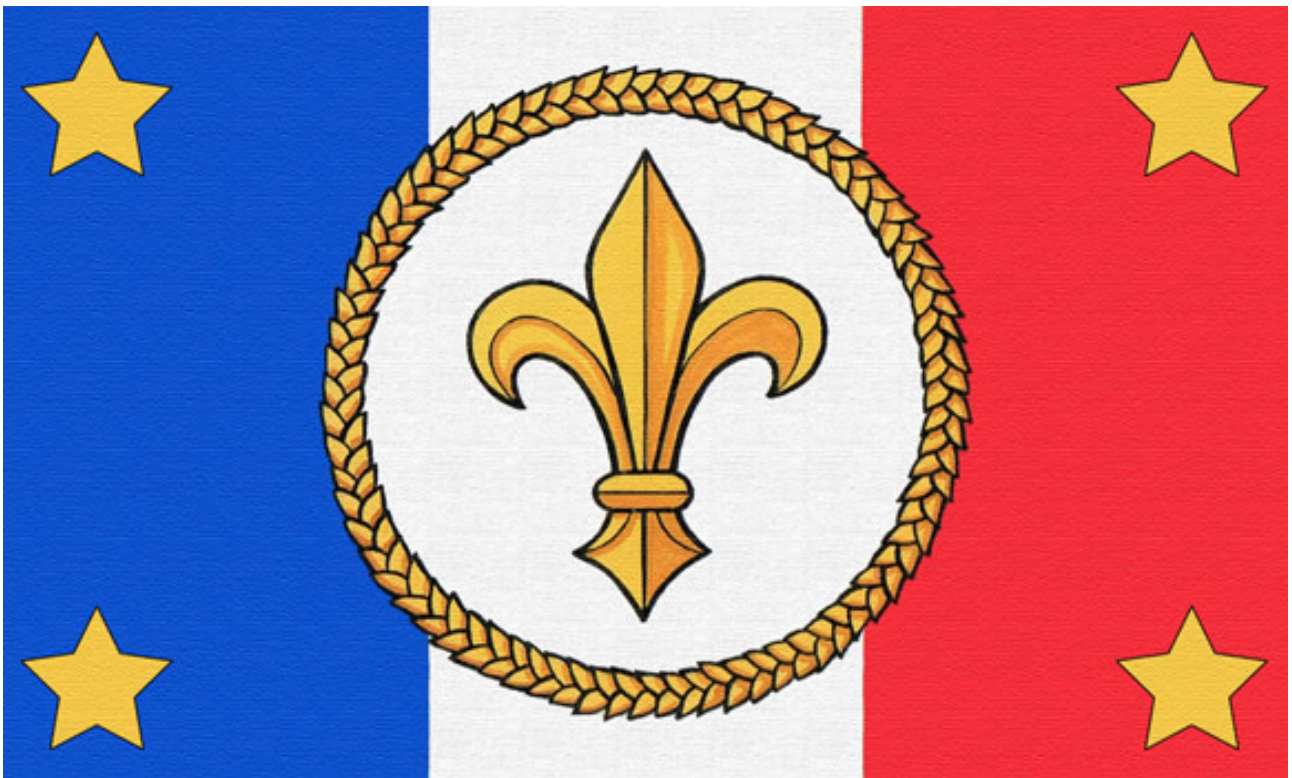


DYSTOPIAN LEGIONS

COMMUNITY EDITION



Special Orders:

Off Board Artillery
Command Point Cost = 3
Successes Required = 3
Issued in - Officers Command Segment
Order – The Officer calls in a smoke bombardment.
Place 2 Smoke Barriers within the Officers Command Range.

RoF Changelog:

VI to V2:

-Increase Boiset Rifle Grenade LR to 4 RED.

-Decrease LMG upgrade in Assault Section to 5 Points.

V2 to V3:

-Updated for new Ironclads rules

V3 to V4

-Rebalanced Legionnaire sections.

-Boiset Rifle Grenade (RG) LR back to 3 RED.

-LMG increased ER RAD to 4

-Battle Section increase max RG specialist to 3

-Assault Section decrease max RG specialist to 2

-RG specialist upgrade now 5 Points.

-LMG specialist upgrade now 10 Points

-Field Gun got standard changes. Increase section size to 2 and removed crew.

REPUBLIQUE OF FRANCE OFFICERS AND CHARACTERS SECTION

REPUBLIQUE OF FRANCE OFFICER SECTION

This Section occupies the Officers 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	<i>Infantry Officer</i>	7"	4	3	3 [BLUE]	.44 Pistol	-

SECTION SIZE

- 1 Officer.
- 0-5 Legionnaires.

(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.

<u>RANK</u>	<u>COMMAND POINTS</u>	<u>POINTS</u>
Lieutenant	4	75
Captain	5	100
Major	6	125

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! <i>Command Point Cost = 2</i> <i>Successes Required = 2</i> 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.

Section Weapons	
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 .

REPUBLIQUE OF FRANCE MARINE OFFICER SECTION

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

Name	Type	Mv	IR	LP	MAD	Weapons	MARs and Abilities
Marine Officer	<i>Infantry Officer</i>	7"	4	3	5 [BLUE]	Heat Gun	Steadfast, Flashbacks, Tank Mines

SECTION SIZE

- 1 Officer.
- 0-5 Marines.

(See the relevant entry for Points Costs and Basic Equipment. (These Marines 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	POINTS
Lieutenant	4	75
Captain	5	100
Major	6	125

FRENCH COMMAND ABILITIES

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

<p>CQB Drill <i>Command Point Cost = 2</i> <i>Successes Required = 2</i> Issued in - Section's Command Segment Order – Except for Gun Teams, in this Section every infantry models weapon gains the CQB Weapon MAR for the remainder of the turn.</p>

SECTION UPGRADES

NCOs	None
Specialists	None
Gun Teams	None
Section Attachments	In addition to the Section's complement of Marines, Veronique Dubois may be added for +20 Points .
Section Weapons	
Field Equipment	This Section has been issued with <i>Flashbangs</i> and <i>Tank Mines</i> for FREE
Transport	A Mercantour Truck may be added to the Section.

REPUBLIQUE OF FRANCE CARABINIER OFFICER SECTION

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

Name	Type	Mv	IR	LP	MAD	Weapons	MARs and Abilities
Carabinier Officer	Cavalry	9"	5	3	5 [BLUE]	'Haute Col' Carbine	Elusive Target

SECTION SIZE

- 1 Officer.
- 0-3 Carabinier-a-moto Troops.

(This Section joins the Officer to create a Command Squad)

(See the relevant entry for Points Costs and Basic Equipment.)

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	POINTS
Lieutenant	4	125
Captain	5	150
Major	6	175

FRENCH COMMAND ABILITIES

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

Inspiring Presence
Command Point Cost = 2
Successes Required = 2
 Issued in - Section's Command Segment
 Order – This Section gains the **Inspiring MAR** for the remainder of the Turn,

SECTION UPGRADES	
NCOs	See Carabinier-a-moto Section for appropriate upgrades and options.
Specialists	
Gun Teams	
Section Attachments	
Section Weapons	
Field Equipment	
Transport	

REPUBLIQUE OF FRANCE PIONEER ADJUDANT-CHEF

This Section occupies the Officers or Character Section in the Platoon Structure.

NAME	TYPE	MV	IR	LP	MAD	WEAPONS	MARS & ABILITIES
Adjutant-chef	Infantry	6"	5	3	4 [RED]	.44 Pistol, Dynamite	Unique
Mustapha	Infantry	6"	-	-	-	-	Got a Light? Non Combatant Unique
Legionnaire	Infantry	6"	3	1	2 [BLACK]	Aiguille Type 7 Rifle	
Legionnaire Sapuer	Infantry	6"	3	1	2 [BLACK]	Boiset Rifle Grenade Launcher	
Legionnaire Specialist	Infantry	6"	3	1	2 [BLACK]	Aiguille Type 7 Rifle Explosives	

SECTION SIZE

- 1 Adjutant-chef
- 0-1 Mustapha
- 0-4 Legionnaires

(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	POINTS
Adjutant-chef	5	150

FRENCH COMMAND ABILITIES

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

<p>Fortify Cover <i>Command Point Cost = 2</i> <i>Successes Required = 2</i> Issued in - When Section has been declared the Target of a Ranged Attack. Order – The Section gains an additional Cover Dice for this activation.</p>
<p>Install Cover <i>Command Point Cost = 2</i> <i>Successes Required = 2</i> Issued in - The Command Segment of this Sections activation. Order – The player may place a 5" section of Barbed Wire terrain touching at least one model in this Section.</p>
<p>Dismantle <i>Command Point Cost = 1</i> <i>Successes Required = 3</i> Issued in - The Command Segment of this Sections activation. Order – The player may remove from the table a 5" section of Linear terrain that provides Soft Cover or No Cover as long as at least one model in the Section is in base contact with it.</p>

SECTION UPGRADES	
NCOs	None
Specialists	Up to 2 Legionnaires may be upgraded to be a Legionnaire Specialist for an additional +10 Points per model : Each Legionnaire Specialist MUST be armed with a Boiset Rifle Grenade Launcher, replacing their original weapon.

	Up to 2 Legionnaires may be upgraded to be a Legionnaire Sapuer for an additional +5 Points per model: Each Legionnaire Sapuer MUST be armed with Explosives, in addition to their original weapon.
Gun Teams	None
Section Attachments	This Section may include Mustapha for an additional +20 Points
Section Weapons	
Field Equipment	This Section has been issued with <i>Flashbangs</i> and <i>Tank Mines</i> for FREE
Transport	A Mercantour Truck may be added to the Section.

Special Rule: Got a Light?

Whilst **Mustapha** is accompanying the Adjutant-chef he gains the *Rapid Fire (1)* and *Suppression MARs* when throwing his Dynamite!

REPUBLIQUE OF FRANCE ARTILLERY OFFICER SECTION

This Section occupies an Officers or Characters Section in the Platoon Structure.

Name	Type	Mv	IR	LP	MAD	Weapons	MARs and Abilities
Named Artillery Officer	<i>Infantry Officer</i>	6"	4	2	2 [BLACK]	.44 Pistol	Master Strategist, Unique
Staff Officer	<i>Infantry</i>	6"	4	3	4 [BLUE]	.44 Pistol	Adjutant (2), Unique

SECTION SIZE

- 1 **Named Artillery Officer**
- 0-1 **Staff Officer**
- 0-4 **Legionnaires**

MODEL COST

- 1 **Named Artillery Officer** is a Colonel and costs **150 Points**
- 0-1 **Staff Officer** costs **50 Points**.
- Each **Legionnaire** costs **35 points**

COMMAND CAPABILITY

Artillery Officer has the following Command Capabilities:

RANK	COMMAND POINTS
Colonel	8

FRENCH COMMAND ABILITIES

In addition to the Standard Orders this Officer has access to the Order listed below:

<p>Overwhelming Fire <i>Command Point Cost = 3</i> <i>Successes Required = 2</i> Issued in - Section's Command Segment Order – Models with the Move or Fire MAR in the Section gains the <i>Suppression</i> MAR on any Ranged Attack for this activation.</p>

<u>SECTION UPGRADES</u>	
NCOs	None
Specialists	None
Gun Teams	2 Legionnaires may be upgraded to form a Gun Team for an additional +10 Points : These Legionnaires must 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 an additional +20 Points .
Section Weapons	
Field Equipment	None
Transport	A <i>Mercantour</i> Truck may be added to the Section.

<p>Special Rule: Master Strategist Any RoF Force with this Officer MUST have him nominated as the Force Commander. All Initiative Rolls made by Philippe gain +1.</p>
--

VERONIQUE DUBOIS – HEROIC ATTACHMENT

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 Infantry Section.

MODEL COST

- Veronique Dubois costs 60 Points.

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

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.

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

SECTION SIZE

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

MODEL COST

- Each Legionnaire costs **25 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 3 Legionnaires may be upgraded to a Legionnaire Specialist armed with a Boiset Rifle Grenade Launcher for +5 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 .
Section Weapons	
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.

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 Legionnaire costs **25 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 +5 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 .
Section Weapons	
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.

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	<i>Infantry</i>	6"	3	1	2 [BLACK]	Aiguille Type 7 Rifle	-
Legionnaire Boiset Rifle Grenade Specialist	<i>Infantry</i>	6"	3	1	2 [BLACK]	RLG Boiset Rifle Grenade Launcher	-
Legionnaire LMG Specialist	<i>Infantry</i>	6"	3	1	2 [BLACK]	Fouilouse LMG	-

Legionnaire Sergeant	<i>Infantry</i>	6"	3	2	3 [BLACK]	Roure SMG	NCO (1)
Legionnaire Staff Sergeant	<i>Infantry</i>	6"	4	2	4 [BLACK]	Roure SMG	Flashbangs, NCO (2)
Gun Team	<i>Infantry</i>	6"	4	2	2 [BLACK]	Chapuis Heavy Machine Gun (F-180°)	Cumbersome, Move or Fire
Musician	<i>Infantry</i>	6"	3	1	2 [BLACK]	-	Musician

SECTION SIZE

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

MODEL COST

- Each Legionnaire costs **25 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 +5 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 .
Section Weapons	
Field Equipment	None
Transport	A Mercantour Truck may be added to the Section.

AIR ZOUAVE SECTION

This Section may occupy the Line Sections 1, 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>
Zouave	<i>Jetpack</i>	9"	3	1	1 [BLACK]	'Haute Col' Carbine	-
Zouave Marksman	<i>Jetpack</i>	9"	3	1	1 [BLACK]	Marksmans Rifle	-
Zouave Sergeant	<i>Jetpack</i>	9"	3	2	2 [BLUE]	'Haute Col' Carbine	NCO (1)

SECTION SIZE

- The Air Zouave Section may contain between **5 to 10** Zouaves.

MODEL COST

- Each **Zouave** costs **30 Points** without upgrades..

<u>SECTION UPGRADES</u>	
NCOs	1 Zouave may be upgraded to be a Zouave Sergeant for an additional +5 Points
Specialists	1 Zouave may be upgraded to a Zouave Marksman armed with a Marksman's Rifle For an additional +10 Points
Gun Teams	None
Section Attachments	
Section Weapons	
Field Equipment	
Transport	

REPUBLIQUE OF FRANCE
ELITE SECTIONS

MARINE COMBAT SECTION

These Sections may occupy an Elite 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>
Marine	<i>Infantry</i>	7"	4	2	2 [BLACK]	SMG	Steadfast, Tank Mines
Marine Specialist	<i>Infantry</i>	7"	4	2	2 [BLACK]	Type 4 Heat Ray	Steadfast, Tank Mines
Marine Master Sergeant	<i>Infantry</i>	7"	4	2	3 [BLUE]	SMG	Steadfast Tank Mines, NCO (2)

SECTION SIZE

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

MODEL COST

- Each Marine costs **40 Points**.

<u>SECTION UPGRADES</u>	
NCOs	1 Marine may be upgraded to be a Marine Sergeant for an additional +10 points
Specialists	Up to 2 Marines may be upgraded to a Legionnaire Specialist armed with a Type 4 Heat Ray for +10 Points .
Gun Teams	None
Section Attachments	
Section Weapons	
Field Equipment	
Transport	

TANKETTE SECTION

This Section occupies an Elite Slot in the Platoon Structure

NAME	TYPE	MV	ARMOUR RATING F/S/R	CR	HP	WEAPONS	MARS AND ABILITIES
FT57	<i>Small Ironclad</i>	8"	7/6/4	+2	2	Hotchkiss Mitrailleur 8mm	-

SECTION SIZE

- 1 to 2 FT57 Tankettes

MODEL COST

- Each FT57 Tankettes costs 80 Points.

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

CARABINIERS-À-MOTO ASSAULT SECTION

This Section occupies the Elite Section Slots in the Platoon Structure

NAME	TYPE	MV	IR	LP	MAD	WEAPONS	MARS & ABILITIES
Carabinier	<i>Cavalry</i>	9"	5	2	4 [BLUE]	Heavy Carbine	Skimming,
Carabinier Sergeant	<i>Cavalry</i>	9"	5	2	5 [BLUE]	Heavy Carbine	Skimming, NCO (2)

SECTION SIZE

- 2 to 6 Carabiniers.

MODEL COST

- Each Carabinier costs 60 Points.

MARs

- **Mounted Infantry:** At the beginning of the Movement Segment, the Section may change between **Mounted** and **Dismounted**. While **Dismounted** the Section cannot Move but counts as being **Infantry** in **Heavy Cover**.

While **Mounted** the section is **Cavalry** but all **Ranged Attacks** are taken as **Rushed Shots**.

The Section may not Move in the turn it **Dismounts** but they may make an Advance movement action and make a Ranged Attack in the same turn they become **Mounted**.

<u>SECTION UPGRADES</u>	
NCOs	1 Carabinier may be upgraded to be a Carabinier Sergeant for an additional +10 Points
Specialists	
Gun Teams	
Section Attachments	
Section Weapons	
Field Equipment	
Transport	

The Hoverbike *Section* may move through enemy Sections as per the rules for Ironclad Collisions on Pg. 108 of the Rule Book, and may still make a Hit and Run attack when doing so (see Pg. 96).

REPUBLICUE OF FRANCE SUPPORT SECTIONS

SUPPORT SKIFF SECTION

This Section occupies a Support Slot in the Platoon Structure

NAME	TYPE	MV	ARMOUR RATING F/S/R	CR	HP	WEAPONS	MARS AND ABILITIES
Support Skiff	<i>Medium Ironclad</i>	7"	8/6/4	+1	3	Chapuis HMG [F-90°] Type 4 Heat Ray [L-90°] Type 4 Heat Ray [R-90°]	Skimming, Independent Firing, Cloud Generator

SECTION SIZE

- 1 Weapon Skiff

MODEL COST

- Each Weapon Skiff costs 120 Points.

Special Equipment:

- **Cloud Generator:** This generator may be activated during the Command Segment of the turn. When activated all units within 4" from the model with the Cloud Generator have the Elusive Target MAR. Any Ranged Attacks from this model or any within 4" of it are Rushed Shots.

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

LEGIONNAIRE HEAVY MACHINE GUN SECTION

This Section occupies a Support Slot in the Platoon Structure

Name	Type	Mv	IR	LP	MAD	Weapons	MARs and Abilities
Legionnaire	<i>Infantry</i>	6"	3	1	2	Aiguille Type 7 Rifle	-

					[BLACK]		
Legionnaire Sergeant	<i>Infantry</i>	6"	3	2	3 [BLACK]	Roure SMG	NCO (1)
Legionnaire Staff Sergeant	<i>Infantry</i>	6"	4	2	4 [BLACK]	Roure SMG	Flashbangs, NCO (2)
Gun Team	<i>Infantry</i>	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 Legionnaire costs **25 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	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
Section Weapons	
Field Equipment	
Transport	

FIELD GUN SUPPORT SECTION

This Section occupies a Support Slot in the Platoon Structure

This Section may split into Fire Teams

Name	<i>Type</i>	Mv	Armour Rating F/S/R	CR	HP	Weapons	MARs and Abilities
Field Gun	<i>Small Ironclad</i>	3"	5/3/3	+1	3	Heat Lance [F-90°]	Towering, Move or Fire

SECTION SIZE

- 1-2 Heat Lance Field Gun.**

MODEL COST

- The **Field Gun** costs **75 Points**.

SECTION UPGRADES	
NCOs	None
Specialists	
Gun Teams	
Section Attachments	
Section Weapons	
Field Equipment	The Field Gun may be upgraded to have an 'Emplacement'. When a Field Gun is Deployed, it is deployed with the Emplacement. An Emplacement increases the F/S/R Armour ratings by 3, if the Field Gun makes any move action other than Hold Your Ground, the Emplacement and it's benefits are lost for the remainder of the game. The Emplacement upgrade costs +10 points .
Transport	A <i>Mercantour</i> Truck may be added to the Section

REPUBLIC OF FRANCE HEAVY IRONCLAD SECTION

HEAVY TANK SECTION

This Section occupies the Heavy Support Slot of the Platoon Structure

NAME	TYPE	MV	ARMOUR RATING F/S/R	CR	HP	WEAPONS	MARS AND ABILITIES
??? Small Tank	<i>Heavy Ironclad</i>	5"	10/9/6	+2	4		NCO(1), Towering, Transport (10)

SECTION SIZE

- 1 Heavy Ironclad

MODEL COST

- Each Heavy Ironclad costs **240 Points**.

MARS:

SECTION UPGRADES

NCOs	Up to 1 Legionnaire or Armored Marine Section may be Added to this Heavy Tank Section
Specialists	
Gun Teams	
Section Attachments	
Section Weapons	
Field Equipment	
Transport	

Name	Range		RAD		IAD		MARs
	ER	LR	ER	LR	ER	LR	
Cannon	1-16"	17-40"	6 [RED]	6 [BLUE]	8 [RED]	8 [BLUE]	Blast, Armour Piercing (I)
HMG	1-24"	25-32"	6 [BLUE]	5 [BLUE]	6 [BLUE]	-	-

HEAVY TANK SECTION

This Section occupies the Heavy Support Slot of the Platoon Structure

NAME	TYPE	MV	ARMOUR RATING F/S/R	CR	HP	WEAPONS	MARS AND ABILITIES
??? Small Tank	<i>Heavy Ironclad</i>	5"	10/9/6	+2	4	2X Cannon [360°]	NCO(1), Towering, Independent Firing

SECTION SIZE

- 1 Heavy Ironclad

MODEL COST

- Each Heavy Ironclad costs **240 Points**.

MARS:

SECTION UPGRADES	
NCOs	
Specialists	
Gun Teams	
Section Attachments	
Section Weapons	
Field Equipment	
Transport	None

Name	Range		RAD		IAD		MARs
	ER	LR	ER	LR	ER	LR	
Cannon	1-16"	17-32"	8 [RED]	6 [RED]	8 [RED]	8 [BLUE]	Blast, Armour Piercing (I)

REPUBLIC OF FRANCE TRANSPORTS SECTION

MERCANTOUR TRUCK

NAME	TYPE	MV	ARMOUR RATING F/S/R	CR	HP	WEAPONS	MARS AND ABILITIES
Mercantour Truck	<i>Regular Ironclad</i>	8"	7/6/1	+1	3	-	Transport (11)

SECTION SIZE

- A **Mercantour Truck** **MUST** be attached to a Section from the RoF ORBAT and may not be bought *Independently*.

MODEL COST

- Each **Mercantour Truck** costs **70 Points**.

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

REPUBLICUE OF FRANCE WEAPONS TABLE

Name	Range		RAD		IAD		MARs
	ER	LR	ER	LR	ER	LR	
.44 Pistol	0-8"	9-16"	3 [BLACK]	2 [BLACK]	-	-	CQB weapon-Small Arm
Dynamite	1-8"	-	4 [RED]	-	4 [RED]	-	Spray and Pray
Explosives	0-3"		5 [RED]	-	5 [RED]	-	Bear Trap
Roure SMG	1-16"	17-24 "	2 [BLUE]	1 [BLACK]	-	-	Small Arm
Aiguille Type 7 Rifle	1-16"	17-32 "	2 [BLUE]	1 [BLACK]	-	-	Small Arm
Fouilouse Light Machine Gun	1-16"	17-24 "	4 [BLUE]	2 [BLUE]	-	-	Small Arm
Boiset Rifle Grenade	1-16"	17-24 "	2 [BLUE]	3 [RED]	9 [BLUE]	-	Small Arm
'Haute Col' Carbine	1-16"	17-24 "	2 [BLUE]	2 [BLACK]	-	-	Small Arm
Marksman's Rifle	1-16"	17-24"	5 [BLUE]	5 [BLACK]	-	-	Sniper, Small Arm
SMG	1-8"	9-16"	3 [BLUE]	3 [BLACK]	-	-	CQB weapon, Small Arm
Type 4 Heat Ray	1-8"	9-16"	2 [RED]	2 [BLUE]	10 [RED]	8 [RED]	Suppression
Heavy Carbine	1-16"	17-24 "	3 [BLUE]	2 [BLACK]	-	-	Small Arm
Hotchkiss Mitrailleur 8mm	1-8"	17-24 "	8 [BLUE]	4 [BLUE]	4 [BLUE]	4 [BLACK]	Spray and Pray
Chapuis HMG	1-24"	25-40 "	6 [BLUE]	5 [BLUE]	6 [BLUE]	5 [BLACK]	Spray and Pray
Heat Lance	1-16"	17-32 "	4 [RED]	3 [RED]	12 [RED]	8 [RED]	Suppression, Lethal

Bear Trap: Placing a Bear Trap token counts as a Firing Action, and as such may not be done if the Section has made an At the Double Move or is otherwise restricted from making a Firing Action. Bear Traps tokens are placed within 2" of the model deploying them.

If any Infantry model bar one that belongs to the Wilderness Section moves within 4” of a Bear Trap token the FSA player may roll 1 [BLACK] Dice. On a 4, 5, or 6 the model, and the Section they belong to have triggered a concealed Bear Trap. Roll for damage. If a Section loses a LP as a result of a Bear Trap, they must halt their movement, and may move no further. An Ironclad model driving over a Bear Trap token, removes the Token from the table with no effect.

A ‘Make That Safe’ Order may be given to a model/section within 5” of a Bear Trap token. A successful Order will remove the token from the board for no effect.