

# FRENCH ARMY IN THE MIDDLE EAST

Here is the presentation of a small French force of 150 pts for *Des tranchées aux barricades*. Fairly representative of the period, this column is mainly made up of trained groups, motivated and perfectly supervised by three leaders.






## FACTION RULES:

- Furia Francese
- Skirmishers



## CHARACTERS :

An **officer** is recruited to command this small French force. He has also enlisted the services of a military chaplain and a radio operator to increase his command range.  
Cost: 15 pts.

CHARACTERS	COMMAND	SKILLS		
Officer	Elite		15	Radio operator Military chaplain
Military chaplain	-		E-M	With the exception of the Tirailleurs and the Troupes du Levant, the groups that have a line of sight to the the military chaplain become 












Two **non-commissioned** officers assist the officer in his task, one of them is joined by a messenger, the other by a nurse.  
 Cost: 6 + 6 = 12 pts.

CHARACTERS	COMMAND	SKILLS		
Non-commissioned officer	Regular		4	Messenger (+2 pts) Nurse (+2 pts)
Nurse	-		E-M	-



**INFANTRY:**



The army base was made up of a group of legionnaires and three groups of Algerian Tirailleurs, one of which was equipped with a Viven-Bessières grenade launcher.  
 Cost: 18 + 2x16 + 17: 67 pts.

INFANTRY	EXPERIENCE	MORALE	LONG RANGE SHOOTING	SHORT RANGE SHOOTING	SKILLS	COSTS
Légionnaires	Veteran	Motivated	Light	Light 		18
Algerian Tirailleurs	Trained	Motivated	Light	Light 		16
Algerian Tirailleurs, Viven-Bessières grenade launcher	Trained	Motivated	Light  	Light  		17



**CAVALRY:**

A donkey makes it easier to move the Hotchkiss machine gun and can be used to transport ammunition if necessary.  
 Cost: 1 pt.





CAVALRY	EXPERIENCE	MORALE	LONG RANGE SHOOTING	SHORT RANGE SHOOTING	SKILLS	COSTS
Donkeys	Militia	Motivated	-	-	 	1

Groups of donkeys cannot charge and fight only with one die in close combat.

## COLLECTIVE WEAPONS:

A Hotchkiss machine gun and a Chauchat light machine gun add a little firepower to the ensemble.

Cost: 15 + 18: 33 pts.






LIGHT COLLECTIVE WEAPONS	EXPERIENCE	MORALE	LONG RANGE SHOOTING	SHORT RANGE SHOOTING	SKILLS	COSTS
Light machine gun	Trained	Motivated	Light 	Light 	-	15
MEDIUM COLLECTIVE WEAPONS	EXPERIENCE	MORALE	LONG RANGE SHOOTING	SHORT RANGE SHOOTING	SKILLS	COSTS
Machine gun	Trained	Motivated	Medium 	Medium 	-	18

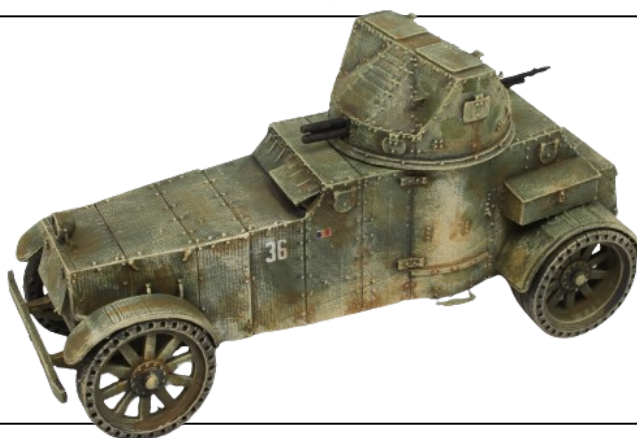


## ARMoured VEHICLE:

Une automitrailleuse White TBC assure mobilité et puissance de feu à la force.

Coût : 22 pts.

ARMoured WHEELS VEHICLES	EXPERIENCE	MORALE	LONG RANGE SHOOTING	SHORT RANGE SHOOTING	SKILLS	COSTS
White TBC armoured card	Trained	Motivated	Light 	Light 		22
A White TBC armoured car can also use its long-range armament  which then becomes 						



**FIGURES : Des tranchées aux barricades**

**PAINTING : Romuald Arrenault et Frédéric Barbançon**

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