF/REP	Points
-5/2+	167	-5/2+	167	-5/2+	201	-5/2+	271

  <p>Dam/Des 5/9</p>	  <p>Dam/Des 5/9</p>	  <p>Dam/Des 5/9</p>	  <p>Dam/Des 5/9</p>
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25mm Mle 34	37mm Mle 16 TRP	47mm SA Mle 37	75mm Mle 19
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<p>25mm Mle 34</p> <table border="1"> <tr><td>RANGE</td><td>To Hit</td><td>AP</td><td>HE</td></tr> <tr><td>CLOSE</td><td>0-5</td><td>6</td><td>-1</td></tr> <tr><td>MEDIUM</td><td>0-3</td><td>4</td><td>-1</td></tr> <tr><td>LONG</td><td>0-1</td><td>2</td><td>-1</td></tr> <tr><td>EXTREME</td><td>2</td><td>1</td><td>-1</td></tr> </table> <p>Add "To Hit" result to HE FV (if To Hit inc "0") Two man crew Target Acquired: "To Hit" +1 One man crew "To Hit" -1 Target Moving: Positive "To Hit" #</p>	RANGE	To Hit	AP	HE	CLOSE	0-5	6	-1	MEDIUM	0-3	4	-1	LONG	0-1	2	-1	EXTREME	2	1	-1	<p>37mm Mle 16 TRP</p> <table border="1"> <tr><td>RANGE</td><td>To Hit</td><td>AP</td><td>HE</td></tr> <tr><td>CLOSE</td><td>0-5</td><td>6</td><td>-1</td></tr> <tr><td>MEDIUM</td><td>0-3</td><td>4</td><td>-1</td></tr> <tr><td>LONG</td><td>0-1</td><td>2</td><td>-1</td></tr> <tr><td>EXTREME</td><td>2</td><td>1</td><td>-1</td></tr> </table> <p>Add "To Hit" result to HE FV (if To Hit inc "0") Two-man crew Target Acquired: "To Hit" +1 One man crew "To Hit" -1 Target Moving: Positive "To Hit" #</p>	RANGE	To Hit	AP	HE	CLOSE	0-5	6	-1	MEDIUM	0-3	4	-1	LONG	0-1	2	-1	EXTREME	2	1	-1	<p>47mm SA Mle 37</p> <table border="1"> <tr><td>RANGE</td><td>To Hit</td><td>AP</td><td>HE</td></tr> <tr><td>CLOSE</td><td>0-5</td><td>7</td><td>0</td></tr> <tr><td>MEDIUM</td><td>0-3</td><td>5</td><td>0</td></tr> <tr><td>LONG</td><td>0-1</td><td>3</td><td>0</td></tr> <tr><td>EXTREME</td><td>2</td><td>2</td><td>0</td></tr> </table> <p>Add "To Hit" result to HE FV (if To Hit inc "0") Two man crew "To Hit" -1 One man crew "To Hit" -2 Target Acquired: "To Hit" +1 Target Moving: Positive "To Hit" #</p>	RANGE	To Hit	AP	HE	CLOSE	0-5	7	0	MEDIUM	0-3	5	0	LONG	0-1	3	0	EXTREME	2	2	0	<p>75mm Mle 19</p> <table border="1"> <tr><td>RANGE</td><td>To Hit</td><td>AP</td><td>HE</td></tr> <tr><td>CLOSE</td><td>0-5</td><td>9</td><td>2</td></tr> <tr><td>MEDIUM</td><td>0-3</td><td>7</td><td>2</td></tr> <tr><td>LONG</td><td>0-1</td><td>5</td><td>2</td></tr> <tr><td>EXTREME</td><td>2</td><td>4</td><td>2</td></tr> </table> <p>Add "To Hit" result to HE FV (if To Hit inc "0") Two man crew "To Hit" -1 One man crew "To Hit" -2 Target Acquired: "To Hit" +1 Target Moving: Positive "To Hit" #</p>	RANGE	To Hit	AP	HE	CLOSE	0-5	9	2	MEDIUM	0-3	7	2	LONG	0-1	5	2	EXTREME	2	4	2
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 Target Moving: Positive "To Hit" #

RANGE	To Hit #	FV
CLOSE	NA	NA
MEDIUM	0-3	0-1
LONG	0-1	1
EXTREME	1	2
		1

RANGE	To Hit #	AP	HE	MG
CLOSE	0-5	0-3	6	-1
MEDIUM	0-3	0-1	4	-1
LONG	0-1	2	2	-1
EXTREME	2	4	1	-1
				0/0

RANGE	To Hit #	AP	HE	MG
CLOSE	0-5	0-3	5	-1
MEDIUM	0-3	0-1	3	-1
LONG	0-1	2	1	-1
EXTREME	1	3	0	-1
				0/0

6cm MORTAR

LAFFLY AMD 50

CHAR LEGER R35

6cm MORTAR

LAFFLY AMD 50

CHAR LEGER R35



Morale/Panic
 4/4



Morale/CE
 5/9

FRONT	0	-1	-1
K/S/I			
SIDE	0	-1	-2



Morale/CE
 5/9

FRONT	4	3	3
K/S/I			
SIDE	3	2	1

VETERAN

CE/BU

CE/BU

CCV	GM/PIN	WF /REP	Points
60mm	4/0	-5(-2)/2+	61

OVR	2/1	WF/Rep Main (MG)	Points
BOG	5/4	-5(-7)/2+	192

OVR	2/1	WF/Rep Main (MG)	Points
BOG	8/7	-5(-7)/2+	262