



# FRENCH UNIT TABLES AND REFERENCE



## INCOME AND PRODUCTION (Industrial Production Points)

SENARIO	DIPLOMACY	STARTING INCOME	STARTING INCOME	WARTIME INCOME (value of land zones)	ADDITIONAL INCOME
1936	PEACE	5	5	17	+ D6 until reaching wartime income starting July 1939
1939	WAR WITH GREMANY	17	17	17	Starting at Wartime Income

### PEACE TIME BONUS INCOME (can not exceed wartime income)

Axis initiates war with China or Netherlands East Indies	+1
Germany initiates war with USSR	+5
Germany or Italy initiates war with a European Minor Power	+2 D12
Axis initiates war with Great Britain, Poland or France	Increase to Wartime Income
Starting July 1939	+D6 until reaching wartime income

### WARTIME BONUS INCOME

Suez Canal (Cairo) owned by Allies.	+1
French Indo China ownership, including both Hanoi and Saigon.	+2

### FRENCH OVERVIEW

HOME COUNTRY	All European France, excluding Corsica
WAR STATUS	(1936) At peace with all nations (1939) At war with Germany France can declare War on any Nation that is at war with Great Britain or Poland and automatically reaches full production.
ABYSSINIA	The French player CONTROLS Abyssinian Forces (1936 scenario only).
SURRENDER CONDITIONS	The French player surrenders if Paris is captured or surrounded. Once this happens the German player may choose to resolve the Vichy rule, that dictates what happens to the French Fleet and Colonies.
FREE FRENCH	When the French Surrender. The French Player must chose a second Capital. This Capital may be London, Belgian Congo or Algeria. This is not French home country: The Free French can receive Lend-Lease at this location even if no factory is present. If that falls, a third capital may be chosen. France continues to receive income from any Land Zones it owns. If all these locations are captured, France surrenders and reverts fully to Vichy if in existence or has all units removed.
LEND-LEASE	France can Lend-Lease to any Country that is at war with the same power as France regardless of Alliance.
ALLIANCE	All scenarios, France starts in a defense pact with Great Britain and Poland, and they co-declare war on any attacks. France is part of the ALLIES Alliance of democracies, and Aligns to them as they Declare war on the same Major Power.

### FRENCH DECLARATION OF WAR CONDITIONS

ANY NEUTRAL	YES (10 IPP penalty) The Allies have to pay a 10IPP penalty to Declare war on any non-Aligned Minor Power. Allied powers that are Aligned to each other can share the cost.
GERMANY	YES, but not until France reaches its Wartime income and Germany has Attacked at least one European minor power. Or Germany attacks either Great Britain or Poland.
ITALY	YES, but not until France reaches its Wartime income and Italy has attacked at least one European minor power. Or Italy attacks either Great Britain or Poland.
USSR	YES, but only if the US has Declared War on the USSR.
BRITAIN, US, KMT	NO, France can not Declare on a member of its Alliance.
CCP	YES
VICHY FRANCE	YES, this would Align Vichy France to the Axis.

**ORDER OF PLAY** 1. GERMANY, SPANISH NATIONALISTS 2. USSR, CCP & SPANISH REPUBLICANS, 3. JAPAN, 4. BRITAIN, FEC, CANADA, SOUTH AFRICA, ANZAC & NETHERLANDS, 5. FRANCE & FREE FRENCH, 6. ITALY, 7. UNITED STATES, KMT.



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## FRENCH SPECIAL ABILITIES

**MAGINOT LINE:** Any land attack from Germany or Luxembourg into Lorraine France crosses the Maginot Line. Giving all defending land units +3 defense on the first round of combat and gives France 2 bonus First strike artillery rolls @ 6 in the first round of combat. If Lorraine is lost to France the Maginot Line is destroyed and cannot be rebuilt, a regular Fortification can be built instead.

**DEMILITARIZED BORDER:** France may not build a Fortification on the border with Belgium, while Belgium remains Neutral.

**MOBILIZATION:** France cannot attack into Germany or Italy until it has been at war for a full french turn previously (start to finish at war).

INFANTRY CLASS	A	D	➡	\$	AVAILABLE	NOTES
INFANTRY	2	4	1	3	ANY-TIME	
MILITIA	1	2	0*	2	ANY-TIME	no factory required, build 1 per land zone, build 1 or up to value of land zone in home country.
INFANTRY SPECIAL	A	D	➡	\$	AVAILABLE	NOTES: BUILD ONLY 2 OF EACH TYPE PER TURN
MARINE	2	4	1	4	ANY-TIME	no double casualties
MOUNTAIN	2	4	1	4	ANY-TIME	no mountain penalty, +1 defense in mountains
AIRBORNE	2	2	1	3	ANY-TIME	airborne assault
ELITE INFANTRY	+1	+1	1	+1	VARIABLES	infantry upgrade, must be on supply line to upgrade
COLONIAL	2	4	1	4	ANY-TIME	regular infantry, no factory required, build 1 per turn in non-home country with a point value.

ARMOR CLASS	A	D	➡	\$	AVAILABLE	NOTES
CAVALRY	3	2	2	3	ANY-TIME	
MOTORIZED INF	2	4	2	4	ANY-TIME	infantry upgrade, can tow artillery (\$1 each existing infantry upgrade on supply route)
MECHANIZED INF	3	4	2	4	JULY 1939	pair with blitzing armor 1:1
ARMORED CAR	3	2	2	3	ANY-TIME	
LIGHT ARMOR	4	3	2	4	ANYTIME	
MEDIUM ARMOR	6	5	2	6	JAN. 1940	blitz
AMPH LT. ARMOR	3	2	2	5	ANYTIME	AMPHIBIOUS, no double casualties, 1 <sup>st</sup> round attack
TANK DESTROYER	5	5	2	5	JAN. 1942	target select @ 1 armor class
TECH ADVANCES	A	D	➡	\$	AVAILABLE	NOTES
ADV MECHANIZED	4	5	2	4	TECH	pair with blitzing armor 2:1 build only in home country
HEAVY ARMOR	8	7	2	8	TECH	blitz, target select @ 1 build only in home country

ARTILLERY CLASS	A	D	➡	\$	AVAILABLE	NOTES
ARTILLERY	3	3	1	4	ANY-TIME	first strike, pair 1:1 with infantry
SP ARTILLERY	3	3	2	5	JULY 1941	SELF PROPELLED, first strike, pair 1:1 with infantry
ANTI-AIRCRAFT	3	3	1	4	ANY-TIME	1 <sup>st</sup> round only, 1 roll per plane(max 3 rolls) defends units
TECH. ADVANCES	A	D	➡	\$	AVAILABLE	NOTES
ADV ARTILLERY	4	4	1	4	TECH	upgrades artillery build only in home country
ADV SP ARTILLERY	4	4	2	5	TECH	upgrades self propelled artillery build only in home country

AIRCRAFT CLASS	A	D	➡	\$	AVAILABLE	NOTES
FIGHTER	6(3)*	6(3)*	4	10	ANY-TIME	air superiority*
TAC. BOMBER	7	5	4	11	ANY-TIME	target select @ 1-3 ground/naval TAC=TACTICAL/DIVE Bomber
MED BOMBER	7(1)*	4	5	11	ANY-TIME	strategic bombing 1D6-facility
STRAT BOMBER	CB(1)*	2	6	12	JULY 1939	strategic bombing 2 D6-facility, airborne assault*
AIR TRANSPORT	N/A	N/A	6	9	ANY-TIME	transport infantry, airborne assault*
SEA PLANE	4	4	8	9	JULY 1938	can land in a sea zone with either a naval base or seaplane base. combat air patrol range is 2, target select naval @1
TECH ADVANCES	A	D	➡	\$	AVAILABLE	NOTES
JET FIGHTER	8(5)*	8(5)*	4	12	TECH	air superiority* build only in home country
HEAVY STRATEGIC	CB(2)*	3	6	15	TECH	strategic bombing 3 D6-facility, airborne assault* build only in home country



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\* CB = Carpet Bombing, attack on units 3 @2, heavy 5 @2. (#) = Interception combat.

RAILROAD CLASS	A	D	➡	\$	AVAILABLE	NOTES
ARMORED TRAIN	N/A	N/A	8	10	ANY-TIME	combat move any one land unit using a rail move
RAIL GUN	5	2	3	5	ANY-TIME	first strike, siege gun = attack adjacent city by Carpet Bomb 1@5 or strategic @ 1 D6 max 1-3 damage to facility
ANTI-AIR TRAIN	3	3	3	4	ANY-TIME	1 <sup>st</sup> round only, 1 roll per plane (max 3 rolls) defends units or Rail Line strategic bombing.

SUBMARINE CLASS	A	D	➡	\$TURN/TURN	AVAILABLE	NOTES
COASTAL SUB	2	2	1	N/A	N/A	multiple special rules, cannot be built
SUBMARINE	3	3	3	6	ANY-TIME	multiple special rules
TECH ADVANCES	A	D	➡	\$TURN/TURN	AVAILABLE	NOTES
ADV SUBMARINE	4	4	3	7	TECH	multiple special rules build only in home country build only in home country
NON-WARSHIP SURFACE CLASS	A	D	➡	\$TURN/TURN	AVAILABLE	NOTES
TRANSPORT	N/A	N/A	2	8	ANY-TIME	Transport 1 unit, plus 1 infantry class unit
SURFACE WARSHIP CLASS	A	D	➡	\$TURN/TURN	AVAILABLE	NOTES
TB DESTROYER	2	2	2	N/A	N/A	cannot be built
DESTROYER	4	4	3	8	ANY-TIME	shore bombardment @1
LIGHT CRUISER	5	5	3	5/5	ANY-TIME	shore bombardment @2
CRUISER	6	6	3	4/4/4	ANY-TIME	shore bombardment @2
BATTLE CRUISER	7	7	3	5/5/4	JULY 1939	shore bombardment @3
BATTLESHIP	8	8	2	6/6/5/5	ANY-TIME	shore bombardment @4 *Capital ship, 2 hits build only in home country
HEAVY BATTLESHIP	9	9	3	7/6/6/6	JULY 1939	shore bombardment @5 *Capital ship, 2 hits (-2 Attack/Defend per hit) build only in home country
LIGHT CARRIER	N/A	1	3	3/3/3	ANY-TIME	carries 1 aircraft (fighter or TAC bomber)
CARRIER	N/A	2	2	6/4/4/4	ANY-TIME	carries 2 (fighter or TAC bomber) *Capital ship 2 hits build only in home country

\* Capital ship = multiple hits to sink, requires a Shipyard to build or repair (roll 2 d6 to determine repair cost while at shipyard, can repair in part or fully)

FACILITIES	MAX DAMAGE	\$ TURN/TURN	NOTES
MINOR FACTORY	5	5/5	builds 1 unit
FACTORY	10	5/5/5	builds 3 units
MAJOR FACTORY	20	5/5/5/5	builds 5 units can only be built in home country
FACTORY UPGRADE	0	5	upgrades 1 factory a level higher
AIR BASE	5	5/5	+1 movement for aircraft, scramble to neighboring sea zone
NAVAL BASE	5	4/3/3	+1 movement for ships, place up to 5 ships if in supply line
NAVAL SHIPYARD	8	5/5/5	naval base, build and repair capitol ships
SUBMARINE BASE	3	3	naval base only for subs
COASTAL ARTY	N/A	8	first round only, 1 roll per attacking ship, max 3 rolls/ships @3
FORTAFICATION	N/A	5/5	round 1 only +2 def. all units, 2 attacks @5
RAIL LINE	RAIL MOVE #	4	rail line extension, cost double (8) to cross mountain zone border
SEA PLANE BASE	3	3	required to place Sea planes, grants +1 movement bonus to Sea planes only
FLAK TOWER	N/A	3/3	Additional AA 3@4 to land zone, either facility or troop defense.

Multiples of the same type can be built in the same land zone (rail line, Fortification, Flak tower all have maximum 1 per zone)

**When Paris falls the German Player can initiate the Vichy rule. SEE VICHY Sheet**