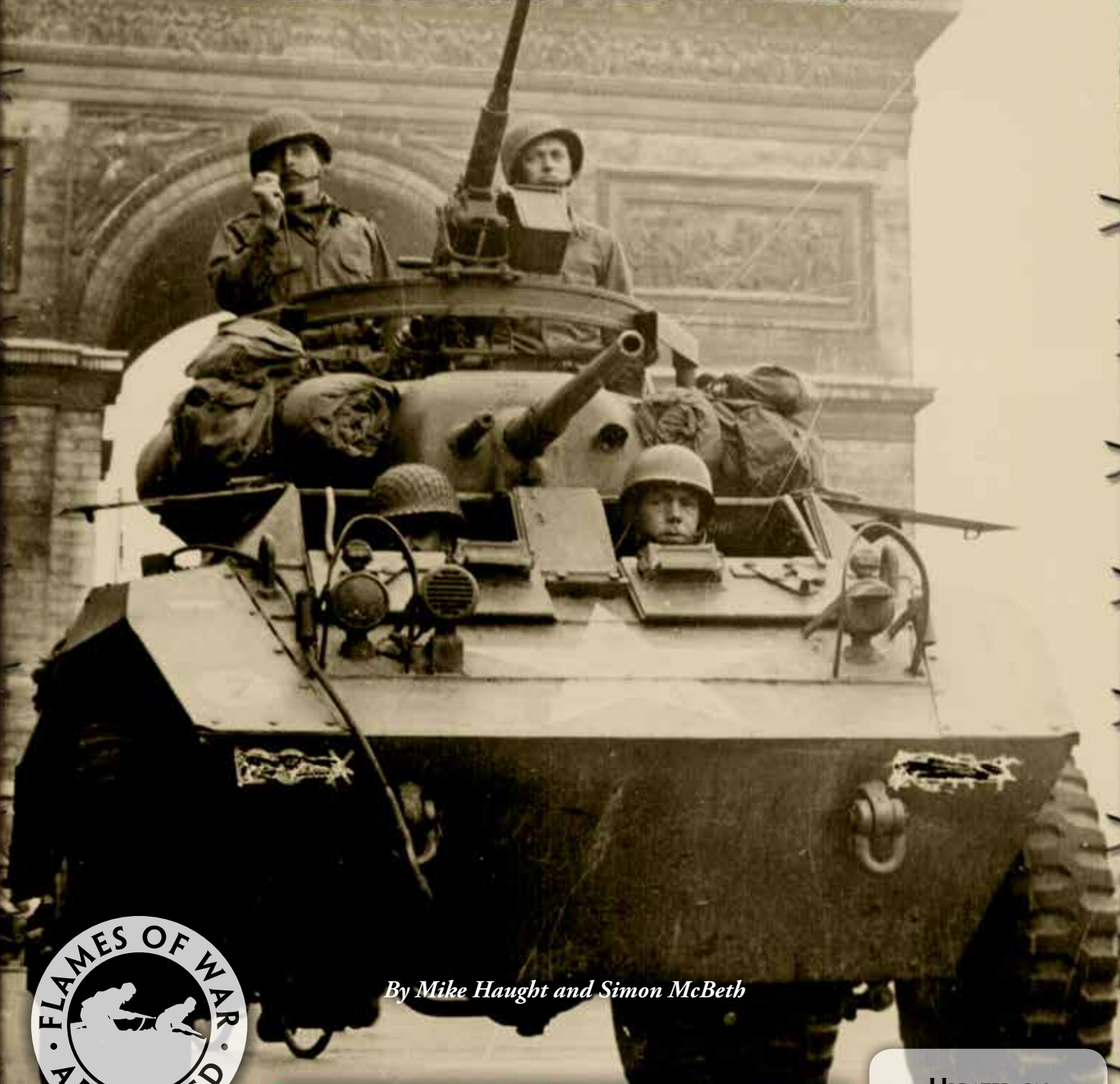


# 2ÈME DIVISION BLINDÉE

## OFFICIAL BRIEFING

FRENCH 2ND ARMoured DIVISION IN FRANCE, 1944



*By Mike Haught and Simon McBeth*

**FLAMES OF WAR.**  
THE WORLD WAR II MINIATURES GAME

UPDATED ON  
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# French Forces, France 1944



The troops of the French *2<sup>ème</sup> Division Blindée*, or 2<sup>nd</sup> Armoured Division, first saw combat in the disastrous 1940 Norwegian Campaign as a part of the independent *501<sup>e</sup> Régiment de Chars de Combat* (501<sup>st</sup> Tank Regiment). After the fall of France, the unit retreated to the United Kingdom where it formed the core of the free French forces under Charles De Gaulle. They were then sent south to the French central African colonies.

Philippe François Marie, Comte de Hauteclocque joined the 501<sup>st</sup> Tank Regiment as its new commander. Hauteclocque took the name Leclerc to protect his family from German reprisals in occupied France. Before his posting, Leclerc was was captured in 1940. He managed to escape and made his way to London where he met De Gaulle. He was entrusted with the task of convincing France's African territories to join the Free French forces against Germany.

After rallying the French colonies of Cameroon and Gabon, Leclerc launched several large and daring raids from his African bases into Italian-held Libya. They successfully travelled 930 miles (1500km) to attack and capture the Koufra Oasis on 1 March 1941. While here, Leclerc and his 'L' column declared an oath to cease fighting only 'when our colours will float over the Cathedral of Strasbourg'. The raids continued until 1942 when Leclerc led his force northwards to join the British Eighth Army in Tunisia in January 1943.

'Force L' entered the Tunisian capital, Tunis, in May 1943 strengthened with the addition of the *12<sup>ème</sup> Régiment de*

*Cuirassier* (12<sup>th</sup> Cuirassier Regiment) and *12<sup>ème</sup> Régiment de Chasseurs d'Afrique* (12<sup>th</sup> African Light Cavalry Regiment) and renamed the *2<sup>ème</sup> Division Blindée*. The Division was then transferred to England to prepare for the Normandy landings.

## NORMANDY

The *2<sup>ème</sup> Division Blindée* landed on Utah Beach on the night of the 31<sup>st</sup> July – 1<sup>st</sup> August, and formed up near La Haye-du-Puit. They joined the XV Corps of the US Third Army and were readied for their role in Operation Cobra. The division was ordered to attack through the Avranches Corridor towards Le Mans. After several days of hard fighting through the countryside, Le Mans was liberated on 9 August. This was the first of many major French cities that Leclerc and his *2<sup>ème</sup> Division Blindée* would liberate in the next year of the war. From Le Mans, the XV Corps turned its attention northwards to the city of Alençon, which was liberated by the *2<sup>ème</sup> Division Blindée* on 12 August.

The following attack then drove through the German defences in Ecovre. As they drove inland with the rest of the Third Army, the French division ran into many prepared anti-tank defences deployed by the *9. Panzerdivision*. They overcame the initial shock of the violent ambushes and fought valiantly through the fortified positions, clearing the Germans out of the forest of Ecuvres.

The success of operations near Ecuvres opened the way for the division to advance on the city of Argentan in an effort







to close the southern portion of the Falaise Pocket. However, the *2<sup>ème</sup> Division Blindée* was disorganized as a result of its actions against the *9. Panzerdivision*. Furthermore, the armoured columns of the Combat Commands were causing multiple traffic jams amongst the rest of the Allied troops, delaying the attempts to close the Pocket.

When the roads were finally sorted, the Allied High Command decided to use the *2<sup>ème</sup> Division Blindée* as a battering ram to try and close the Falaise Pocket. They were to meet the southward advancing Polish Armoured Division to seal the gap shut. The division advanced northwest and made for their objective; the town of Oméel. The fighting was again desperate and although lead elements of the Spahis made it to the South Eastern slopes of Hill 262, the rest of the division could not reach the Polish unit and the Pocket remained open.

Operation Cobra and the attempt to close the Falaise Pocket cost the division 133 dead, 648 wounded and 85 missing. The division was told to hold their position as the rest of Third Army closed the gap. Leclerc's attention now turned firmly on to Paris.

## PARIS

Initially, SHAEF was not prepared to spend valuable resources on liberating the capital city. They were worried that an assault would trigger a brutal street-to-street fight. Obviously, De Gaulle objected. He threatened that he would order the city to be liberated using the *2<sup>ème</sup> Division Blindée* with or without Allied assistance. Finally they approved and it was agreed that the Free French forces would lead the way. Leclerc threw the *2<sup>ème</sup> Division Blindée* into a headlong rush towards Paris.

The capital was already in a state of turmoil. The French Police force rose up in open revolt and it snowballed as more and more Parisians joined the uprising.

Spurned on by the desperate resistance the outnumbered partisans faced, Leclerc decided to split the division into two columns. The first column consisted of Combat Command 1 and 2 under Colonels Langlade and Dio. They were ordered to secure a route to Paris through St Cyr. The other column was Combat Command 3, under Colonel Billotte, and was ordered to advance through Chartres.

By 23 August, Leclerc quickly advanced to Rambourlet, just South of St Cyr, but German resistance was stiffening. Leclerc ordered the division to fight through. He sent Capitain Raymond Dronne of the *Régiment de Marche du Tchad* to take a section of the 9<sup>th</sup> Company and drive ahead and make for the Paris city centre to help the besieged partisans.

As Dronne's command reached the Paris *Hôtel de Ville* (town hall) the city bells rang throughout the city celebrating their arrival. The advance guard helped reinforce the civilian partisans and held their positions. On 25 August, Billotte's Combat Command 3 had reached the Prefecture and captured the garrison commander, General von Choltitz.

Leclerc received von Choltitz's surrender, and met De Gaulle at the town hall for liberation speeches, victory parades and general revelry. The celebrations in the capital did not stop even when elements of the division were forced to defend against a last gasp German counterattack on the 26 August. The failure of this counterattack eliminated the last German resistance points and Paris was now firmly in Allied control.





# 2ÈME DIVISION BLINDÉE

## 2ND FRENCH ARMoured DIVISION



**Groupeement Tactique "Dio"**  
(Combat Command 1)

**Régiment de Marche du Tchad**  
(Ad hoc Regiment of Chad)

I Bataillon (1er Compagnie, 2ème Cie, 3ème Cie, 4ème Cie)  
(Armored Infantry Battalion)

**Régiment de Marche de Spahis Marocains**  
(Ad hoc Light Cavalry Regiment of Morocco)

5ème Escadron (5th Squadron)  
(Cavalry Reconnaissance Troop)

**12ème Régiment de Cuirassiers**  
(12th Heavy Cavalry Regiment, Tank Battalion)

**Régiment Blindé de Fusiliers Marins**  
(Naval Rifle Armoured Regiment, Tank Destroyer Battalion)

3ème Escadron (3rd Squadron)  
(Tank Destroyer Company)

**3ème Régiment d'Artillerie Coloniale**  
(3rd Colonial Artillery Regiment)

I Bataillon (1er Batterie, 2ème Bie, 3ème Bie)  
(Artillery Field Battalion)

**13ème Bataillon du Génie**  
(13th Engineering Battalion)

2ème Compagnie (2nd Company)  
(Engineer Company)

**22ème Groupe Colonial des Forces  
Terrestres Anti-Aériennes**  
(22nd Colonial Territory Force Anti-aircraft Battalion)





### Groupelement Tactique "Langlade"

(Combat Command 2)

#### Régiment de Marche du Tchad

(Ad hoc Regiment of Chad)

II Bataillon (5ème Compagnie, 6ème Cie, 7ème Cie, 8ème Cie)  
(Armored Infantry Battalion)

#### Régiment de Marche de Spahis Marocains

(Ad hoc Light Cavalry Regiment of Morocco)

2ème Escadron (2<sup>nd</sup> Squadron)  
(Cavalry Reconnaissance Troop)

#### 12ème Régiment de Chasseurs d'Afrique

(12<sup>th</sup> African Light Cavalry Regiment, Tank Battalion)

#### Régiment Blindé de Fusiliers Marins

(Naval Rifle Armoured Regiment, Tank Destroyer Battalion)

4ème Escadron (4<sup>th</sup> Squadron)  
(Tank Destroyer Company)

#### 40ème Régiment d'Artillerie Nord Africain

(3<sup>rd</sup> North African Artillery Regiment)

I Bataillon (1er Batterie, 2ème Bie, 3ème Bie)  
(Field Artillery Battalion)

#### 13ème Bataillon du Génie

(13<sup>th</sup> Engineering Battalion)

1ème Compagnie (1<sup>st</sup> Company)  
(Engineer Company)

#### 22ème Groupe Colonial des Forces Terrestres Anti-Aériennes

(22<sup>nd</sup> Colonial Territory Force Anti-aircraft Battalion)

### Groupelement Tactique "Billotte"

(Combat Command 3)

#### Régiment de Marche du Tchad

(Ad hoc Regiment of Chad)

III Bataillon (9ème Compagnie, 10ème Cie, 11ème Cie, 12ème Cie)  
(Armored Infantry Battalion)

#### Régiment de Marche de Spahis Marocains

(Ad hoc Light Cavalry Regiment of Morocco)

3ème Escadron (3<sup>rd</sup> Squadron)  
(Cavalry Reconnaissance Troop)

#### 501ème Régiment de Chars de Combat

(501<sup>st</sup> Tank Regiment, Tank Battalion)

#### Régiment Blindé de Fusiliers Marins

(Naval Rifle Armoured Regiment, Tank Destroyer Battalion)

2ème Escadron (2<sup>nd</sup> Squadron)  
(Tank Destroyer Company)

#### 64ème Régiment d'Artillerie de Division Blindée

(64<sup>th</sup> Armored Artillery Regiment)

I Bataillon (1er Batterie, 2ème Bie, 3ème Bie)  
(Armored Field Artillery Battalion)

#### 13ème Bataillon du Génie

(13<sup>th</sup> Engineering Battalion)

3ème Compagnie (3<sup>rd</sup> Company)  
(Engineer Company)

#### 22ème Groupe Colonial des Forces Terrestres Anti-Aériennes

(22<sup>nd</sup> Colonial Territory Force Anti-aircraft Battalion)

## STRASBOURG

In the meantime, the newly formed 1<sup>st</sup> French Army had landed in the South of France on 14 August as a part of Operation Anvil. After taking the port cities of Toulon and Marseilles, the 1<sup>st</sup> French Army under Jean de Lattre de Tassigny advanced steadily northwards fighting their way through German defences. Their goal was to liberate the capital of Alsace, Strasbourg which represented the last major French city in German control.

After the liberation of Paris, the *2ème Division Blindée* passed from US Third Army to the 1<sup>st</sup> French Army. They became involved in the heavy fighting to both liberate and then defend Strasbourg against the German counterattacks in November 1944. Despite SHAEF's orders to the contrary, the *2ème Division Blindée* and the 1<sup>st</sup> French Army held the city against several unsuccessful German assaults.

## END OF THE WAR

The defence of Strasbourg marked the end of the campaigns to liberate France. The *2ème Division Blindée* sat on the western side of the Danube until January 1945, due to lack of reinforcements and supplies. The division's first assignment for the year was to reduce the Colmar Pocket. The fighting was hard and

the defence was led by units of the tenacious German 2<sup>nd</sup> Mountain Division, but the division pressed forward into Germany.

A period of rest followed before Leclerc and the division were sent to deal with the Royan Pocket in April. The division was then attached to the US Seventh Army during the advance into Bavaria. In their last combat action, they helped capture Berchtesgaden, Hitler's private residence, on 8 May 1945.







# The French 2<sup>nd</sup> Armoured Division



## COMPAGNIE DE CHARS DE COMBAT (TANK COMPANY)

The core of the *2<sup>ème</sup> Division Blindée* was formed from some of France's earliest tank regiments. After the fall of France, the tank regiments of the division were equipped with American Sherman tanks. The regiments are fully prepared to take back French soil from the fascist invaders!

## COMPAGNIE D'INFANTRIE BLINDÉE (ARMoured INFANTRY COMPANY)

The *Regiment de Marche du Tchad* was equipped with US vehicles and weapons, and was organized as an armoured infantry regiment. They received M3 Half-tracks, M8 Scott assault guns, and an assortment of support weapons. They retained standard French organisation for their battalions.

## ESCADRON DE SPAHI (CAVALRY RECON TROOP)

The light cavalry reconnaissance squadrons scout ahead of the armoured division, flushing out ambushes and hidden enemy troops. They are equipped with the new M8 Greyhound, giving them better protection and some light anti-tank capability. The *escadron* should not engage in protracted fights, rather gather information and scoot back to safety!

## US EQUIPMENT

The French received a massive amount of equipment from the US to outfit their forces. French commanders distributed the equipment as they saw fit. For example, Bazookas were distributed sparingly to the troops in order spread them out over several units.

When the Division Leclerc landed in Normandy, they were well supplied with a good portion of the latest equipment. However, they lacked a few essentials, such as the new 76mm Shermans, 105mm assault tanks and hedgerow cutters. But they pressed on regardless, achieving many victories.

### DETROIT'S FINEST

Tanks that use the Detroit's Finest special rule have a Movement Distance of 14"/35cm on Roads or Cross-country Terrain.



## French Special Rules



French infantry are not equipped with the Garand Rifles used by US units and do not use the Automatic Rifles, Excellent Communications, Under Command, or Hit 'em With Everything You've Got special rules. Instead, it uses any of the other US special rules on pages 236 to 240 of the rulebook, such as Time on Target and Truscott Trott (or March On as the Legion would say), as well as all of the following French special rules.

### SPEARHEAD

The French 2<sup>nd</sup> Armoured Division was employed as a battering ram on the German defences right from their first deployment.

*Any force from the 2<sup>ème</sup> Division Blindée Always Attacks (see page 257 of the rulebook).*

*When they are the attacker in a mission, a player commanding a force from the 2<sup>ème</sup> Division Blindée may make a Spearhead Deployment move (see page 261 of the rulebook) with any one non-Reconnaissance Platoon.*

### FRENCH DOCTRINE

During the First World War the French perfected their skills in trench warfare. Once entrenched, French infantry set up crossfire positions for every weapon allowing them to take any attack in enfilade.

*French Infantry and Gun teams attempting to Dig In succeed on a roll of 3+.*

*When conducting Defensive Fire, Infantry and Gun teams that are Dug In or in Entrenchments can shoot over any Man-packed or Light Gun teams that are also Dug In or in Entrenchments.*

### CENTRAL FIRE CONTROL

When a French observer places a request for fire, the artillery battalion fire direction centre assesses its priority and assigns all available artillery batteries to fire the mission. However, everything must go through the proper channels with properly trained officers directing the artillery fire.

*French Company Command teams cannot act as spotting teams for artillery bombardments.*

*When a French Artillery battery that has a Staff team fires a bombardment, you may chose to group other artillery batteries with Staff teams into the same bombardment before rolling to Range In as a Central Fire Control Bombardment.*

*Use the Mixed Bombardments rule on page 131 of the rulebook.*





# ✠ 9<sup>ÈME</sup> COMPAGNIE, RÉGIMENT DE MARCHE DU TCHAD ✠

## “REMEMBER MADRID, COMRADES!” - BATTLE CRY OF THE 9<sup>TH</sup> COMPANY, RÉGIMENT DE MARCHE DU TCHAD

The 9<sup>th</sup> Company of the 3<sup>rd</sup> Battalion of the *Régiment de Marche du Tchad* was made up of Spanish volunteers. At the conclusion of the Spanish Civil War, nearly 150,000 defeated Republicans fled to France to avoid being persecuted by the Nationalist government. However, in 1941, the new Vichy government forced the Spanish refugees into concentration camps and eventually began deporting them back to Spain.

Faced with this bleak future, many of the Spanish refugees joined the ranks of the French resistance. Enough volunteers were gathered to form several companies which were sent to central Africa to form the core of the *Régiment de Marche du Tchad*.

The company was commanded by Captain Raymond Dronne and was given the honour to be the first Allied unit to enter Paris ahead of the *2ème Division Blindée*. His small task force included armoured cars named Guadalajara, Madrid, Teruel and Ebro, and a troop of Shermans named Montmirail, Champaubert y Romilly, Don Quijote, and Durruti, after an anarchist leader. The vehicles were named after civil war battles and important Republican leaders.

When the company entered the city, it met up with the French resistance. Dronne told the leaders to hold fast as the Allies were coming. He then set to work reinforcing the partisans, fighting the Germans until Leclerc and the rest of the *2ème Division Blindée* arrived.

These Spanish volunteers were veterans of the Spanish Civil War that knew war and how to fight. They had been ejected

out of their own country and now found themselves in the strange position of fighting to liberate France. This they did, and fought on with the *2ème Division Blindée* to the end of the war. By the spring of 1945, a mere dozen Spanish fighters remained to scale the heights of Berchtesgaden.

## FIELDING THE 9<sup>ÈME</sup> COMPAGNIE

The Spaniards of 9<sup>th</sup> Company were no strangers to war. In fact, most had been fighting for longer than their French counterparts, having fought in the Spanish Civil War from 1936 - 1939. They will not forget Germany's role in their defeat, nor will they forget the foreign volunteers who came to their aid during the war.

A force representing the *9ème Compagnie* must be based on a *Compagnie d'Infanterie Blindée* (Armoured Infantry Company). It is rated **Confident Veteran** and its Combat Platoons do not use the French Doctrine special rule, instead they use the *España!* special rule below.

## ESPAÑA!

The Republican cause was never defeated in the hearts of the *9ème Compagnie* volunteers!

*Company HQ and Combat platoons in a force based on the 9ème Compagnie may re-roll failed Motivation Tests to Counterattack in Assaults.*







# Compagnie de Chars de Combat

TANK COMPANY



(TANK COMPANY)

HEADQUARTERS

## HEADQUARTERS



Compagnie de Chars de Combat HQ

You must field one platoon from each box shaded black and may field one platoon from each box shaded grey.

COMBAT PLATOONS

## ARMOUR



Chars de Combat Platoon

## ARMOUR



Chars de Combat Platoon

## ARMOUR



Chars de Combat Platoon

WEAPONS PLATOONS

## ARMOUR



Assault Gun Platoon

## ARTILLERY



Blindée Mortar Platoon

## ARMOUR



Light Tank Platoon

## ARMOUR



Light Tank Platoon

DIVISIONAL SUPPORT PLATOONS

## INFANTRY



Infanterie Blindée Platoon

Engineer Combat Platoon

## INFANTRY



Infanterie Blindée Platoon

## ARMOUR



Tank Destroyer Platoon

## RECONNAISSANCE



Spahi Platoon

## ARTILLERY



Armoured Field Artillery Battery

Field Artillery Battery

## ARTILLERY



Armoured Field Artillery Battery

Field Artillery Battery

M1 155mm Field Artillery Battery

## ANTI-AIRCRAFT



Anti-aircraft Artillery (Self-propelled) Platoon

## AIRCRAFT



Air Support

## AIRCRAFT



Air Observation Post

## ALLIED PLATOONS



American platoons in your force are Allied Platoons and follow the Allies rules on page 70 of the rulebook.





## MOTIVATION AND SKILL

The tank battalions of the 2<sup>ème</sup> Division Blindée, are made up of the best and most aggressive tankers from the French forces.

A Compagnie de Chars de Combat is rated **Confident Veteran**.

RELUCTANT	CONSCRIPT
<b>CONFIDENT</b>	TRAINED
FEARLESS	<b>VETERAN</b>

## HEADQUARTERS

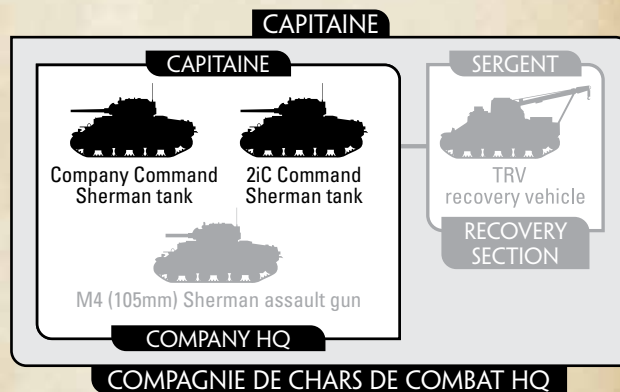
### COMPAGNIE DE CHARS DE COMBAT HQ

#### HEADQUARTERS

2 M4A2 or M4A4 Sherman 165 points

#### OPTIONS

- Add an M4 (105mm) Sherman assault gun for +70 points.
- Add a recovery vehicle: M31 TRV for +10 points or M32 TRV for +15 points.



## COMBAT PLATOONS

### CHARS DE COMBAT PLATOON

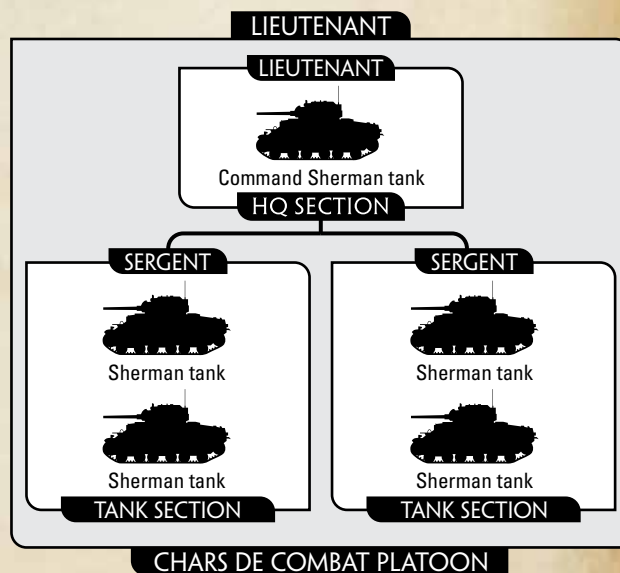
#### PLATOON

5 M4A2 or M4A4 Sherman 415 points  
 4 M4A2 or M4A4 Sherman 335 points  
 3 M4A2 or M4A4 Sherman 250 points

#### OPTION

- Replace up to one Sherman tank per platoon with an M4A3 (76mm) Sherman for +55 points.

The French *Chars de Combat*, or combat cars, have come a long way since the early days of the war. They have been re-equipped with American Sherman tanks and have gained a lot of experience in Central Africa and Tunisia.



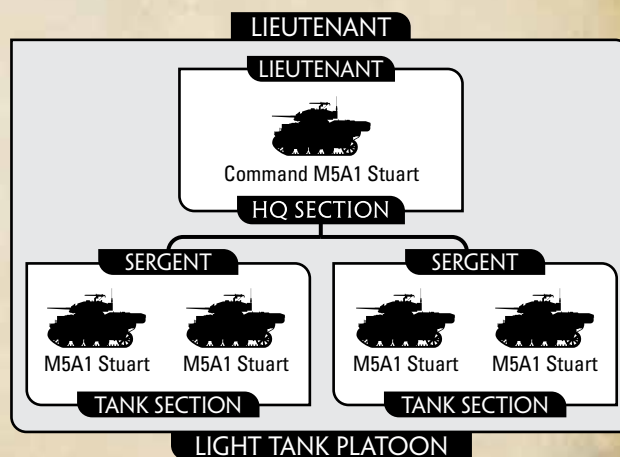
## WEAPONS PLATOONS

### LIGHT TANK PLATOON

#### PLATOON

5 M5A1 Stuart 260 points  
 4 M5A1 Stuart 210 points  
 3 M5A1 Stuart 155 points

Each battalion of tanks in the division had a company of light tanks. These are American M5A1 Stuart tanks, fast and agile, they are ideal for working around the flanks of the enemy.







# Compagnie d'Infanterie Blindée

ARMoured INFANTRY COMPANY



(MECHANISED COMPANY)

HEADQUARTERS

## HEADQUARTERS



Compagnie d'Infanterie Blindée HQ

You must field one platoon from each box shaded black and may field one platoon from each box shaded grey.



Only a Compagnie d'Infanterie Blindée based on the Spanish 9ème Compagnie can field options marked (Spanish flag icon).

COMBAT PLATOONS

## INFANTRY



Infanterie Blindée Platoon

## INFANTRY



Infanterie Blindée Platoon

## INFANTRY



Infanterie Blindée Platoon

## ANTI-TANK



Blindée Anti-tank Platoon

WEAPONS PLATOONS

## RECONNAISSANCE



Blindée Recon Platoon

## MACHINE-GUNS



Blindée Machine-Gun Platoon

## ARTILLERY



Blindée Mortar Platoon

## ARMOUR



Assault Gun Platoon

DIVISIONAL SUPPORT PLATOONS

## ARMOUR



Chars de Combat Platoon

Light Tank Platoon

Tank Destroyer Platoon

## ARMOUR



Chars de Combat Platoon

Light Tank Platoon

(Spanish flag icon) Liberated Chars de Combat Platoon

## INFANTRY



Engineer Combat Platoon

(Spanish flag icon) Organized Partisan Platoon

## RECONNAISSANCE



Spahi Platoon

## ARTILLERY



Armoured Field Artillery Battery

Field Artillery Battery

## ARTILLERY



Armoured Field Artillery Battery

Field Artillery Battery

M1 155mm Field Artillery Battery

## ANTI-AIRCRAFT



Anti-aircraft Artillery (Self-propelled) Platoon

## AIRCRAFT



Air Support

## AIRCRAFT



Air Observation Post

## ALLIED PLATOONS



American platoons in your force are Allied Platoons and follow the Allies rules on page 70 of the rulebook.



## 9ÈME COMPAGNIE

The 9<sup>th</sup> company of the 3<sup>rd</sup> Battalion of the *Régiment de Marche du Tchad* was the first Allied unit to enter Paris. The taskforce, under the command of Capitaine Raymond Dronne, met up with the partisan resistance in the city which had already staged an uprising.

Dronne immediately set to work to help lift the German siege of the town hall where Resistance fighters had been held up for five days. He then organised the defence of the area against German counter attacks. The Spanish troops set up heavy weapons inside the town hall and repulsed German attempts to retake the building.

When building a force from the 9ème Compagnie, you may take a Liberated Char de Combat and a Organized Partisan Platoon as divisional support choices along with any other normal support choices.





## MOTIVATION AND SKILL

The Régiment de Marche du Tchad, or the Ad hoc Regiment of Chad, provided the 2ème Division Blindée with its armoured infantry battalions. They have been fighting since 1941 in North Africa, and have arrived in France to liberate their homeland. A Compagnie d'Infanterie Blindée is rated **Confident Veteran**.

RELUCTANT	CONSCRIPT
<b>CONFIDENT</b>	TRAINED
FEARLESS	<b>VETERAN</b>

## HEADQUARTERS

### COMPAGNIE D'INFANTRIE BLINDÉE HQ

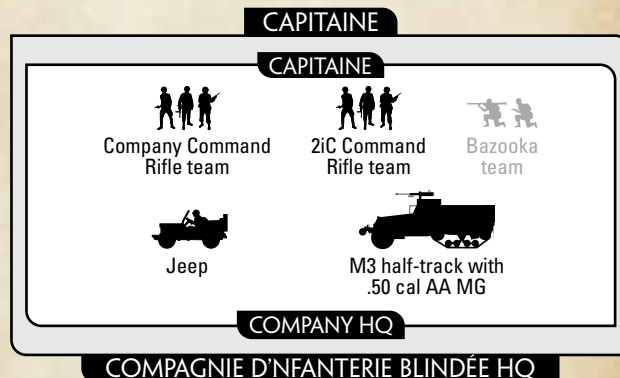
#### HEADQUARTERS

Company HQ 25 points

#### OPTIONS

- Add Bazooka team for +20 points.
- Arm Jeep with an AA MG for +5 points.

The Régiment de Marche du Tchad was formed out of volunteers who have fled occupied France and found themselves in central Africa preparing to take the assault into France to free their homes from Nazi tyranny.



## COMBAT PLATOONS

### INFANTRIE BLINDÉE PLATOON

#### PLATOON

HQ Section with:

Light Machine-gun Squad,  
60mm Mortar Squad, and:  
2 Rifle Squads 265 points  
1 Rifle Squad 205 points

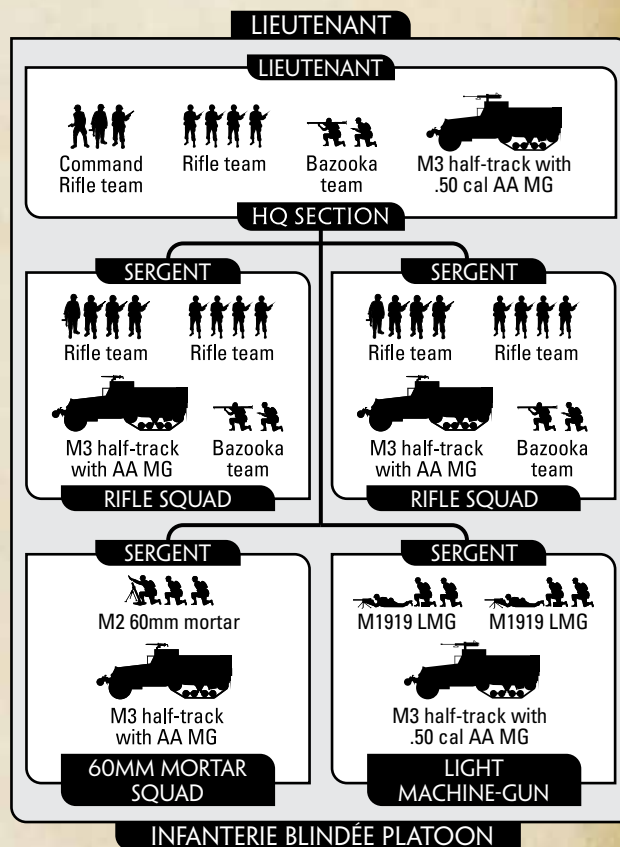
#### OPTION

- Replace AA MG on any or all M3 half-tracks with .50 cal AA MG for +5 points per half-track.

While in Africa, the troops of the Régiment de Marche du Tchad fought with mostly French gear and a few pieces of equipment from the British and American arsenals.

After the Allies had successfully liberated North Africa, the volunteers were equipped with the latest US supplies. They got M3 half-tracks, M8 Scott assault guns, Bazookas and mortars.

Although they lack the number of Bazookas that their American counterpart have, the men of the Infanterie Blindée, or armoured infantry, are well equipped with support weapons. When combined with the French defensive doctrine, these heavy weapons will make assaulting the platoon a major challenge!



## DEPICTING FRENCH TROOPS

The French troops in France fought in US uniforms and vehicles, thus Battlefront's range of Late War US miniatures are a good place to start. Vehicles were all US supplied. Markings and insignia were uniquely French though. Lorraine Crosses, Division Leclerc symbols and vehicle names were prominent on many French vehicles. The infantry wore US uniforms and helmets. Of course, there were exceptions too. A few veterans might still have their French style helmets from the Early War period. Many officers retained their stylish Keki caps.





## BLINDÉE ANTI-TANK PLATOON

### PLATOON

HQ Section with:

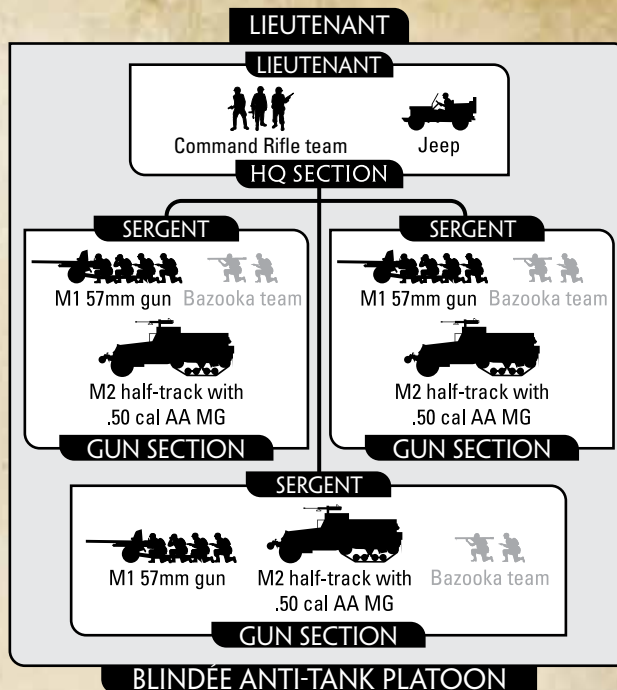
3 Gun Sections	115 points
2 Gun Sections	80 points

### OPTION

- Add Bazooka teams for +20 points per team.

The roll of the anti-tank gun is important in armoured warfare. They provide protection for the armoured infantry against enemy tanks with M1 57mm anti-tank guns and can be backed up by Bazooka teams. Bazookas can be quickly moved to take on an enemy armoured thrust from the flank.

The French don't have as many Bazookas as their American allies, but they concentrate them with the infantry and anti-tank units where they are put to good use.



## WEAPONS PLATOONS

### BLINDÉE RECON PLATOON

### PLATOON

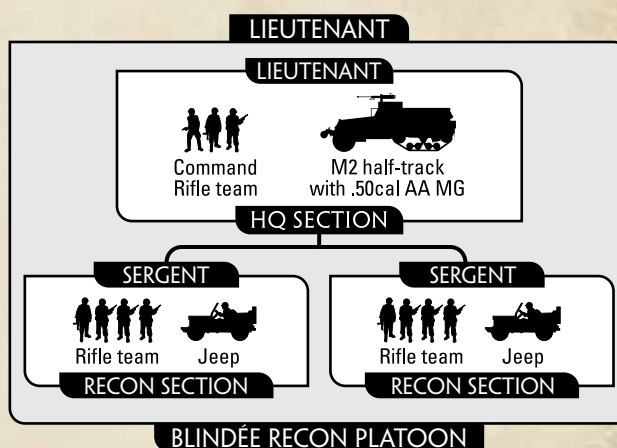
HQ Section with:

2 Recon Sections	90 points
1 Recon Section	65 points

### OPTION

- Arm any or all jeep teams with an AA MG for +5 points per Jeep team.

Every force need reconnaissance to locate the enemy strongpoints, either for a concentrated attack or so they can be by passed for the infantry to deal with later.



*Blindée Recon Platoons are Reconnaissance Platoons.*

### BLINDÉE MACHINE-GUN PLATOON

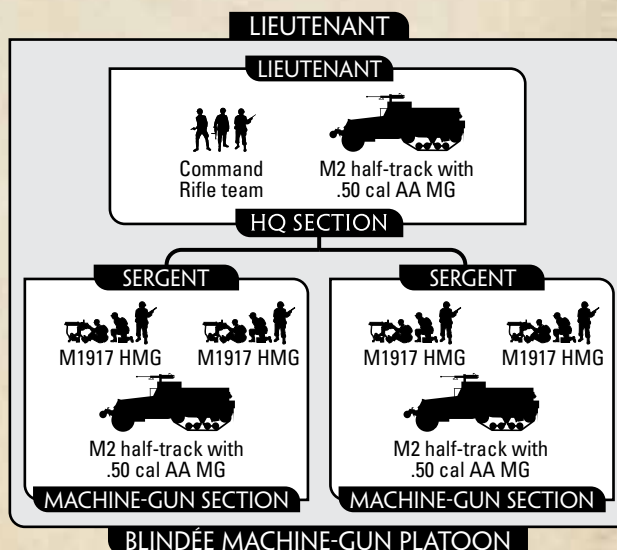
### PLATOON

HQ Section with:

2 Machine-gun Sections	155 points
1 Machine-gun Section	85 points

Whether supporting dismounted rifle teams or holding a defensive position, M1917 heavy machine-guns, mounted on the side of half-tracks or deployed in good, will dampen the spirits of all but the most fanatical Germans.

*Blindée Machine-gun Platoons may make Combat Attachments to Infanterie Blindée Platoons.*





## BLINDÉE MORTAR PLATOON

### PLATOON

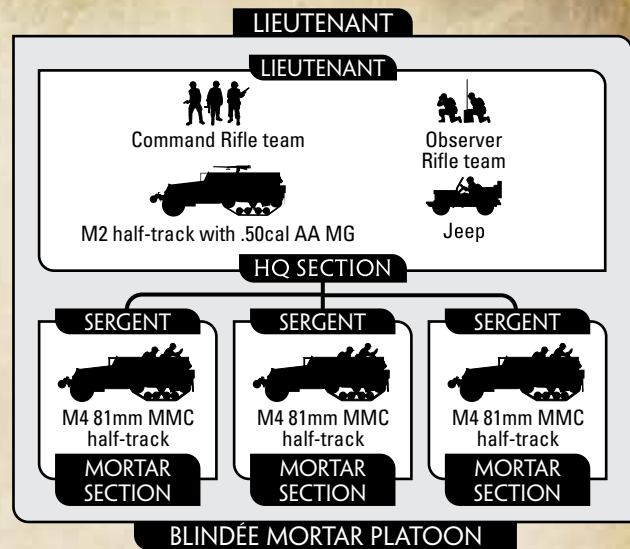
HQ Section with:

3 Mortar Sections	110 points
2 Mortar Sections	80 points

### OPTION

- Arm any or all M4 81mm MMC half-tracks with .50 cal AA MG for +5 points per half-track.

The M4 81mm half-tracks offer direct artillery support for their tanks. These mortars mounted in the half-tracks can keep up with the tanks and help support the advance with smoke or artillery bombardments. Unlike the American unit, the French have assigned an observer to direct fire.

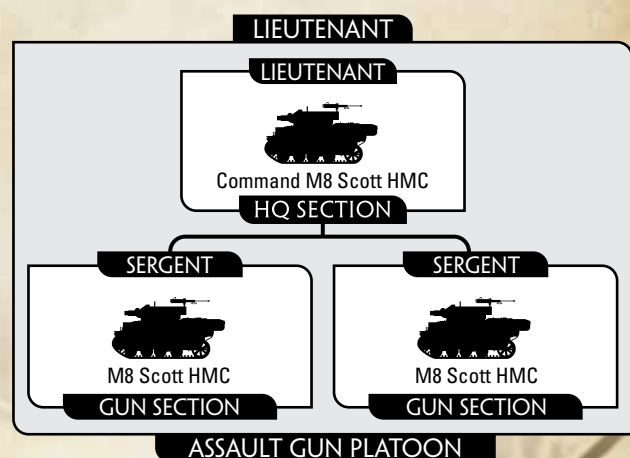


## ASSAULT GUN PLATOON

### PLATOON

3 M8 Scott HMC	135 points
2 M8 Scott HMC	90 points

The M8 Scott HMC assault gun complements your mortars, either by performing direct fire from its 75mm gun to knock out machine-gun nests, or by joining the mortars in keeping the enemy's head down while the riflemen close.







# Escadron de Spahi

CAVALRY RECONNAISSANCE SQUADRON

(MECHANISED COMPANY)



HEADQUARTERS

## HEADQUARTERS



Escadron de Spahi HQ

You must field one platoon from each box shaded black and may field one platoon from each box shaded grey.

COMBAT PLATOONS

## RECONNAISSANCE



Spahi Platoon

## RECONNAISSANCE



Spahi Platoon

## RECONNAISSANCE



Spahi Platoon

## ARMOUR



Assault Gun Platoon

WEAPONS PLATOONS

## ARMOUR



Light Tank Platoon

## ARMOUR



Light Tank Platoon

## ARMOUR



Light Tank Platoon

## ALLIED PLATOONS



American platoons in your force are Allied Platoons and follow the Allies rules on page 70 of the rulebook.

DIVISIONAL SUPPORT PLATOONS

## ARMOUR



Chars de Combat Platoon

Tank Destroyer Platoon

## ARMOUR



Chars de Combat Platoon

## INFANTRY



Infanterie Blindée Platoon

Engineer Combat Platoon

## INFANTRY



Infanterie Blindée Platoon

## ARTILLERY



Armoured Field Artillery Battery

Field Artillery Battery

## ARTILLERY



Armoured Field Artillery Battery

Field Artillery Battery

M1 155mm Field Artillery Battery

## ANTI-AIRCRAFT



Anti-aircraft Artillery (Self-propelled) Platoon

## AIRCRAFT



Air Support

## AIRCRAFT



Air Observation Post

## VEHICLE INSIGNIA

The use of vehicle names was widespread among the crews and infantry of tanks, armoured cars and half-tracks. They applied them in very bold lettering along the side of the vehicle. Some companies, such as the Spanish 9<sup>th</sup> Company, used names from the Spanish Civil War. For example, Ebro, Guadalajara, Belchite, among many others.

The first Allied vehicles to enter Paris included a jeep named "Mort aux cons" and an M2 Half-track called "Les Cosaques" as well as the Sherman tanks "Montmirail," "Champaubert" and "Romilly" from the 501<sup>st</sup> Tank Regiment.

Vehicles also usually sported the Division Leclerc symbol along the side. It was also very common for French (and Spanish Republican) flags to be displayed in very obvious locations to identify them as Free French.





## MOTIVATION AND SKILL

The Régiment de Marche de Spahis Marocains (*Ad hoc Light Cavalry Regiment of Morocco*), have been scouting ahead of Free French forces since 1941. They are freshly equipped with new M8 Greyhounds and are ready to get to work scouting for the 2<sup>ème</sup> Division Blindée. An Escadron de Spahi is rated **Confident Veteran**.

RELUCTANT	CONSCRIPT
<b>CONFIDENT</b>	TRAINED
FEARLESS	<b>VETERAN</b>

## HEADQUARTERS

### ESCADRON DE SPAHI HQ

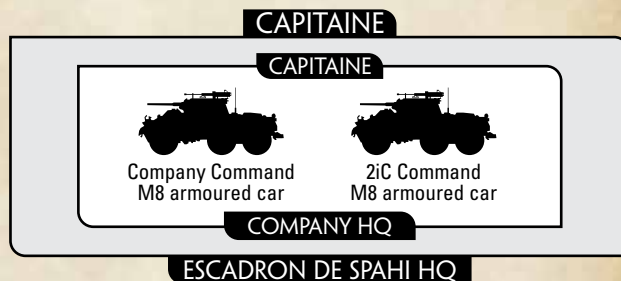
#### HEADQUARTERS

2 M8 armoured cars

85 points

*Teams from the Escadron de Spahi HQ are Recce teams.*

The Régiment de Marche de Spahis Marocains provides the eyes and ears of the division.



## COMBAT PLATOONS

### SPAHI PLATOON

#### PLATOON

2 Spahi Patrols

260 points

1 Spahi Patrol

130 points

#### OPTION

- Equip any or all Jeeps with an additional Hull MG for +5 points per jeep.

*Spahi Patrols are Reconnaissance Platoons.*

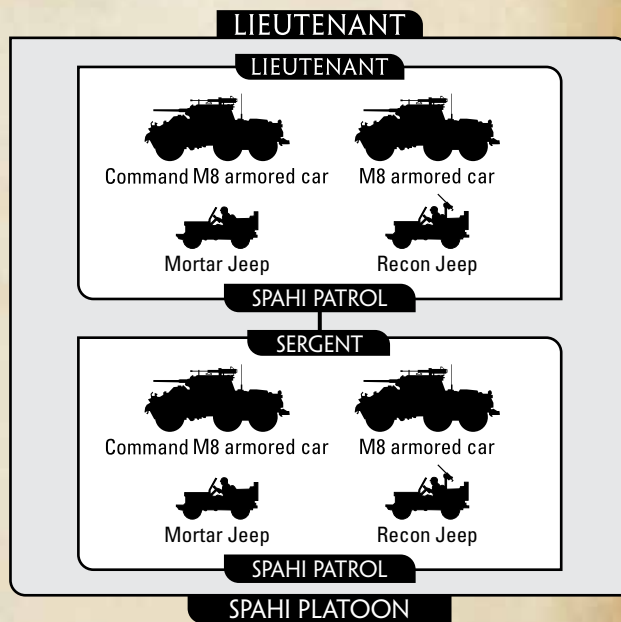
#### DISMOUNT

*Before deployment you may choose to dismount all of your Spahi Platoons. If you do this, all of the Spahi Patrols from the same platoon operate as a single platoon.*

*If you dismount, all of the platoon's vehicles are permanently removed from the game. Replace all of the vehicles in each Patrol with any three of the following teams for each Patrol:*

- Rifle teams
- up to one M1919 LMG team per Spahi Patrol
- up to two .50 call MG teams per Spahi Patrol
- up to one Bazooka team per Spahi Patrol
- up to one M2 60mm mortar team per Spahi Patrol

*Designate any one of the teams as the Platoon Command team. The platoon remains a Reconnaissance Platoon.*



*Spahi Patrols operate as separate platoons, each with their own Command team.*

The Régiment de Marche de Spahis Marocains has traded in their aging scout cars and have received new Greyhound armoured cars. They are versatile vehicles as they sneak across the battlefield!





# DIVISIONAL SUPPORT PLATOONS



## MOTIVATION AND SKILL

The divisional support from the 2<sup>ème</sup> Division Blindée is as experienced in combat as the rest of the division. They have seen action from North Africa all the way through the Normandy campaign. They are poised, now, to liberate their nation from tyranny! Unless where noted, platoons from Divisional Support are rated **Confident Veteran**, unless otherwise noted.

RELUCTANT CONSCRIPT

**CONFIDENT** TRAINED

FEARLESS **VETERAN**

## TANK DESTROYER PLATOON

### PLATOON

Security Section and Tank Destroyer Section with:

4 M10 3in GMC 350 points

2 M10 3in GMC 185 points

### OPTION

- Replace up to one Recon Jeep with an M20 scout car for +10 points.

A Tank Destroyer Platoon uses the US Tank Destroyer special rules found on page 238 of the rulebook.

The *Régiment Blindé de Fusiliers Marins* (Naval Rifle Armoured Regiment, Tank Destroyer Battalion) are well versed in the US tank destroying doctrine, and will wipe the field of Panzers before scooting off to the next battle.

### LIEUTENANT

### LIEUTENANT

Command  
.50 cal Recon Jeep

Recon Jeep

Recon Jeep

### SECURITY SECTION

### LIEUTENANT

Command M10 3in GMC

M10 3in GMC

M10 3in GMC

M10 3in GMC

### TANK DESTROYER SECTION

### TANK DESTROYER PLATOON





## ENGINEER COMBAT PLATOON

### PLATOON

HQ Section with Weapons Squad and:

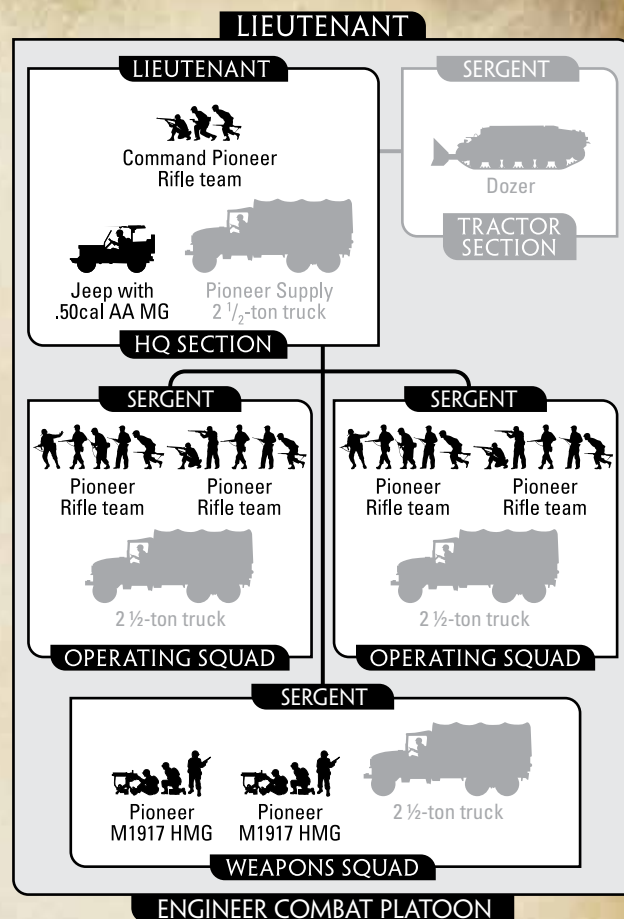
2 Operating Squads	195 points
1 Operating Squad	145 points
No Operating Squad	100 points

### OPTIONS

- Add a D7 Bulldozer for +5 points or a turretless M4 Sherman dozer for +15 points.
- Add Pioneer Supply 2½-ton truck for +25 points
- Add 2½-ton trucks for +5 points for the platoon.
- Replace all 2½-ton trucks with M3 half-tracks with AA MG for +5 points per half-track.

Combat engineers greatly assist a force in negotiating the barriers presented by the *Bocage* hedgerows. They carry explosives to blow holes in the thick banks so the offensive continues unhindered. Adding a bulldozer speeds up the process.

The heavy machine-gun can be placed to cover the engineers at work to protect them from enemy infantry and to supporting them during subsequent breakthroughs.



## FIELD ARTILLERY BATTERY

### PLATOON

HQ Section with:

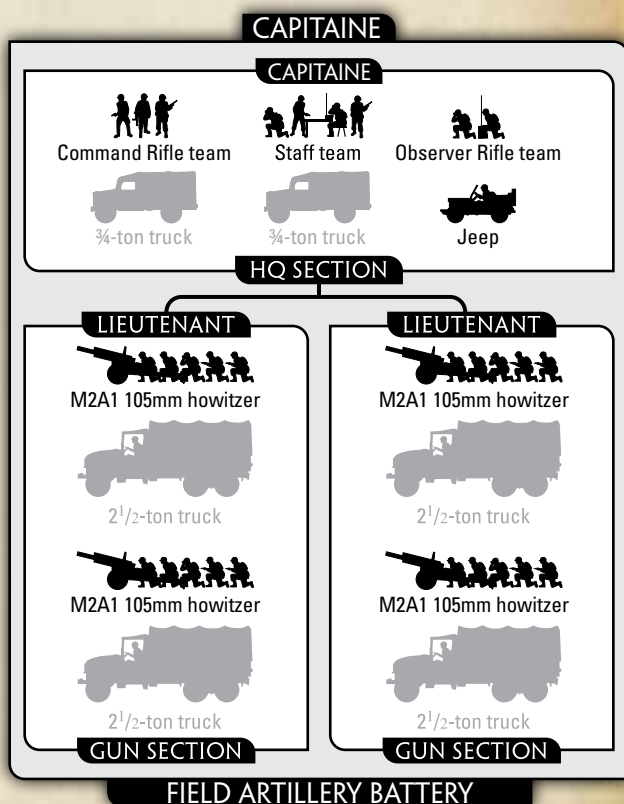
2 Gun Sections	185 points
1 Gun Section	105 points

### OPTION

- Add ¾-ton and 2½-ton trucks at +5 points for the battery.

The *40ème Régiment d'Artillerie Nord Africain* (40<sup>th</sup> North African Artillery Regiment) and the *3ème Régiment d'Artillerie Coloniale* (3<sup>rd</sup> Colonial Artillery Regiment) are the towed artillery battalions that support Division Leclerc. Like the rest of the division, they have been reequipped with American artillery.

They have received training and combat experience with the new guns, making the artillerymen familiar with Time on Target. However, they still retain their early war observation procedures.





## ARMoured FIELD ARTILLERY BATTERY

### PLATOON

HQ Section with:

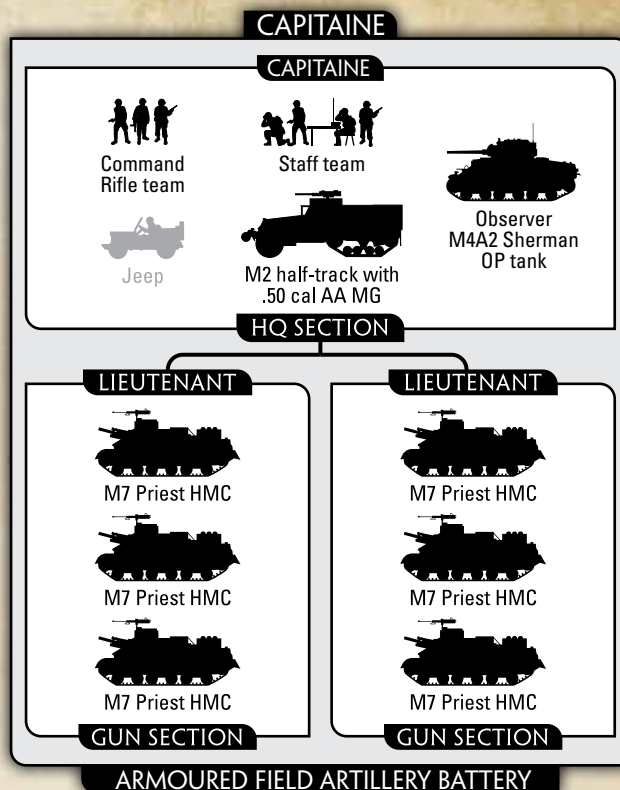
2 Gun Sections	395 points
1 Gun Section	225 points

### OPTIONS

- Add Jeep for Command team at no cost.
- Replace Jeep with an unarmed M2 half-track for +5 points.
- Arm unarmed Jeep or M2 half-track with an AA MG for +5 points per vehicle.

*Observer Sherman OP tanks cannot launch assaults.*

The 64<sup>ème</sup> Régiment d'Artillerie de Division Blindée (64<sup>th</sup> Armoured Artillery Regiment) have been given M7 Priest self-propelled artillery guns.



## M1 155MM FIELD ARTILLERY BATTERY

### PLATOON

HQ Section with:

4 M1 155mm	210 points
2 M1 155mm	110 points

### OPTIONS

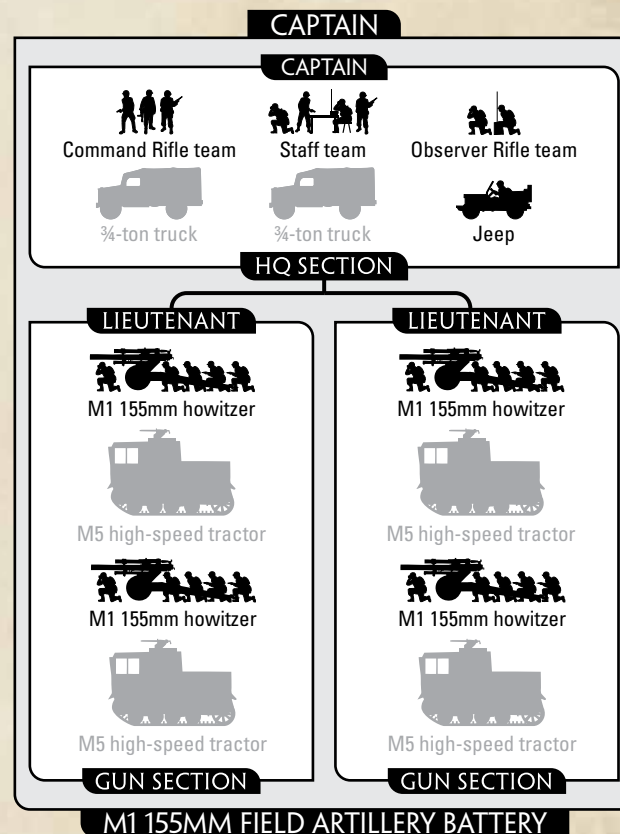
- Add ¾-ton and M5 high-speed tractors for +5 points for the battery.
- Arm any or all M5 high-speed tractors with a .50 cal AA MG for +5 points per tractor.

*You may not field a M1 155mm Field Artillery Battery unless you are also fielding a Field Artillery Battery or Armoured Field Artillery battery with at least as many M2A1 105mm howitzers or M7 Priest HMC vehicles.*

*An M1 155mm Field Artillery Battery is an US platoon and is an Allied Platoon (see page 70 of the rulebook). It is rated as **Confident Trained** and uses all the US special rules on pages 236 to 240 of the rulebook.*

*Because it is fighting with the French it uses the Central Fire Control special rule instead of the Hit 'em With Everything You've Got special rule so it can combine bombardments with French platoons.*

The US XV Corps provide the 2<sup>ème</sup> Division Blindée with 155mm artillery support where needed. Whenever the German defenders are obstinate, call in the big guns!





## ANTI-AIRCRAFT ARTILLERY (SELF-PROPELLED) PLATOON

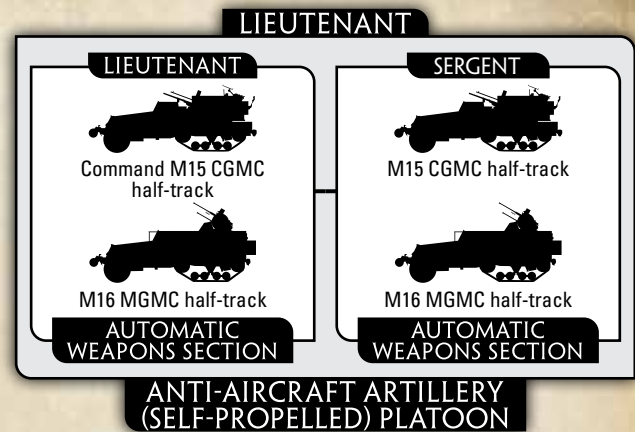
### PLATOON

2 M16 MGMC (Quad .50 cal) and 2 M15 CGMC (37mm)	195 points
1 M16 MGMC (Quad .50 cal) and 1 M15 CGMC (37mm)	100 points

### OPTION

- Replace all M15 CGMC half-tracks with GMC Bofors 2 ½-ton trucks for -15 points per truck.

The 22ème Groupe Colonial des Forces Terrestres Anti-Aériennes (22nd Colonial Territory Force Anti-aircraft Battalion) covers the division from the random German air strike. With new anti-aircraft half-tracks, and clever GMC Bofors portees, they will keep the skies clear for the liberation efforts!



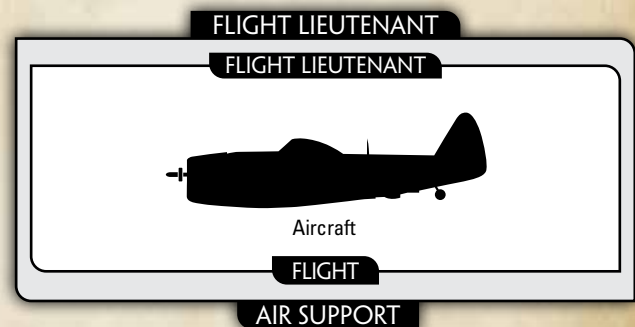
## AIR SUPPORT

### PRIORITY AIR SUPPORT

P-47 Thunderbolt	190 points
P-38 Lightning	190 points

### LIMITED AIR SUPPORT

P-47 Thunderbolt	150 points
P-38 Lightning	150 points

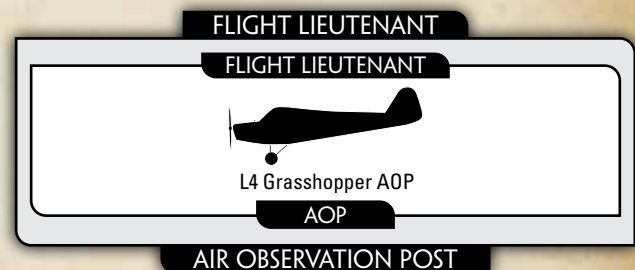


## AIR OBSERVATION POST

### AOP

L4 Grasshopper	40 points
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An AOP uses the Air Observation Post rules on page 139 and page 239 of the rulebook.





## 9<sup>ÈME</sup> COMPAGNIE PARTISAN SUPPORT PLATOONS

### Irregular Troops

As the Allies deliberated on liberating Paris, the partisans fighting inside the city became besieged by German troops. Leclerc sent Captain Dronne into Paris to relieve the sieges and prepare the city for the Allied advance.

*Organised Partisan Platoons and Liberated Char de Combat Platoons cannot be placed in Reserve.*

*An Organised Partisan Platoon is a quickly assembled and untrained unit, and the crews of a Liberated Char de Combat Platoon are untrained in tank combat. As such, both platoons are rated as **Confident Conscript**.*

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN



### ORGANISED PARTISAN PLATOON

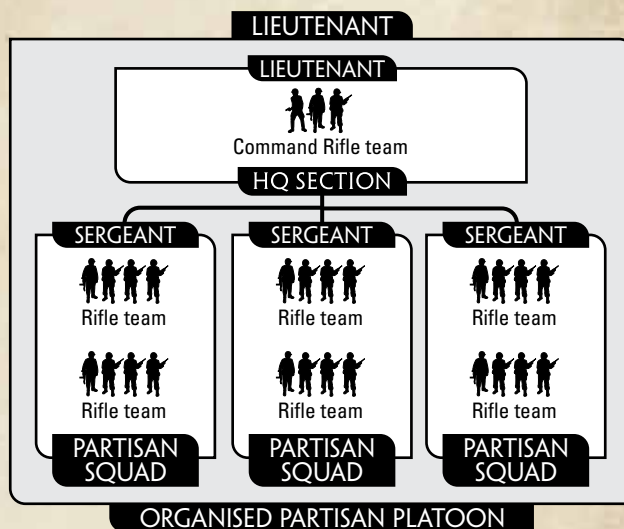
#### PLATOON

HQ Section with:

3 Partisan Squads	65 points
2 Partisan Squads	45 points

#### OPTIONS

- Replace one Rifle team with an M2 60mm Mortar team for +5 points.
- Replace one Rifle team with an M1919 LMG team for +5 points.
- Replace up to two Rifle teams with SMG teams for +5 points per team.



### MODELLING YOUR PARTISANS

There are many ways to use your small partisan platoon. You can choose to model your partisans using the new FFI Company (FRX04) and FFI Rifle Platoon (FR860).

Alternatively, one idea is to use your existing miniatures as partisan teams. Use a normal US Rifle, 60mm mortar and LMG teams to represent your partisans. Also check our Flames Of War website, [www.FlamesOfWar.com](http://www.FlamesOfWar.com), for articles on how to convert miniatures into civilian partisan figures.

The French Resistance, under the direction of Henri Rol-Tanguy, staged an all-out uprising. French partisans took to arms and began fighting the Germans in the streets of the French capital. Hitler ordered the city to be levelled for its insurrection.

The resistance seized some of the government buildings and set up road blocks throughout the city. They kept the Germans occupied while they awaited the Allies to arrive.







## LIBERATED CHARS DE COMBAT PLATOON

### PLATOON

2 Hotchkiss H-39 tanks	40 points
1 Hotchkiss H-39 tank	20 points



### SERGEANT

#### SERGEANT



### LIBERATED CHARS DE COMBAT PLATOON

As the fighting in the streets of Paris increased, the Germans used old French tanks to help pacify the insurrection. Some of these tanks fell into the hands of the partisans who immediately liberated them from the Nazi regime.

Though incredibly old and mechanically unreliable, a tank is a tank—giving the partisans the confidence to attack the Germans.

## THE PARIS INSURRECTION

It all began on 12 August 1944 when the railway men went on strike. The city police joined them and by 18 August there was a city-wide general strike. On 19 August, the resistance forces move into action and seized some key government buildings and set up road blocks through out the city.

The Parisian insurrection was similar to the Warsaw Uprising, but the French resistance was not as well equipped or as numerous as the Polish resistance.

The resistance pinned its hopes on the arrival of 2<sup>nd</sup> French Armored Division, while Choltitz needed to buy time to maintain control of the city while he moved troops to block the Allied advance.

However, Choltitz completely lacked the means to fight the resistance and keep the Allies out of the city. The first Allied troops entered Paris at 8:30pm on 24 August, 1944







# FRENCH ARSENAL



## TANK TEAMS

Name Weapon	Mobility Range	Front ROF	Armour Side Anti-tank	Top Firepower	Equipment and Notes
<b>TANKS</b>					
Hotchkiss H-39 (long gun)	Standard Tank	3	3	1	Co-ax MG.
37mm SA-38 gun	24"/60cm	2	5	4+	One-man turret.
M5A1 Stuart	Light Tank	4	2	1	Co-ax MG, Hull MG, AA MG.
M6 37mm gun	24"/60cm	2	7	4+	Stabiliser.
M4A2 or M4A4 Sherman	Standard Tank	6	4	1	Co-ax MG, Hull MG, .50 cal AA MG.
M3 75mm gun	32"/80cm	2	10	3+	Smoke, Stabiliser.
M4A3 (76mm) Sherman	Standard Tank	7	4	1	Co-ax MG, Hull MG, .50 cal AA MG, Detroit's finest, Protected ammo.
M1 76mm gun (late)	32"/80cm	2	13	3+	Stabiliser.
<b>SUPPORT WEAPONS</b>					
M4 81mm MMC	Half-tracked	1	0	0	
M1 81mm mortar	24"/60cm	2	2	3+	Hull mounted, Portee, Minimum range 8"/20cm, Smoke.
Firing bombardments	40"/100cm	-	2	6	Smoke bombardment.
M8 Scott HMC	Light Tank	3	2	0	.50 cal AA MG.
M1A1 75mm howitzer	16"/40cm	2	6	3+	Smoke.
Firing bombardments	64"/160cm	-	3	6	
M4 (105mm) Sherman	Standard Tank	7	4	1	Co-ax MG, Hull MG, .50 cal AA MG, Protected ammo.
M4 105mm howitzer	24"/60cm	1	9	2+	Breakthrough gun, Slow traverse, Smoke.
Firing bombardments	48"/120cm	-	4	4+	
<b>TANK DESTROYERS</b>					
M10 3in GMC	Standard Tank	4	2	0	.50 cal AA MG.
M7 3in gun	32"/80cm	2	12	3+	Slow traverse.
<b>ARTILLERY</b>					
M7 Priest HMC	Standard Tank	1	0	0	.50 cal AA MG.
M2A1 105mm howitzer	24"/60cm	1	9	2+	Hull mounted, Breakthrough gun, Smoke.
Firing bombardments	72"/180cm	-	4	4+	Smoke bombardment.
M4A2 Sherman OP	Standard Tank	6	4	1	Co-ax MG, Hull MG, .50 cal AA MG.
M3 75mm gun	32"/80cm	1	10	3+	Smoke.
<b>ANTI-AIRCRAFT</b>					
M16 MGMC (quad .50 cal)	Half-tracked	1	0	0	
M45 quad .50 cal gun	16"/40cm	6	4	5+	Anti-aircraft.
M15 CGMC (37mm)	Wheeled	1	0	0	
M15 37mm combination mount	24"/60cm	4	5	4+	Anti-aircraft.
GMC Bofors 2 1/2-ton truck portee	Wheeled	-	-	-	Awkward layout.
M1 Bofors gun	24"/60cm	4	6	4+	Anti-aircraft.
<b>ARMoured CARS</b>					
M8 armoured car	Wheeled	1	0	0	Co-ax MG, .50 cal AA MG.
M6 37mm gun	24"/60cm	2	7	4+	
M20 scout car	Jeep	1	0	0	.50 cal AA MG.
.50 cal Recon Jeep	Jeep	-	-	-	.50 cal AA MG.
Recon Jeep	Jeep	-	-	-	AA MG.
Mortar Jeep	Jeep	-	-	-	
M2 60mm mortar	24"/60cm	2	1	3+	Hull mounted, Portee, Can fire over friendly troops, Minimum range 8"/20cm.
Firing Bombardments	32"/80cm	-	1	6	
<b>VEHICLE MACHINE-GUNS</b>					
Vehicle MG	16"/40cm	3	2	6	ROF 1 if other weapons fire.
.50 cal Vehicle MG	16"/40cm	3	4	5+	ROF 1 if other weapons fire.





## GUN TEAMS

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
M2 .50 cal MG	Man-packed	16"/40cm	3	4	5+	
M1919 LMG	Man-packed	16"/40cm	5	2	6	ROF 2 when pinned down or moving.
M1917 HMG	Man-packed	24"/60cm	6	2	6	ROF 3 when pinned down or moving.
M2 60mm mortar	Man-packed	24"/60cm	2	1	3+	Minimum range 8"/20cm.
Firing bombardments		32"/80cm	-	1	6	
M1 81mm mortar	Man-packed	24"/60cm	2	2	3+	Minimum range 8"/20cm, Smoke.
Firing bombardments		40"/100cm	-	2	6	Smoke bombardment.
M1 57mm gun	Medium	24"/60cm	3	10	4+	Gun shield, No HE.
M2A1 105mm howitzer	Immobile	24"/60cm	1	9	2+	Breakthrough gun, Gun shield, Smoke.
Firing bombardments		72"/180cm	-	4	4+	Smoke bombardment.
M1 155mm howitzer	Immobile	24"/60cm	1	10	1+	Bunker buster, Gun shield, Smoke.
Firing bombardments		88"/220cm	-	5	2+	Smoke bombardment.

### ADDITIONAL SPECIAL RULES

M1919 LMG teams and M2 60mm mortar teams may use the US special rule Truscott Trot as if they were Infantry teams.

## INFANTRY TEAMS

Team	Range	ROF	Anti-tank	Firepower	Notes
Rifle team	16"/40cm	1	2	6	
Bazooka team	8"/20cm	1	10	5+	Tank assault 4.
Staff team	16"/40cm	1	2	6	Moves as a Heavy Gun team.

### ADDITIONAL TRAINING AND EQUIPMENT

Pioneer teams are rated as Tank Assault 3.

## TRANSPORT TEAMS

Vehicle	Mobility	Armour			Equipment and Notes
		Front	Side	Top	
TRUCKS					
Jeep	Jeep	-	-	-	Optional Passenger-fired AA MG or .50 cal AA MG.
Dodge 3/4-ton or GMC 2 1/2-ton truck	Wheeled	-	-	-	
HIGH-SPEED TRACTOR					
M5 high-speed tractor	Standard Tank	-	-	-	.50 cal AA MG.
ARMOURED PERSONNEL CARRIERS					
M2 or M3 half-track	Half-tracked	1	0	0	Optional Passenger-fired AA MG or .50 cal AA MG.
RECOVERY AND ENGINEER VEHICLES					
M31 TRV recovery vehicle	Standard Tank	5	3	0	Recovery vehicle.
M32 TRV recovery vehicle	Standard Tank	6	4	0	.50 cal AA MG, Recovery vehicle.
Turretless M4 Sherman dozer	Standard Tank	6	4	0	Bulldozer.
D7 Bulldozer	Very Slow Tank	-	-	-	Bulldozer.

## AIRCRAFT

Aircraft	Weapon	To Hit	Anti-tank	Firepower	Notes
P-47 Thunderbolt	MG	2+	6	5+	
	Bombs	4+	5	1+	
P-38 Lightning	Cannon	3+	7	5+	
	Bombs	4+	5	1+	





