

This document contains Model statistics for the **République of France**. The statistics are compatible with the **Dystopian Wars 2.0 Game Engine**.

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RÉPUBLIQUE OF FRANCE

RÉPUBLIQUE OF FRANCE UNIVERSAL RULES

- All Models in the République of France Forces have the Redoubtable (Ack Ack) Model Assigned Rule.
- In some places, the République of France is abbreviated as *RoF* in the Force Guide.

RÉPUBLIQUE OF FRANCE COMMODORES

Command Abilities

Each Game Turn a République of France player can have their Commodore perform ONE of the following Command Abilities:

- **Safe Passage** - One Model within 8" of the Commodore's Model may re-roll a failed Treacherous Terrain Test.
- **Pass the Tools** - One Model within 8" of the Commodore's Model may re-roll a single failed Repair attempt.
- **Stand up and be Counted!** - A Squadron within 8" of the Commodore's Model may re-roll a single failed Disorder Test.

Commodore Doctrines

In addition to their Command Abilities, all République of France Commodores can perform ONE of the following Doctrine Abilities ONCE per Game Turn. These Abilities are designed to reflect the various combat doctrines prevalent in the République of France.

- **Tight Grouping Ack Ack** - This Ability may be activated during the Command Segment of a Squadron's Activation provided a member of the Squadron is within 8" of the Commodore's Model. Until the End Phase of the current Game Turn, the Squadron may elect to re-roll ALL the INITIAL Attack Dice (AD) in any SINGLE Attack, Counter Attack, or Anti-Boarding Fire roll using Ack Ack (AA). INITIAL Dice are re-rolled and the second result MUST be accepted.
- **Hurried Repair** - This Ability may be activated at the beginning of the Compulsory Actions Segment of the End Phase. ONCE per Game, the Commodore's Model can automatically remove ANY Critical Effect Markers or Persistent Effect Markers affecting it. Roll a D6 for each Marker removed by the Ability. For each roll of a 6, the vessel loses one Hull Point (HP).

RÉPUBLIQUE OF FRANCE

BATTLE GROUPS

- By choosing the models from Battle Groups listed below a Force may play the stated Tactical Action Card for FREE during the battle.
- This card can still be cancelled, but if it is permitted to resolve, the acting player does not give the enemy any Victory Points.
- The Card stated must still be included in the player's Tactical Action Card Deck as normal.
- If the Card is itself used to cancel an enemy Tactical Action Card, it still gives up its Victory Points as normal.
- No model may be chosen as part of more than ONE Battle Group.
- In certain cases a Battle Group will contain elements that may attach to other models in the Force (such as Escort Models for example), this is still permitted.

NAVAL BATTLE GROUP

Massive	Large	Medium	Small	Tiny	Support Aircraft Squadrons
1x Couronne Battle Carrier	1x Saint Malo Heavy Battleship	1x Cherbourg Battlecruiser 3x Dieppe Cruisers	4x Lyon Frigates 5x Requin Corvettes	6x Moustique Fast Attack Submarines	None

Free Tactical Action Card – Tally-Ho!

[Note: This is the only means by which the Tally-Ho! TAC may be taken in a Deck]

ARMOURED BATTLE GROUP

Massive	Large	Medium	Small	Tiny	Support Aircraft Squadrons
None	1x Danton Landship 1x Alsace Landship	3x L-Aman Heavy Tanks 3x Foucault Medium Tanks 3x Marteau Bombards	4x Reims Small Tanks 5x Hotch Light Tanks	2x Line Infantry Companies	None

Free Tactical Action Card – Tally-Ho!

[Note: This is the only means by which the Tally-Ho! TAC may be taken in a Deck]

AERIAL BATTLE GROUP

Massive	Large	Medium	Small	Tiny	Support Aircraft Squadrons
1x Tourbillon Sky Fortress	None	3x Furieux Scout Ships	5x Frelon Small Flyer	None	None
Free Tactical Action Card – Tally-Ho! [Note: This is the only means by which the Tally-Ho! TAC may be taken in a Deck]					

NAVAL SUPPORT FLOTILLA BATTLE GROUP

Massive	Large	Medium	Small	Tiny	Support Aircraft Squadrons
1x Couronne Assault Carrier	None	None	3x Epaulard Submarines	None	None
Free Tactical Action Card – Combat Repair					

SURFACE SKIMMER BATTLE GROUP

Massive	Large	Medium	Small	Tiny	Support Aircraft Squadrons
None	1x Magenta Battleship	3x Marseille Light Cruisers	4x Alma Reconnaissance Frigates	None	None
Free Tactical Action Card – Devastating Barrage					

BOMBARDMENT BATTLE GROUP

Massive	Large	Medium	Small	Tiny	Support Aircraft Squadrons
None	None	2x Rousseau Heavy Bombers 3x Pascal Medium Bombers	None	None	None
Free Tactical Action Card – Break Neck Manoeuvre					

BATTLE FLOTILLA BATTLE GROUP

Massive	Large	Medium	Small	Tiny	Support Aircraft Squadrons
1x Charlemagne Dreadnought	None	2x Toulon Armoured Cruisers 3x Ecuyer Support Cruisers	4x Chevalier Heavy Destroyers	None	None

Free Tactical Action Card – Battlefield Repair

NAVAL ATTACK BATTLE GROUP

Massive	Large	Medium	Small	Tiny	Support Aircraft Squadrons
None	1x La Rochelle Heavy Battleship	2x Cherbourg Battle Cruisers	4x Requin Corvettes	None	None

Free Tactical Action Card – No Quarter

GROUND FORTIFICATIONS BATTLE GROUP

Massive	Large	Medium	Small	Tiny	Support Aircraft Squadrons
1x République Bunker Complex	None	2x République Towers	None	None	None

Free Tactical Action Card – Radio Intercept

MOBILE AIRFIELD GROUP BATTLE GROUP

Massive	Large	Medium	Small	Tiny	Support Aircraft Squadrons
1x I Masaulle Mobile Airfield	None	4x Arbalete Support Tanks	None	None	None

Free Tactical Action Card – Lost Orders

RÉPUBLIQUE OF FRANCE

SPECIALIST GROUP SQUADRONS

The following models may be combined to create Specialist Group Squadrons using the rules found on page 18 of the Admiral Version Rulebook and page 69 of the Commodore Rulebook:

Corsaire Squadron

Squadron MUST contain:

1x Magenta (Mk II) Battleship	(Parent Element)
3x Requin Corvettes	(Attached Element)

Trappeur Squadron

Squadron MUST contain:

1x Dieppe Cruiser	(Parent Element)
3x Lyon Frigates	(Attached Element)

Chasseur Squadron

Squadron MUST contain:

1x Marseilles Light Cruiser	(Parent Element)
2x Alma Reconnaissance Frigate	(Attached Element)

Enclume Squadron

Squadron MUST contain:

2x Foucault Medium Tanks	(Parent Element)
+3 Hotch Small Tanks	(Attached Element)

Cauchemar Squadron

Squadron MUST contain:

3x Marteau Bombards	(Parent Element)
+ 1x Recon Infantry	(Attached Element)

The Reconnaissance Infantry are purchased from the Infantry Section of the ORBAT.

Aigle Squadron

Squadron MUST contain:

1xToubillon Sky Fortress	(Parent Element)
3x Frelon Small Bomber	(Attached Element)

Faucon Squadron

Squadron MUST contain:

3x Rousseau Bomber	(Parent Element)
1x Voltaire Interceptor	(Attached Element)

PROVINCES OF BELGIUM

Following the reverses that occurred during the Storm of Steel, the difficulty of maintaining a small Independent command was identified as a major factor. Given the mainly Francophone nature of the Protectorate and its troops, the command took the bold step to fully integrate its units into the French Legions.

The RoF Armoured Forces may contain the following Models:

- N-3 Liege Landship
- R-4 Medium Tank

Although they still bear the name of Belgium, this is almost entirely symbolic. They are fully integrated into République command, and are considered to be RoF Models for the purposes of Fleet Composition, Core Forces, Alliances, TACs, etc. However, the RoF Commodore may NEVER be placed on a Belgian Model under any circumstances.

RÉPUBLIQUE OF FRANCE NAVAL FORCES

République of France		Charlemagne				Points	300	
Dreadnought					Crew Type - Elite			
RB	1	2	3	4	DR	CR	MV	HP
Heavy Turret (S)	12	10	8	6	7	13	6"	10
Heavy Heat Lance (S)	14	14	7	7	AP	AA	CC	IR
Rocket Battery (T)	-	9	9	9	10	8	7	9
P/S Broadships (S)	10	8	6	4				

MASSIVE NAVAL CAPITAL MODEL

Minimum Move: 2"
 Turning Template: Large
 Turn Limit: 0"
 Squadron Size: 1

Model Assigned Rules: Retardant Armour (2), Strategic Value (100)

Options: This Model has the Corrosive (Heavy Turrets) Munitions Type

This Model may choose up to TWO Internal Generators, without duplication, from the following list:

- Cloud Generator +20 points
- Tesla (8") Generator +25 points
- Nullification Generator +10 points
- Fury (16") Generator +15 points

Weaponry Arcs:

ONE Heavy Heat Lance (S) has a 180-degree Port Fire Arc

ONE Heavy Heat Lance (S) has a 180-degree Starboard Fire Arc

ONE Rocket Battery (T) has a 360-degree Fire Arc

ONE Heavy Main Turret (S) has a 270-degree Fore Fire Arc

ONE Heavy Main Turret (S) has a 270-degree Aft Fire Arc

The P/S Broadships (S) have a Broadside Fire Arc

République of France		Vauban				Points	300	
Surface Skimming Dreadnought					Crew Type - Elite			
RB	1	2	3	4	DR	CR	MV	HP
Rocket Batteries (T)	-	11	11	11	7	12	6"	12
Main Turret (S)	10	9	8	5	AP	AA	CC	IR
P/S Broadships (S)	10	8	6	4	10	9	6	6

MASSIVE NAVAL CAPITAL SURFACE SKIMMING MODEL

Minimum Move: 2"
 Turning Template: Large
 Turn Limit: 1"
 Squadron Size: 1

Model Assigned Rules Carrier (9), Fuel Reserves, Retardant Armour (2), Security Posts (2), Spotter (Expert), Strategic Value (100)

Options: This Model may choose up to TWO Internal Generators, without duplication, from the following list:

- Cloud Generator +20 points
- GNE Enhancer (12") Generator +20 points
- Nullification Generator +10 points
- Fury (16") Generator +10 points

Weaponry Arcs: TWO Rocket Batteries (T) have 360-degree Fire Arcs
 FOUR Main Turrets (S) have offset 180-degree Fire Arcs respectively
 The P/S Broadships (S) have Broadside Fire Arcs

République of France		Saint-Malo				Points	230	
Heavy Battleship					Crew Type - Stoic			
RB	1	2	3	4	DR	CR	MV	HP
Main Turret (S)	10	9	8	5	6	10	6"	10
P/S Broadships (S)	12	10	8	6	AP	AA	CC	IR
Bombard Battery (P)	-	9	9	9	8	8	4	8
Surface Mines (2)	(5)	-	-	-				

LARGE NAVAL CAPITAL MODEL

Minimum Move: 2"
Turning Template: Large
Turn Limit: 0"
Squadron Size: 1

Model Assigned Rules: Retardant Armour (2), Squadron Support (RoF, Moustique, 6)
Options: This Model is fitted with an Internal Cloud Generator for no additional cost
This Model may upgrade to have a single additional Internal Generator from the following:

- Nullification Generator for +5 points
- Mine Control (8") Generator for +10 points.

This Model has the Corrosive (Bombard Battery) Munitions Type
This Model may upgrade its Crew Type from Stoic to Elite for +10 points

Weaponry Arcs: TWO Main Turrets have (S) have a 180-degree Off-Set Fire Arc
The P/S Broadships (S) have a Broadside Fire Arc
ONE Bombard Battery (P) has a 90-degree Fore Fire Arc

République of France		La Rochelle				Points	220	
Heavy Skimming Battleship					Crew Type - Regular			
RB	1	2	3	4	DR	CR	MV	HP
Fore Guns (S)	6	5	4	-	6	10	6"	9
P/S Broadships (S)	12	10	8	6	AP	AA	CC	IR
Heavy Heat Lance (S)	14	14	7	7	7	7	4	6
Heat Lancette (S)	10	10	6	-				

LARGE NAVAL CAPITAL SURFACE SKIMMING MODEL

Minimum Move: 2"
Turning Template: Large
Turn Limit: 0"
Squadron Size: 1

Model Assigned Rules: Advanced Engines (+1"), Retardant Armour (2), Squadron Support (RoF:SAW-Fighters, 3)
Options: This Model may change its Crew Type from Regular to Stoic for an additional +10 points
This Model may choose up to TWO Internal Generators, without duplication, from the following list:

- Cloud Generator +15 points
- GNE Enhancement (8") Generator +10 points
- Nullification Generator +5 points
- Fury (12") Generator +10 points

Weaponry Arcs: ONE Heavy Heat Lance (S) has a 270- degree Fore Fire Arc
ONE Heat Lancette (S) has a 270- degree Aft Fire Arc
ONE Fore Guns (S) have a 90- degree Fore Fire Arc
The P/S Broadships (S) have a Broadside Fire Arc

République of France		Magenta				Points	175	
Battleship					Crew Type - Regular			
RB	1	2	3	4	DR	CR	MV	HP
Fore Torpedoes (T)	9	8	7	6	6	10	8"	8
P/S Broadships (S)	10	8	6	4	AP	AA	CC	IR
Main Turret (S)	10	9	8	5	8	7	5	6
Heat Lance (S)	12	12	6	6				

LARGE NAVAL CAPITAL MODEL

Minimum Move: 2"
Turning Template: Large
Turn Limit: 0"
Squadron Size: 1

Model Assigned Rules: Retardant Armour (1)

Options: This Model is fitted with an Internal Nullification Generator

This Model may replace the Internal Nullification Generator for one of the following:

- Internal Cloud Generator for +15 points
- Internal Fury (16") Generator for +5 points

This Model may change its Crew Type from Regular to Aggressive for an additional +10 points

This Model may exchange the Fore Main Turret (S) for a Heat Lance (S) for no additional cost

This Model MUST be purchased as one of the following Marks:

Mark 1 Gains the Surface Skimmer Model Function

Mark 2 Gains Combat Coordinator (RoF: Naval Only, Die Hard Attitude, 8") Model Assigned Rule

Weaponry Arcs: ONE Main Turret (S) has a 270-degree Fore Fire Arc

ONE Main Turret (S) has a 270-degree Aft Fire Arc

ONE Heat Lance (S) has a 270-degree Fore Fire Arc

The Fore Torpedoes (T) have a Fixed Channel Fore Fire Arc

The P/S Broadships (S) have a Broadside Fire Arc

République of France		Couronne				Points	165	
Battle Carrier					Crew Type - Regular			
RB	1	2	3	4	DR	CR	MV	HP
Heat Lance (S)	13	13	7	7	5	8	6"	8
P/S Broadships (S)	12	10	8	6	AP	AA	CC	IR
Rocket Battery (T)	8	8	8	-	7	6	4	6

MASSIVE NAVAL CAPITAL MODEL

Minimum Move: 2"
Turning Template: Large
Turn Limit: 0"
Squadron Size: 1

Model Assigned Rules: Carrier (6), Fuel Reserves, Retardant Armour (1), Strategic Value (50)

Options: This Model is fitted with an Internal Nullification Generator for no additional cost

This Model may replace the Nullification Generator for a Generator from the following:

- Cloud Generator for +10 points
- Internal Fury (16") Generator for +5 points

This Model may change its Crew Type from Regular to Stoic for an additional +10 points

Weaponry Arcs: ONE Heat Lance (S) has a 180-degree Fore Fire Arc

The P/S Broadships (S) have a Broadside Fire Arc

ONE Rocket Battery (T) has a 360-degree Fire Arc

République of France		Cherbourg				Points	125	
Battle Cruiser					Crew Type - Regular			
RB	1	2	3	4	DR	CR	MV	HP
Heat Lancette (S)	9	9	6	-	5	7	8"	6
Broadsides (S)	8	6	4	2	AP	AA	CC	IR
-	-	-	-	-	5	6	3	5

MEDIUM CAPITAL NAVAL MODEL

Minimum Move: 2"
Turning Template: Medium
Turn Limit: 0"
Squadron Size: 1

Model Assigned Rules: Advanced Engines (+2"), Combat Patrol, Retardant Armour (1), Strategic Value (25), Vulnerable
Options: This Model has an Internal Nullification Generator for no additional cost

This Model may replace the Internal Nullification Generator for ONE of the following:

- An Internal Fury (8") Generator for an additional +5 points
- An Internal Mine Controller (8") Generator for an additional +10 points.

This Model may upgrade its Crew Type from Regular to Stoic for +10 points

Weaponry Arcs: TWO Heat Lancettes (S) have a 270-degree Fore Fire Arc
ONE Heat Lancette (S) have a 270-degree Aft Fire Arc
The P/S Broadsides (S) have a Broadside Fire Arc

République of France		Toulon				Points	90	
Armoured Cruiser					Crew Type - Regular			
RB	1	2	3	4	DR	CR	MV	HP
Heavy Heat Lancette (S)	10	10	5	-	4	7	8"	5
Broadsides (S)	8	6	4	2	AP	AA	CC	IR
-	-	-	-	-	5	4	2	4

MEDIUM NAVAL CAPITAL MODEL

Minimum Move: 2"
Turning Template: Medium
Turn Limit: 0"
Squadron Size: 1-3

Model Assigned Rules: Advanced Engines (+2"), Retardant Armour (1)
Options: Model is fitted with an Internal Nullification Generator
This Model may upgrade its Crew Type from Regular to Stoic for +5 points

Weaponry Arcs: ONE Heavy Heat Lancette (S) has a 270-degree Fore Fire Arc
The P/S Broadsides (S) have a Broadside Fire Arc

République of France				Dieppe			Points	75
Cruiser					Crew Type - Regular			
RB	1	2	3	4	DR	CR	MV	HP
Raised Turret (S)	9	8	7	-	4	6	9"	5
Torpedo Turret (T)	6	5	4	3	AP	AA	CC	IR
-	-	-	-	-	5	3	5	4

MEDIUM NAVAL CAPITAL MODEL

Minimum Move: 2"
 Turning Template: Medium
 Turn Limit: 0"
 Squadron Size: 2-3

Model Assigned Rules: Advanced Engines (+2"), High Angle (Raised Turret), Retardant Armour (1)
 Options: This Model may upgrade its Crew Type from Regular to Aggressive for +10 points
 Weaponry Arcs: ONE Raised Turret (S) has a 270-degree Fore Fire Arc
 ONE Torpedo Turret (T) has a 270-degree Fore Fire Arc

République of France				Ecuyer			Points	70
Support Cruiser					Crew Type - Regular			
RB	1	2	3	4	DR	CR	MV	HP
Turret (S)	8	7	6	-	5	6	8"	5
P/S Volley Guns (S)	6	5	-	-	AP	AA	CC	IR
-	-	-	-	-	3	6	3	4

MEDIUM NAVAL CAPITAL MODEL

Minimum Move: 2"
 Turning Template: Medium
 Turn Limit: 0"
 Squadron Size: 2-3

Model Assigned Rules: Attachment (RoF, Large/Massive Naval, 1), Heavy Ack Ack, High Angle (Turret)
 Options: None
 Weaponry Arcs: ONE Turret (S) has a 270-degree Fore Fore Fire Arc
 The P/S Volley Guns (S) have a Broadside Fire Arc

République of France		Marseille				Points	60	
Light Cruiser					Crew Type - Regular			
RB	1	2	3	4	DR	CR	MV	HP
Fore Turret (S)	6	5	4	-	4	6	10"	4
P/S Broadside (S)	6	4	2	-	AP	AA	CC	IR
-	-	-	-	-	3	3	2	2

MEDIUM NAVAL SURFACE SKIMMING MODEL

Minimum Move: 2"
 Turning Template: Medium
 Turn Limit: 0"
 Squadron Size: 2-3

Model Assigned Rules: Hit and Run
 Options: None
 Weaponry Arcs: ONE Fore Turret (S) has a 270 degree Fore Fire Arc
 The P/S Broadside (S) have Broadside Fire Arcs

République of France		Epaulard				Points	45	
Submarine					Crew Type - Regular			
RB	1	2	3	4	DR	CR	MV	HP
Mortar (S)	-	6	6	-	4	6	9"	3
Mines (x1)	(5)	-	-	-	AP	AA	CC	IR
-	-	-	-	-	3	1	3	1

MEDIUM NAVAL DIVING MODEL

Minimum Move: 2"
 Turning Template: 45-degree
 Turn Limit: 0"
 Squadron Size: 2-4

Model Assigned Rules: Directed Fire (Concussion Charges), Evasive Manoeuvres (+1), Sharp Turn
 Options: This Model has the Corrosive (Mortar) Munitions Type
 Weaponry Arcs: ONE Mortar (S) has a Fixed Channel Fore Fire Arc

République of France		Chevalier				Points	40	
Heavy Destroyer					Crew Type - Regular			
RB	1	2	3	4	DR	CR	MV	HP
Rocket Turret (T)	6	6	6	-	4	5	12"	2
-	-	-	-	-	AP	AA	CC	IR
-	-	-	-	-	1	2	1	2

SMALL NAVAL MODEL

Minimum Move: 2"
 Turning Template: Small
 Turn Limit: 0"
 Squadron Size: 2-4

Model Assigned Rules: Pack Tactics (Rockets, 1), Small Target
 Options: None
 Weaponry Arcs: ONE Rocket Turret (T) has a 270-degree Fore Fire Arc

République of France		Alma				Points	30	
Reconnaissance Frigate					Crew Type - Regular			
RB	1	2	3	4	DR	CR	MV	HP
Main Turret (S)	5	4	3	-	3	5	12"	2
-	-	-	-	-	AP	AA	CC	IR
-	-	-	-	-	1	2	1	1

SMALL NAVAL SURFACE SKIMMING MODEL

Minimum Move: 2"
 Turning Template: Small
 Turn Limit: 0"
 Squadron Size: 2-4

Model Assigned Rules: Elusive Target, Hit and Run, Small Target, Spotter (Expert)
 Options: None
 Weaponry Arcs: ONE Main Turret (S) has a 360-degree Fire Arc

République of France				Lyon			Points	25
Frigate					Crew Type - Regular			
RB	1	2	3	4	DR	CR	MV	HP
Fore Torpedoes (T)	5	4	3	2	3	5	12"	2
P/S Broadships (S)	5	4	2	-	AP	AA	CC	IR
-	-	-	-	-	1	2	2	1

SMALL NAVAL MODEL

Minimum Move: 2"
Turning Template: Small
Turn Limit: 0"
Squadron Size: 2-4

Model Assigned Rules: Small Target
Options: None
Weaponry Arcs: The Fore Torpedoes (T) have a Fixed Channel Fore Fire Arc
The P/S Broadships (S) have a Broadside Fire Arc

République of France				Requin			Points	20
Corvette					Crew Type - Reckless			
RB	1	2	3	4	DR	CR	MV	HP
-	-	-	-	-	3	4	16"	2
-	-	-	-	-	AP	AA	CC	IR
-	-	-	-	-	2	2	1	1

SMALL NAVAL MODEL

Minimum Move: 2"
Turning Template: Small
Turn Limit: 0"
Squadron Size: 2-5

Model Assigned Rules: Elusive Target, Small Target, Terror Tactics (1)
Options: None
Weaponry Arcs: None

République of France		Bayone				Points	20	
Escort					Crew Type - Reckless			
RB	1	2	3	4	DR	CR	MV	HP
-	-	-	-	-	3	5	14"	2
-	-	-	-	-	AP	AA	CC	IR
-	-	-	-	-	1	2	2	1

SMALL NAVAL ESCORT MODEL

Minimum Move: 2"
 Turning Template: Small
 Turn Limit: 0"
 Squadron Size: Attachment Only

Model Assigned Rules: Attachment (RoF: Large & Massive Naval, 3), Elusive Target, Small Target
 Options: None
 Weaponry Arcs: None

République of France		Moustique				Points	10	
Fast Attack Submarine					Crew Type - N/A			
RB	1	2	3	4	DR	CR	MV	HP
Torpedoes (T)	3	-	-	-	3	-	10"	1
-	-	-	-	-	AP	AA	CC	IR
-	-	-	-	-	0	0	1	0

TINY NAVAL DIVING MODEL

Minimum Move: 0"
 Turning Template: 360-degree
 Turn Limit: 0"
 Squadron Size: Squadron Support Only

Model Assigned Rules: Difficult Target, Directed Fire (Concussion Charges), Elusive Target, Hit and Run, Specialised Defences (1)
 Options: None
 Weaponry Arcs: The Torpedoes (T) have a Fixed Channel Fore Fire Arc

RÉPUBLIQUE OF FRANCE AERIAL FORCES

République of France					Tourbillon		Points	170
Sky Fortress					Crew Type - Regular			
RB	1	2	3	4	DR	CR	MV	HP
Turret (S)	10	9	8	3	6	10	6"	10
P/S Broadships (S)	12	10	8	6	AP	AA	CC	IR
Bomb Bay (T)	5	-	-	-	7	7	4	5
Rocket Battery (T)	8	8	8	-				

MASSIVE AERIAL CAPITAL MODEL

Minimum Move: 2"
 Turning Template: 45-degree
 Turn Limit: 2"
 Squadron Size: 1

Model Assigned Rules: Area Bombardment (Bombs), Advanced Engines (+1"), Carrier (6), Fuel Reserves, Retardant Armour (1), Spotter (Expert), Strategic Value (75)

Options: This Model is fitted with an Internal Nullification Generator for no additional cost
 This Model may replace the Internal Nullification Generator for an Internal Fury (16") Generator for +5 points

Weaponry Arcs: ONE Turret (S) has a 180-degree Port Fire Arc
 ONE Turret (S) has a 180-degree Starboard Fire Arc
 The P/S Broadships (S) have a Broadside Fire Arc
 THREE Bomb Bays (T) have a 2" Range and a 360-degree Fire Arc
 ONE Rocket Battery (T) has a 360-degree Fire Arc

République of France					Rousseau		Points	115
Heavy Bomber					Crew Type - Defensive			
RB	1	2	3	4	DR	CR	MV	HP
Fore Guns (S)	9	8	7	6	5	7	10"	6
Bomb Bay (T)	9	-	-	-	AP	AA	CC	IR
-	-	-	-	-	6	6	3	4

MEDIUM AERIAL CAPITAL MODEL

Minimum Move: 4"
 Turning Template: 45-degree
 Turn Limit: 2"
 Squadron Size: 1

Model Assigned Rules: Area Bombardment (Bomb Bays), Combat Patrol, Evasive Manoeuvres (+1), Hunter (Aerial, Fore Guns, +1), Hunter (Surface+Diving, Bomb Bays, +1), Momentum, Squadron Support (RoF: Fighter SAW, 3)

Options: This Model has the Corrosive (Bomb Bays + Fore Guns) Munitions Type

Weaponry Arcs: The Fore Guns (S) have a 90-degree Fore Fire Arc
 TWO Bomb Bays (T) have a 2" Range and a 360-degree Fire Arc

République of France		Furieux				Points	70	
Scout Ship					Crew Type - Regular			
RB	1	2	3	4	DR	CR	MV	HP
P/S Broadships (S)	10	8	6	4	4	6	8"	5
Mines (x2)	(5)	-	-	-	AP	AA	CC	IR
Bomb Bay (T)	6	-	-	-	5	5	3	3

MEDIUM AERIAL CAPITAL MODEL

Minimum Move: 2"
Turning Template: 45-degree
Turn Limit: 1"
Squadron Size: 2-3

Model Assigned Rules: Advanced Engines (+3"), Directed Fire (Concussion Charges), Spotter (Regular),
Options: This Model may upgrade its Crew Type from Regular to Aggressive for +5 points
Weaponry Arcs: The P/S Broadships (S) have a Broadside Fire Arc
ONE Bomb Bay (T) has a 2" Range and a 360-degree Fire Arc

République of France		Voltaire				Points	65	
Heavy Interceptor					Crew Type - Defensive			
RB	1	2	3	4	DR	CR	MV	HP
Fore Guns (S)	6	5	4	-	4	6	10"	4
Fore Rockets (T)	6	5	4	-	AP	AA	CC	IR
-	-	-	-	-	3	5	2	3

MEDIUM AERIAL MODEL

Minimum Move: 4"
Turning Template: 45-degree
Turn Limit: 1"
Squadron Size: 2-3

Model Assigned Rules: Hunter (Aerial, Fore Guns, +1), Evasive Manoeuvres (+1), Momentum
Options: None
Weaponry Arcs: The Fore Guns (S) have a 90-degree Fore Fire Arc
The Fore Rockets (T) have a Fixed Channel Fore Fire Arc

République of France				Pascal			Points	65
Medium Bomber					Crew Type - Defensive			
RB	1	2	3	4	DR	CR	MV	HP
Fore Rockets (T)	7	6	5	-	4	6	11"	4
Bomb Bay (T)	9	-	-	-	AP	AA	CC	IR
-	-	-	-	-	3	5	2	3

MEDIUM AERIAL MODEL

Minimum Move: 4"
 Turning Template: 45-degree
 Turn Limit: 1"
 Squadron Size: 2-3

Model Assigned Rules: Area Bombardment (Bomb Bays), Evasive Manoeuvres (+1), Momentum
 Options: This Model has the Corrosive (Bomb Bays + Rockets) Munitions Type
 Weaponry Arcs: The Fore Rockets (T) have a Fixed Channel Fore Fire Arc
 ONE Bomb Bay (T) has a 2" Range and a 360-degree Fire Arc

République of France				Frelon			Points	25
Small Bomber					Crew Type - Defensive			
RB	1	2	3	4	DR	CR	MV	HP
Bomb Bay (T)	4	-	-	-	3	5	15"	2
-	-	-	-	-	AP	AA	CC	IR
-	-	-	-	-	1	2	1	1

SMALL AERIAL MODEL

Minimum Move: 2"
 Turning Template: 45-degree
 Turn Limit: 0"
 Squadron Size: 2-5

Model Assigned Rules: Evasive Manoeuvres (+1), Hunter (Diving, Bombs, +1), Momentum, Small Target
 Options: None
 Weaponry Arcs: ONE Bomb Bay (T) has a 2" Range and a 360-degree Fire Arc

SUPPORT AIRCRAFT SQUADRON RULES

Aircraft	Move	AD	AA	MARs	DR	HP
Fighter Plane	16"	0	2	Big Fuel Tanks Hunter (Aerial, +1)	2	1
Torpedo Bomber	14"	3	1	Big Fuel Tanks Hunter (Diving, +2)	2	1
Dive Bomber	12"	3	1	Hunter (Surface, +1)	2	1
Reconnaissance Plane	16"	0	2	Spotter (Expert) Big Fuel Tanks	2	1

République Aces: The following Support Aircraft Squadrons in the République of France Force may upgrade ONE of their Wings to be an Ace for +10pts: Fighter Plane, Torpedo Bomber

RÉPUBLIQUE OF FRANCE ARMOURED MODELS

République of France		Masaulle				Points	165	
Mobile Airfield					Crew Type - Stoic			
RB	1	2	3	4	DR	CR	MV	HP
Fore Guns (P)	12	10	8	6	6	9	6"	9
P/S Broadships (S)	12	10	8	6	AP	AA	CC	IR
Rocket Battery (T)	8	8	8	-	6	7	4	5

MASSIVE ARMOURED CAPITAL MODEL

Minimum Move: 0"
 Turning Template: Large
 Turn Limit: 3"
 Squadron Size: 1

Model Assigned Rules: Carrier (6), Fuel Reserves, Retardant Armour (2), Security Posts (2), Strategic Value (50)

This Model is fitted with an Internal Nullification Generator

Options:

This Model has the Corrosive (Fore Guns) Munitions Type

This Model may replace its Carrier (6) MAR for the Carrier (9) MAR for an additional +30 points

This Model may replace its Internal Nullification Generator for an Internal Cloud Generator for +10 points

This Model may change its Crew Type from Stoic to Elite for an additional +10 points

Weaponry Arcs:

The Fore Guns (P) have a Fixed Channel Fore Fire Arc

ONE Rocket Battery (T) has a 360-degree Fire Arc

The P/S Broadships (S) have a Broadside Fire Arc

République of France		Danton				Points	155	
Landship					Crew Type - Elite			
RB	1	2	3	4	DR	CR	MV	HP
Turret (S)	10	9	8	3	5	8	7"	7
Bombard (P)	-	8	8	8	AP	AA	CC	IR
Heavy Heat Lance (S)	14	14	7	7	7	5	2	5

LARGE ARMOURED CAPITAL MODEL

Minimum Move: 0"
 Turning Template: Large
 Turn Limit: 2"
 Squadron Size: 1

Model Assigned Rules: Altered Silhouette (Massive), Retardant Armour (2), Security Posts (1), Strategic Value (25)

Options:

This Model is fitted with an Internal Cloud Generator for no additional cost

This Model is fitted with an External Fury (16") Generator for no additional cost

This Model has the Corrosive (Bombard) Munitions Type

Weaponry Arcs:

ONE Turret (S) has a 270-degree Fore Fire Arc

ONE Bombard (P) has a 360-degree Fire Arc

ONE Heavy Heat Lance (S) has a 90-degree Fore Fire Arc

République of France		Bastille N-5				Points	165	
Landship					Crew Type - Regular			
RB	1	2	3	4	DR	CR	MV	HP
Main Turret (S)	10	9	8	3	5	8	6"	7
Bombard (P)	-	8	8	8	AP	AA	CC	IR
Heat Lance (S)	13	13	7	7	6	5	2	5

LARGE ARMoured CAPITAL MODEL

Minimum Move: 0"
 Turning Template: Large
 Turn Limit: 2"
 Squadron Size: 1

Model Assigned Rules: Altered Silhouette (Massive), Retardant Armour (2) Security Posts (1)

This Model is fitted with an Internal Nullification Generator

Options: This Model may upgrade the Internal Nullification Generator to an Internal Cloud Generator for +10 points

This Model has the Corrosive (Bombard) Munitions Type

Weaponry Arcs: ONE Main Turret (S) has a 270-degree Fore Fire Arc
 ONE Main Turret (S) has a 270-degree Aft Fire Arc
 ONE Bombard (P) has a 360-degree Fire Arc
 ONE Heat Lance (S) has a 90-degree Fore Fire Arc

République of France		Alsace				Points	**	
Landship					Crew Type - Defensive			
RB	1	2	3	4	DR	CR	MV	HP
P/S Broadships (S)	8	6	4	2	4	7	7"	5
Mortar Battery (P)	-	9	9	9	AP	AA	CC	IR
-	-	-	-	-	5	4	2	4

LARGE ARMoured CAPITAL MODEL

Minimum Move: 0"
 Turning Template: Large
 Turn Limit: 2"
 Squadron Size: 1

Model Assigned Rules: Attachment (RoF: Medium Armoured, 1), Retardant Armour (1)

Options: This Model may upgrade its Crew Type from Defensive to Stoic for an additional +10 points

This Model must be purchased as one of the following Marks:

Mk 1: 110pts Gains Combat Deployment (RoF, Line Infantry, 3, Rapid) MAR

Mk 2: 120pts Gains a Mortar Battery (P) with the Corrosive (Mortar) Munitions Type

Weaponry Arcs: ONE Mortar Battery (P) has a 360-degree Fore Fire Arc
 The P/S Broadships (S) have a Broadside Arc of Fire

République of France		N3 Liège				Points	150	
Landship					Crew Type - Regular			
RB	1	2	3	4	DR	CR	MV	HP
Main Turret (P)	10	9	8	3	6	8	6"	7
Bombard (P)	-	8	8	8	AP	AA	CC	IR
-	-	-	-	-	6	5	2	5

LARGE ARMoured CAPITAL MODEL

Minimum Move: 0"

Turning Template: Large

Turn Limit: 2"

Squadron Size: 1

Model Assigned Rules: Altered Silhouette (Massive), Redoubtable, Retardant Armour (2) Security Posts (1)

This Model is fitted with an Internal Nullification Generator

Options: This Model may upgrade the Internal Nullification Generator to an Internal Pulse (16") Generator for +10 points

Weaponry Arcs: ONE Main Turret (P) has a 270-degree Fore Fire Arc

ONE Main Turret (P) has a 270-degree Aft Fire Arc

ONE Bombard (P) has a 360-degree Fire Arc

République of France		L' Aman				Points	80	
Heavy Tank					Crew Type - Regular			
RB	1	2	3	4	DR	CR	MV	HP
Heavy Heat Lancette (S)	10	10	6	-	4	6	8"	4
-	-	-	-	-	AP	AA	CC	IR
-	-	-	-	-	4	3	1	3

MEDIUM ARMoured CAPITAL MODEL

Minimum Move: 0"

Turning Template: 360-degree

Turn Limit: 0"

Squadron Size: 2-3

Model Assigned Rules: Retardant Armour (1)

Options: None

Weaponry Arcs: ONE Heat Lancette (S) has a 270-degree Fore Fire Arc

République of France		Marteau				Points	65	
Bombard					Crew Type - Regular			
RB	1	2	3	4	DR	CR	MV	HP
Bombard (P)	-	7	7	7	4	6	6"	3
-	-	-	-	-	AP	AA	CC	IR
-	-	-	-	-	1	2	1	1

MEDIUM ARMoured CAPITAL MODEL

Minimum Move: 0"
Turning Template: 360-degree
Turn Limit: 0"
Squadron Size: 2-3

Model Assigned Rules: None
Options: This Model has the Corrosive (Bombard) Munitions Type
Weaponry Arcs: The Bombard (P) has a Fixed Channel Fore Fire Arc

République of France		Arbalète				Points	45	
Support Tank					Crew Type - Regular			
RB	1	2	3	4	DR	CR	MV	HP
-	-	-	-	-	4	6	6"	4
-	-	-	-	-	AP	AA	CC	IR
-	-	-	-	-	4	2	1	2

MEDIUM ARMoured CAPITAL MODEL

Minimum Move: 0"
Turning Template: 360-degree
Turn Limit: 0"
Squadron Size: Attachment Only

Model Assigned Rules: Attachment (RoF, Armoured, 1), Combat Coordinator (RoF, SAS, SwarmTactics, 8"), Squadron Support (RoF: SAW, 3)
Options: None
Weaponry Arcs: None

République of France				Grêle				Points	45
Flak Tank					Crew Type - Regular				
RB	1	2	3	4	DR	CR	MV	HP	
Volley Gun Battery (S)	7	6	-	-	4	6	8"	3	
-	-	-	-	-	AP	AA	CC	IR	
-	-	-	-	-	2	5	1	2	

MEDIUM ARMoured MODEL

Minimum Move: 0"
Turning Template: 360-degree
Turn Limit: 0"
Squadron Size: 2-3

Model Assigned Rules: Attachment (RoF, Armoured, I), Heavy Ack Ack,
Options: None
Weaponry Arcs: ONE Volley Gun Battery (S) has a 360-degree Fire Arc

République of France				Foucault R-6				Points	40
Medium Tank					Crew Type - Regular				
RB	1	2	3	4	DR	CR	MV	HP	
Main Turret (S)	7	6	5	-	4	6	8"	3	
-	-	-	-	-	AP	AA	CC	IR	
-	-	-	-	-	2	3	2	2	

MEDIUM ARMoured MODEL

Minimum Move: 0"
Turning Template: 360-degree
Turn Limit: 0"
Squadron Size: 2-3

Model Assigned Rules: None
Options: None
Weaponry Arcs: ONE Main Turret (S) has a 270-degree Fore Fire Arc

République of France					R-4		Points	40
Medium Tank					Crew Type - Regular			
RB	1	2	3	4	DR	CR	MV	HP
Support Mortar (S)	7	6	4	-	4	6	6"	3
-	-	-	-	-	AP	AA	CC	IR
-	-	-	-	-	2	2	1	2

MEDIUM ARMoured MODEL

Minimum Move: 0"
Turning Template: 360-degree
Turn Limit: 0"
Squadron Size: 2-3

Model Assigned Rules: None
Options: None
Weaponry Arcs: ONE Support Mortar (S) has a Fixed Channel Fore Fire Arc

République of France					Reims		Points	30
Light Tank					Crew Type - Regular			
RB	1	2	3	4	DR	CR	MV	HP
Volley Gun Battery (S)	6	5	-	-	4	6	8"	2
-	-	-	-	-	AP	AA	CC	IR
-	-	-	-	-	1	2	1	2

SMALL ARMoured MODEL

Minimum Move: 0"
Turning Template: 360-degree
Turn Limit: 0"
Squadron Size: 2-4

Model Assigned Rules: Attachment (RoF:Armoured, 2), Small Target, Spotter (Regular)
Options: None
Weaponry Arcs: ONE Volley Gun Battery (S) has a 270-degree Fore Fire Arc

République of France					Hotch FT-12		Points	25
Small Tank					Crew Type - Regular			
RB	1	2	3	4	DR	CR	MV	HP
Fore Guns(S)	4	3	2	-	3	5	10"	2
-	-	-	-	-	AP	AA	CC	IR
-	-	-	-	-	1	2	1	1

SMALL ARMoured MODEL

Minimum Move: 0"
Turning Template: 360-degree
Turn Limit: 0"
Squadron Size: 2-5

Model Assigned Rules: Elusive Target, Small Target
Options: None
Weaponry Arcs: The Fore Guns (S) have a Fixed Channel Fore Fire Arc

RÉPUBLIQUE OF FRANCE FORTIFICATIONS

UNIVERSAL FORTIFICATIONS

These Fortifications may be deployed on either the Land or Water Major Surface as desired

République of France		Madame Liberté				Points	425	
Dreadnought Fortification					Crew Type - Elite			
RB	1	2	3	4	DR	CR	MV	HP
Heavy Heat Lance (S)	18	18	9	9	8	13	7"	12
Rocket Battery (T)	-	12	12	12	AP	AA	CC	IR
P/S Broadships (S)	12	10	8	6	15	8	4	9

MASSIVE CAPITAL ARMoured SURFACE SKIMMING FORTIFICATION

Minimum Move: 2"
 Turning Template: Large
 Turn Limit: 0"
 Squadron Size: 1

Model Assigned Rules: Fearless, Engineers (Experienced), Retardant Armour (3), Rugged Construction (2), Strategic Value (200)

Options: This Model has the Corrosive (Rocket Battery & P/S Broadships) Munitions Type
 This Model has an Internal Cloud Generator
 This Model has an Internal Fury (16") Generator
 This Model has an External Sonic (16") Generator

Weaponry Arcs: ONE Heavy Heat Lance (S) has a 360-degree Fire Arc**
 ONE Rocket Battery (T) has a 360-degree Fire Arc
 The P/S Broadships (S) have a Broadside Fire Arc

MADAME LIBERTÉ SPECIAL RULES

Mobile Fortification – This model ignores the final universal rule in the Fortifications Section regarding Movement restriction and the notion that it would be scrapped when it is forced to Teleport. The model is treated as a Fortification in all other respects however.

Focused Heat Beam** – The Liberté can elect to increase the power sent to its Heat Lance, allowing it to fire in a far tighter beam at longer ranges. Such reckless use of internal power reserves is not encouraged however, as it causes intense strain on other systems within the Fortification.

Should the Liberté elect to use its *Focused Beam* when firing its Heat Lance, it swaps the weapon's Attack Dice at Range Bands 1&2 for its Attack Dice at Range Band 3&4. Once the attack has been resolved, roll once on the Critical Hit Table (*re-rolling any 2, 12 or 7 results*). Apply the **Effect** but not the **Damage** of the result rolled.

Icon of the République – All friendly République of France elements within 12" of the Liberté are considered to have the *Fearless* MAR.

République of France		Bunker Complex				Points	150	
Universal Fortification					Crew Type - Defensive			
RB	1	2	3	4	DR	CR	MV	HP
Fore Guns (S)	12	10	8	6	7	12	0"	11
Heavy Mortar (S)	-	12	12	12	AP	AA	CC	IR
-	-	-	-	-	8	8	0	14

MASSIVE CAPITAL UNIVERSAL FORTIFICATION

Squadron Size: 1

Model Assigned Rules: Long Range Assault, Minefield (AD5, 5), Redoubtable, Rugged Construction (2), Security Posts (3) Strategic Value (50)

Options: This Model has Corrosive (Mortar) Munitions

 Weaponry Arcs: The Fore Guns (S) have a Fore Broadside Fire Arc
 ONE Heavy Mortar (P) has a 360-degree Fore Fire Arc

République of France		Forward Landing Field				Points	115	
Universal Fortification					Crew Type - Non-Combatant			
RB	1	2	3	4	DR	CR	MV	HP
Quad Turret (S)	8	6	4	2	5	8	0"	6
-	-	-	-	-	AP	AA	CC	IR
-	-	-	-	-	7	5	2	8

MASSIVE CAPITAL UNIVERSAL FORTIFICATION

Squadron Size: 1

Model Assigned Rules: Altered Silhouette (Large), Carrier (9), Fuel Reserves, High Angle (Quad Turret), Strategic Value (75), Vulnerable

Options: None

 Weaponry Arcs: ONE Quad Turret (S) has a 270-degree Fore Fire Arc
 ONE Quad Turret (S) has a 270-degree Aft Fire Arc

République of France			Tower Defensive Line				Points	***
Universal Fortification			Crew Type - Defensive					
RB	I	2	3	4	DR	CR	MV	HP
Main Turret (P)	10	8	6	4	4	6	0"	5
Bombard (P)	-	6	6	6	AP	AA	CC	IR
-	-	-	-	-	4	2	0	8

MEDIUM CAPITAL UNIVERSAL FORTIFICATION

Squadron Size: 2-4

Model Assigned Rules: Altered Profile (Massive), Redoubtable, Rugged Construction (2), Security Posts (1)

Options: Squadron may contain multiple types of Tower if desired. Each Tower MUST purchase ONE of the following upgrades:

Tower Type	Points	Rules
Communications Tower	40pts	The Model gains the Combat Coordinator (RoF, Die Hard Attitude, 12") MAR.
Flak Tower	45pts	The Model increases its AA to AA 5 and gains the Heavy Ack Ack and Sustained Fire (Ack Ack, 2) MARs.
Generator Tower	35pts	The Model has a Main Turret (P) and MUST be fitted with an Internal Generator from the following: list: Shield (2) Generator for +35 points OR Fury (8") Generator for +25 points
Bombard Tower	50pts	This Model has a Bombard (P) with the Corrosive (Mortar) Munitions Type and an Internal Nullification Generator

Weaponry Arcs: ONE Main Turret (P) has a 360-degree Fire Arc

ONE Bombard (P) has a 360-degree Fire Arc

LAND FORTIFICATIONS

These Fortifications MUST be deployed on the Land Major Surface. All Infantry deployed by Squadrons of these Fortifications must be of the same Type.

République of France			Heavy Infantry Bunker				Points	120
Land Fortification			Crew Type - Defensive					
RB	I	2	3	4	DR	CR	MV	HP
Main Turret (P)	10	8	6	4	5	12	0"	10
-	-	-	-	-	AP	AA	CC	IR
-	-	-	-	-	7	4	0	12

LARGE CAPITAL LAND FORTIFICATION

Squadron Size: 1

Model Assigned Rules: Combat Deployment (RoF, Line Infantry, 3, Standard), Long Range Assault, Minefield (AD5, 5), Redoubtable, Rugged Construction (2), Security Posts (3), Troop Reinforcement

Options: This Model may upgrade its Crew Type from Defensive to Stoic for an additional +20 points
 The 3x Line Infantry may be upgraded to be the following:

- 3x Assault Infantry for an additional +15 points
- 3x Reserve Infantry for an additional +15 points
- 3x Close Support Infantry for an additional +30 points
- 3x Engineer Infantry for an additional +30 points

Weaponry Arcs: ONE Main Turret (P) has a 360-degree Fire Arc

Important Note: Infantry Bunkers Squadrons MUST field Infantry Formations of the same Type

République of France			Medium Infantry Bunker				Points	50
Land Fortification			Crew Type - Defensive					
RB	I	2	3	4	DR	CR	MV	HP
-	-	-	-	-	4	6	0"	4
-	-	-	-	-	AP	AA	CC	IR
-	-	-	-	-	4	3	3	6

MEDIUM LAND FORTIFICATION

Squadron Size: 1

Model Assigned Rules: Combat Deployment (RoF, Line Infantry, 2, Standard), Long Range Assault, Redoubtable, Rugged Construction (1), Security Posts (1), Troop Reinforcement

Options: The 2x Line Infantry may be upgraded to be the following:

- 2x Assault Infantry for an additional +10 points
- 2x Reserve Infantry for an additional +10 points
- 2x Close Support Infantry for an additional +20 points
- 2x Engineer Infantry for an additional +20 points

Weaponry Arcs: None

Important Note: Infantry Bunkers Squadrons MUST field Infantry Formations of the same Type

République of France			Small Infantry Bunker				Points	25
Land Fortification			Crew Type - Defensive					
RB	I	2	3	4	DR	CR	MV	HP
-	-	-	-	-	3	5	0"	2
-	-	-	-	-	AP	AA	CC	IR
-	-	-	-	-	2	1	1	4

SMALL LAND FORTIFICATION

Squadron Size: 2-3

Model Assigned Rules: Combat Deployment (RoF, Line Infantry, 1, Standard), Long Range Assault, Rugged Construction (1), Troop Reinforcement

Options: The 1x Line Infantry may be upgraded to be the following:

- 1x Assault Infantry for an additional +5 points
- 1x Reserve Infantry for an additional +5 points
- 1x Close Support Infantry for an additional +10 points
- 1x Engineer Infantry for an additional +10 points

Weaponry Arcs: None

Important Note: Infantry Bunkers Squadrons MUST field Infantry Formations of the same Type

RÉPUBLIQUE OF FRANCE INFANTRY FORMATIONS

Infantry may be taken via the following methods: as a specified Attachment to a Squadron or as part of either the Squadron Support or Combat Deployment Model Assigned Rules. In all cases, the cost of the Infantry is included in the points cost of the Parent Model/Squadron. However, their listed points cost ARE used for Victory Points calculations in the End Phase.

Any type of Infantry (except Reconnaissance Infantry) may be upgraded to a Mechanised Infantry formation during Force list creation, lending greater mobility to the formation by way of Armoured Personnel Carriers and other vehicle transports. This is represented in the Infantry Formation's Profile in the following ways:

- Mechanised Infantry add an additional 3" to their Movement (Mv)
- Mechanised Infantry have the *Small Target* MAR INSTEAD of the *Difficult Target* MAR
- Mechanised Infantry do NOT gain benefits of Cover

République of France		Infantry Company				Points	20	
Line Infantry					Crew Type - Conscripted			
RB	1	2	3	4	DR	CR	MV	HP
-	-	-	-	-	3	4	5"	4
-	-	-	-	-	AP	AA	CC	IR
-	-	-	-	-	3	4	0	-

TINY ARMoured INFANTRY

Minimum Move: 0"
 Turning Template: 360-degree
 Turn Limit: 0"
 Squadron Size: 1-3
 Model Assigned Rules: Elusive Target, Difficult Target
 Options: May become Mechanised (see above)

République of France		Infantry Company				Points	30	
Engineer Infantry					Crew Type - Defensive			
RB	1	2	3	4	DR	CR	MV	HP
-	-	-	-	-	3	4	5"	3
-	-	-	-	-	AP	AA	CC	IR
-	-	-	-	-	3	1	0	-

TINY ARMoured REPAIR INFANTRY

Minimum Move: 0"
 Turning Template: 360-degree
 Turn Limit: 0"
 Squadron Size: 1-3
 Model Assigned Rules: Elusive Target, Difficult Target
 Options: May become Mechanised (see above)

République of France		Infantry Company				Points	25	
Reconnaissance Infantry					Crew Type - Defensive			
RB	1	2	3	4	DR	CR	MV	HP
-	-	-	-	-	3	4	8"	3
-	-	-	-	-	AP	AA	CC	IR
-	-	-	-	-	2	1	0	-

TINY ARMoured INFANTRY MODEL

Minimum Move: 0"
 Turning Template: 360-degree
 Turn Limit: 0"
 Squadron Size: 1-3
 Model Assigned Rules: Elusive Target, Difficult Target, Spotter (Regular)
 Options: This Model may upgrade to the Spotter (Expert) MAR for an additional +5 points

République of France		Infantry Company				Points	25	
Assault Infantry					Crew Type - Reckless			
RB	1	2	3	4	DR	CR	MV	HP
-	-	-	-	-	3	5	5"	3
-	-	-	-	-	AP	AA	CC	IR
-	-	-	-	-	4	1	0	-

TINY ARMoured INFANTRY

Minimum Move: 0"
 Turning Template: 360-degree
 Turn Limit: 0"
 Squadron Size: 1-3
 Model Assigned Rules: Elusive Target, Difficult Target, Sustained Assault (2)
 Options: May become Mechanised (see above)

République of France		Infantry Company				Points	30	
Close Support Infantry					Crew Type - Defensive			
RB	1	2	3	4	DR	CR	MV	HP
Close Mortars	4	5	-	-	3	5	3"	3
-	-	-	-	-	AP	AA	CC	IR
-	-	-	-	-	2	3	0	-

TINY ARMoured INFANTRY

Minimum Move: 0"
 Turning Template: 360-degree
 Turn Limit: 0"
 Squadron Size: 1-3
 Model Assigned Rules: Elusive Target, Difficult Target, Sustained Fire (Close Mortars, 2)
 Options: May become Mechanised (see above)
 Weapon Arcs: The Close Mortars (S) have a 360-degree Fire Arc

République of France		Infantry Company				Points	20	
Reserve Infantry					Crew Type - Conscripted			
RB	1	2	3	4	DR	CR	MV	HP
-	-	-	-	-	3	5	5"	4
-	-	-	-	-	AP	AA	CC	IR
-	-	-	-	-	4	4	0	-

TINY ARMoured INFANTRY

Minimum Move: 0"

Turning Template: 360-degree

Turn Limit: 0"

Squadron Size: 1-3

Model Assigned Rules: Elusive Target, Difficult Target, Troop Reinforcement

Options: May become Mechanised (see above)