



FIRE TEAMS IN LEGIONS

As a matter of expediency certain infantry sections often find themselves separating into distinct Fire Teams to allow the members of their original section to better support each other, particularly when on the advance.

Sections capable of forming Fire Teams are always noted in their relevant Nations ORBATs and are governed by the following rules:

- The decision to form Fire Teams from a specific section **MUST** be noted in the Commander's Force List prior to the battle.
- A Fire Team **MUST** contain at least 4 members (with Gun Teams counting as 2 models for these purposes) and no section may split into more than 2 Fire Teams.
- Once a Fire Team is formed it becomes a separate entity for the purposes of Activation and Victory Points, and cannot reform into full section again during the course of a game.
- Fire Teams split from the same section **MUST** deploy with all their members within 12" of each other after which they are free to activate and act separately. Fire Teams might seem less powerful than larger sections, but their flexibility and ability to adapt their tactics to the battlefield at large is not to be underestimated!

REPUBLIQUE OF FRANCE OFFICERS AND CHARACTERS SECTION

REPUBLIQUE OF FRANCE OFFICER SECTION

This Section occupies the Officers or Characters Slot in the Platoon Structure

<u>Name</u>	<u>Type</u>	<u>Mv</u>	<u>IR</u>	<u>LP</u>	<u>MAD</u>	<u>Weapons</u>	<u>MARs and Abilities</u>
Officer	Infantry Officer	7"	4	3	3 [BLUE]	.44 Pistol	-

SECTION SIZE

- 1 Officer.
- 0-5 Legionnaires.

The Legionnaires *MUST* be purchased with the same Experience Level as the Officer (See the relevant entry for Points Costs and Basic Equipment. (These Legionnaires join the Officer to create a Command Squad)

COMMAND CAPABILITY AND MODEL COST

- The Officer's capability to command varies depending on their Rank, use the tables below to determine the cost of the Officer you want to field.

RANK	COMMAND POINTS	COMMAND RANGE	EXPERIENCE LEVEL	POINTS
2 nd Lieutenant	4	4"	Regular	75
1 st Lieutenant	5	6"	Regular	100
Captain	6	8"	Veteran	150
Major	8	8"	Veteran	175

FRENCH COMMAND ABILITIES

In addition to the Standard Orders all Infantry Officers in this ORBAT have access to the Order listed below:

Fire and Manoeuvre!

Command Point Cost = 2

Successes Required = 2

Issued in - Section's Command Segment

Order - The Section gains the *Run and Gun* MAR for this activation.

SECTION UPGRADES

NCOs	None
Specialists	None
Gun Teams	None
Section Attachments	In addition to the Section's complement of Legionnaires, a Musician may be added for +20 Points.
Field Equipment	This Section may be upgraded to have Flashbangs for an additional +2 points per model. This Section may be upgraded to have Tank Mines for an additional +3 points per model.
Transport	A Mercantour Truck may be added to the Section for +65 Points.

<u>Name</u>	<u>Range</u>		<u>RAD</u>		<u>IAD</u>		MARs
	<u>ER</u>	<u>LR</u>	<u>ER</u>	<u>LR</u>	<u>ER</u>	<u>LR</u>	
.44 Pistol	0-8"	8-16"	3 [BLACK]	2 [BLACK]	1 [BLACK]		CQB Weapon, Small Arm

VERONIQUE DUBOIS

Veronique DuBois may be added to any Section of Marines as an Attachment.

NAME	TYPE	MV	IR	LP	MAD	WEAPONS	MARS & ABILITIES
<i>Veronique Dubois</i>	<i>Infantry</i>	6"	4	2	2 [RED]	.44 Pistol	Lucky (D3+1), Medic (4+), Steadfast, Unique

SECTION SIZE

- 1 Veronique Dubois may be added as an Attachment to any Marine Section.

MODEL COST

- Veronique Dubois is a **Veteran**, and costs 60 Points.

<u>SECTION UPGRADES</u>	
NCOs	None
Specialists	None
Gun Teams	None
Section Attachments	None
Field Equipment	None
Transport	None

Name	Range		RAD		IAD		MARs
	ER	LR	ER	LR	ER	LR	
.44 Pistol	0-8"	8-16"	3 [BLACK]	2 [BLACK]	1 [BLACK]		CQB Weapon, Small Arm

REPUBLIQUE OF FRANCE

COMBAT SECTION

LEGIONNAIRE BATTLE SECTION

These Sections may occupy the Line Section 1, 2 and 3 Slots in the Platoon Structure, and may form Fire Teams.

<u>Name</u>	<u>Type</u>	<u>Mv</u>	<u>IR</u>	<u>LP</u>	<u>MAD</u>	<u>Weapons</u>	<u>MARs and Abilities</u>
Legionnaire	Infantry	6"	3	1	2 [BLACK]	Aiguille Type 7 Rifle	-
Legionnaire Boiset Rifle Grenade Specialist	Infantry	6"	3	1	2 [BLACK]	RLG Boiset Rifle Grenade Launcher	-
Legionnaire Sergeant	Infantry	6"	3	2	3 [BLACK]	Roure SMG	NCO (1)
Legionnaire Staff Sergeant	Infantry	6"	4	2	4 [BLACK]	Roure SMG	NCO (2)
Gun Team	Infantry	6"	4	2	2 [BLACK]	Chapuis Heavy Machine Gun (F-180°)	Cumbersome, Move or Fire,
Musician	Infantry	6"	3	1	2 [BLACK]	-	Musician

SECTION SIZE

- The Legionnaire Combat Section may contain between **6 to 10** Legionnaires.

MODEL COST

- Each **Regular** Legionnaire costs **25 Points**.
- Each **Veteran** Legionnaire costs **35 Points**.

<u>SECTION UPGRADES</u>	
NCOs	1 Legionnaire may be upgraded to be one of either: -A Legionnaire Sergeant for an additional +5 points -A Legionnaire Staff Sergeant for an additional +20 points
Specialists	Up to 2 Legionnaires may be upgraded to a Legionnaire Specialist armed with a Boiset Rifle Grenade Launcher for +10 Points each.
Gun Teams	2 Legionnaires may be upgraded to form a Gun Team for +20 Points : These Legionnaires both exchange their Aiguille Type 7 Rifles to crew a single Chapuis Heavy Machine Gun.
Section Attachments	In addition to the Section's complement of Legionnaires, a Musician may be added for +20 Points .
Field Equipment	This Section may be upgraded to have Flashbangs and Tank Mines for an additional +5 points per model.
Transport	A Mercantour Truck may be added to the Section for +65 Points .

<u>Name</u>	<u>Range</u>		<u>RAD</u>		<u>IAD</u>		<u>MARs</u>
	<u>ER</u>	<u>LR</u>	<u>ER</u>	<u>LR</u>	<u>ER</u>	<u>LR</u>	
Aiguille Type 7 Rifle	1-16"	17-32"	2 [BLUE]	1 [BLACK]	1 [BLACK]	-	Small Arm
Roure SMG	1-16"	16-32"	2 [BLUE]	1 [BLACK]	1 [BLACK]	-	Small Arm
Boiset Rifle Grenade	1-16"	17-24"	2 [BLUE]	3 [RED]	3 [RED]	-	Armour Piercing (1), Small Arm
Chapuis HMG	1-24"	25-40"	6 [BLUE]	5 [BLUE]	6 [BLUE]	5 [BLACK]	Spray and Pray

LEGIONNAIRE ASSAULT SECTION

These Sections may occupy the Line Section 2 and 3 Slots in the Platoon Structure, and may form Fire Teams.

<u>Name</u>	<u>Type</u>	<u>Mv</u>	<u>IR</u>	<u>LP</u>	<u>MAD</u>	<u>Weapons</u>	<u>MARs and Abilities</u>
Legionnaire	<i>Infantry</i>	6"	3	1	2 [BLACK]	Aiguille Type 7 Rifle	Flashbangs
Legionnaire Boiset Rifle Grenade Specialist	<i>Infantry</i>	6"	3	1	2 [BLACK]	Boiset Rifle Grenade Launcher	Flashbangs
Legionnaire LMG Specialist	<i>Infantry</i>	6"	3	1	2 [BLACK]	Fouilouse LMG	Flashbangs
Legionnaire Sergeant	<i>Infantry</i>	6"	3	2	3 [BLACK]	Roure SMG	Flashbangs NCO (1)
Legionnaire Staff Sergeant	<i>Infantry</i>	6"	4	2	4 [BLACK]	Roure SMG	Flashbangs, NCO (2)
Musician	<i>Infantry</i>	6"	3	1	2 [BLACK]	-	Flashbangs Musician

SECTION SIZE

- The Legionnaire Assault Section may contain between **6 to 10** Legionnaires.

MODEL COST

- Each **Regular** Legionnaire costs **25 Points**.
- Each **Veteran** Legionnaire costs **35 Points**.

<u>SECTION UPGRADES</u>	
NCOs	1 Legionnaire may be upgraded to be one of either: -A Legionnaire Sergeant for an additional +5 points -A Legionnaire Staff Sergeant for an additional +20 points
Specialists	Up to 3 Legionnaires may be upgraded to a Legionnaire Specialist armed with a Boiset Rifle Grenade Launcher for +10 Points each. Up to 2 Legionnaires may be upgraded to a Legionnaire Specialist armed with a LMG for +10 Points each.
Gun Teams	None
Section Attachments	In addition to the Section's complement of Legionnaires, a Musician may be added for +20 Points .
Field Equipment	This Section may be upgraded to have Tank Mines for an additional +3 points per model.
Transport	A Mercantour Truck may be added to the Section for +65 Points .

<u>Name</u>	<u>Range</u>		<u>RAD</u>		<u>IAD</u>		MARs
	<u>ER</u>	<u>LR</u>	<u>ER</u>	<u>LR</u>	<u>ER</u>	<u>LR</u>	
Aiguille Type 7 Rifle	1-16	17-32"	2 [BLUE]	1 [BLACK]	1 [BLACK]	-	Small Arm
Roure SMG	1-16"	16-32"	2 [BLUE]	1 [BLACK]	1 [BLACK]	-	Small Arm
Fouilouse LMG	1-16"	17-24"	3 [BLUE]	2 [BLUE]	1 [BLUE]	-	Small Arm
Boiset Rifle Grenade	1-16	17-24"	2 [BLUE]	3 [RED]	3 [RED]	-	Armour Piercing (1), Small Arm

LEGIONNAIRE HMG SECTION

These Sections may occupy the Line Section 2 and 3 Slots in the Platoon Structure, and may form Fire Teams.

<u>Name</u>	<u>Type</u>	<u>Mv</u>	<u>IR</u>	<u>LP</u>	<u>MAD</u>	<u>Weapons</u>	<u>MARs and Abilities</u>
Legionnaire	Infantry	6"	3	1	2 [BLACK]	Aiguille Type 7 Rifle	-
Legionnaire Boiset Rifle Grenade Specialist	Infantry	6"	3	1	2 [BLACK]	RLG Boiset Rifle Grenade Launcher	-
Legionnaire LMG Specialist	Infantry	6"	3	1	2 [BLACK]	Fouilouse LMG	-
Legionnaire Sergeant	Infantry	6"	3	2	3 [BLACK]	Roure SMG	NCO (1)
Legionnaire Staff Sergeant	Infantry	6"	4	2	4 [BLACK]	Roure SMG	Flashbangs, NCO (2)
Gun Team	Infantry	6"	4	2	2 [BLACK]	Chapuis Heavy Machine Gun (F-180°)	Cumbersome, Move or Fire
Musician	Infantry	6"	3	1	2 [BLACK]	-	Musician

SECTION SIZE

- The Legionnaire Combat Section may contain between **6 to 10** Legionnaires.

MODEL COST

- Each **Regular** Legionnaire costs **25 Points**.
- Each **Veteran** Legionnaire costs **35 Points**.

SECTION UPGRADES

NCOs	1 Legionnaire may be upgraded to be one of either: -A Legionnaire Sergeant for an additional +5 points -A Legionnaire Staff Sergeant for an additional +20 points
Specialists	Up to 2 Legionnaires may be upgraded to a Legionnaire Specialist armed with a Boiset Rifle Grenade Launcher for +10 Points each.
Gun Teams	2 Legionnaires may be upgraded to form a Gun Team for +10 Points : These Legionnaires both exchange their Aiguille Type 7 Rifles to crew a single Chapuis Heavy Machine Gun. 2 Legionnaires may be upgraded to form a second Gun Team for +20 Points : These Legionnaires both exchange their Aiguille Type 7 Rifles to crew a single Chapuis Heavy Machine Gun.
Section Attachments	In addition to the Section's complement of Legionnaires, a Musician may be added for +20 Points .
Field Equipment	None
Transport	A Mercantour Truck may be added to the Section for +65 Points .

<u>Name</u>	<u>Range</u>		<u>RAD</u>		<u>IAD</u>		MARs
	<u>ER</u>	<u>LR</u>	<u>ER</u>	<u>LR</u>	<u>ER</u>	<u>LR</u>	
Aiguille Type 7 Rifle	1-16"	16-32"	2 [BLUE]	1 [BLACK]	1 [BLACK]	-	Small Arm
Roure SMG	1-16"	16-32"	2 [BLUE]	1 [BLACK]	1 [BLACK]	-	Small Arm
Fouilouse LMG	1-16"	16-24"	3 [BLUE]	2 [BLUE]	1 [BLUE]	-	Small Arm
Boiset Rifle Grenade	1-16"	16-24"	2 [BLUE]	3 [RED]	3 [RED]	-	Armour Piercing (1), Small Arm
Chapuis HMG	1-24"	24-40"	6 [BLUE]	5 [BLUE]	6 [BLUE]	5 [BLACK]	Spray and Pray

MARINE COMBAT SECTION

These Sections may occupy the Line Section 2 and 3 Slots in the Platoon Structure

<u>Name</u>	<u>Type</u>	<u>Mv</u>	<u>IR</u>	<u>LP</u>	<u>MAD</u>	<u>Weapons</u>	<u>MARs and Abilities</u>
Marine	<i>Infantry</i>	7"	4	1	2 [BLUE]	Heat Gun	Flashbang, Steadfast, Tank Mines
Marine Specialist	<i>Infantry</i>	7"	4	1	2 [BLUE]	Type 4 Heat Ray	Flashbang, Steadfast, Tank Mines
Marine Master Sergeant	<i>Infantry</i>	7"	5	2	4 [BLUE]	Heat Gun	Flashbang, Steadfast Tank Mines, NCO (2)

SECTION SIZE

- The Marine Battle Section may contain between **4 to 6** Marines.

MODEL COST

- Each **Veteran** Marine costs **45 Points**.

<u>SECTION UPGRADES</u>	
NCOs	1 Marine may be upgraded to be a Marine Sergeant for an additional +20 points
Specialists	1 Marine may be upgraded to a Legionnaire Specialist armed with a Type 4 Heat Ray for +5 Points .
Gun Teams	None
Section Attachments	
Field Equipment	
Transport	A Mercantour Truck may be added to the Section for +65 Points .

<u>Name</u>	<u>Range</u>		<u>RAD</u>		<u>IAD</u>		MARs
	<u>ER</u>	<u>LR</u>	<u>ER</u>	<u>LR</u>	<u>ER</u>	<u>LR</u>	
Heat Gun	1-8"	9-16"	3 [BLUE]	3 [BLACK]	3 [RED]	2 [RED]	Armour Piercing (1), Suppression
Type 4 Heat Ray	1-16"	17-24"	3 [BLUE]	3 [BLACK]	4 [RED]	3 [RED]	Armour Piercing (1), Suppression

REPUBLIQUE OF FRANCE

SUPPORT SECTIONS

LEGIONNAIRE HEAVY MACHINE GUN SECTION

This Section occupies a Support Slot in the Platoon Structure

<u>Name</u>	<u>Type</u>	<u>Mv</u>	<u>IR</u>	<u>LP</u>	<u>MAD</u>	<u>Weapons</u>	<u>MARs and Abilities</u>
Legionnaire	Infantry	6"	3	1	2 [BLACK]	Aiguille Type 7 Rifle	-
Legionnaire Sergeant	Infantry	6"	3	2	3 [BLACK]	Roure SMG	NCO (1)
Legionnaire Staff Sergeant	Infantry	6"	4	2	4 [BLACK]	Roure SMG	Flashbangs, NCO (2)
Gun Team	Infantry	4"	4	2	2 [BLACK]	Chapuis Heavy Machine Gun (F-180°)	Cumbersome, Move or Fire

SECTION SIZE

- The Legionnaire Heavy Machine Gun Section may contain between **2 to 7** Legionnaires.

MODEL COST

- Each **Regular** Legionnaire costs **25 Points**.
- Each **Veteran** Legionnaire costs **35 Points**.

<u>SECTION UPGRADES</u>	
NCOs	1 Legionnaire may be upgraded to be one of either: -A Legionnaire Sergeant for an additional +5 points -A Legionnaire Staff Sergeant for an additional +20 points
Specialists	None
Gun Teams	2 Legionnaires must be upgraded to form a Gun Team for +10 Points : These Legionnaires both exchange their Aiguille Type 7 Rifles to crew a single Chapuis Heavy Machine Gun. 2 Legionnaires may be upgraded to form a second Gun Team for +20 Points : These Legionnaires both exchange their Aiguille Type 7 Rifles to crew a single Chapuis Heavy Machine Gun. 2 Legionnaires may be upgraded to form a third Gun Team for +20 Points : These Legionnaires both exchange their Aiguille Type 7 Rifles to crew a single Chapuis Heavy Machine Gun
Section Attachments	None
Field Equipment	None
Transport	A Mercantour Truck may be added to the Section for +65 Points .

<u>Name</u>	<u>Range</u>		<u>RAD</u>		<u>IAD</u>		MARs
	<u>ER</u>	<u>LR</u>	<u>ER</u>	<u>LR</u>	<u>ER</u>	<u>LR</u>	
Aiguille Type 7 Rifle	1-16"	16-32"	2 [BLUE]	1 [BLACK]	1 [BLACK]	-	Small Arm
Roure SMG	1-16"	16-32"	2 [BLUE]	1 [BLACK]	1 [BLACK]	-	Small Arm
Chapuis HMG	1-24"	25-40"	6 [BLUE]	5 [BLUE]	6 [BLUE]	5 [BLACK]	Spray and Pray

REPUBLIQUE OF FRANCE WEAPONS TABLE

<u>Name</u>	<u>Range</u>		<u>RAD</u>		<u>IAD</u>		MARs
	<u>ER</u>	<u>LR</u>	<u>ER</u>	<u>LR</u>	<u>ER</u>	<u>LR</u>	
.44 Pistol	0-8''	9-16''	3 [BLACK]	2 [BLACK]	1 [BLACK]		CQB weapon- Small Arm
Roure SMG	1-16''	16-32''	2 [BLUE]	1 [BLACK]	1 [BLACK]	-	Small Arm
Aiguille Type 7 Rifle	1-16''	17-32''	2 [BLUE]	1 [BLACK]	1 [BLACK]	-	Small Arm
Fouilouse Light Machine Gun	1-16''	17-24''	3 [BLUE]	2 [BLUE]	1 [BLUE]	-	Small Arm
Boiset Rifle Grenade	1-16''	17-24''	2 [BLUE]	3 [RED]	3 [RED]	-	Armour Piercing (1), Small Arm
Heat Gun	1-8''	9-16''	3 [BLUE]	3 [BLACK]	3 [RED]	2 [RED]	Armour Piercing (1), Suppression
Type 4 Heat Ray	1-16''	17-24''	3 [BLUE]	3 [BLACK]	4 [RED]	3 [RED]	Armour Piercing (1), Suppression
Chapuis HMG	1-24''	25-40''	6 [BLUE]	5 [BLUE]	6 [BLUE]	5 [BLACK]	Spray and Pray