

**BRITISH
VEHICLES FOR THE FALL OF FRANCE 1940**

Bren Gun Carrier (5 fig capacity)

Armour class			Gun range			Gun class@range		H/E & Building
Front	Side	Rear	Basic	Band	Short	effective	long	Destruction value
I	J	J	J	-	-	-	-	-

Auto-cannon/mg basic firing value			Movement	Overrun attack	Catch fire factor	Special abilities
Hull	turret	roof	rate	value	Die roll	
8bfv	-	-	12"	-	6-10	

Bren gun carriers were open topped armoured vehicles, they are lightly armoured, crew and passengers vulnerable to small arms fire, cover class category 2. Vehicle has a low silhouette profile, use low silhouette modifier on the shot modifier chart. **Points cost 15**

Daimler armoured car (turret mounted 2 pdr A/T gun)

Armour class			Gun range			Gun class@range		H/E & Building
Front	Side	Rear	Basic	Band	Short	effective	long	Destruction value
I	J	J	J	C	7	8	9	-

Auto-cannon/mg basic firing value			Movement	Overrun attack	Catch fire factor	Special abilities
Hull	turret	roof	rate	value	Die roll	
-	8bfv	-	12"	-	7-10	

Points cost 40

Vickers Mk VI Light Tank (turret mounted MG's)

Armour class			Gun range			Gun class@range		H/E & Building
Front	Side	Rear	Basic	Band	Short	Effective	Long	Destruction value
I	J	J	J	-	-	-	-	-

Auto-cannon/mg basic firing value			Movement	Overrun attack	Catch fire factor	Special abilities
Hull	Turret	Roof	Rate	Value	Die roll	
-	12bfv	-	12"	-	6-10	

Classed as small target when shot at by anti-tank fire **Points value 20**

Cruiser A9 to A13 tank (turret mounted 2pdr A/T gun)

Armour class			Gun range			Gun class@range		H/E & Building
Front	Side	Rear	Basic	Band	Short	Effective	Long	Destruction value
I	J	J	J	C	7	8	9	-

Auto-cannon/mg basic firing value			Movement	Overrun attack	Catch fire factor	Special abilities
Hull	Turret	Roof	Rate	Value	Die roll	
8bfv	8bfv	-	10"	-	7-10	

Main gun has no H/E factor **Points value 40**

Cruiser A9 to A13 support tank (turret mounted 3.7 Howitzer)

Armour class			Gun range			Gun class@range		H/E & Building
Front	Side	Rear	Basic	Band	Short	Effective	Long	Destruction value
I	J	J	J	A	7	7	7	30bfv/2DF

Auto-cannon/mg basic firing value			Movement	Overrun attack	Catch fire factor	Special abilities
Hull	Turret	Roof	Rate	Value	Die roll	
8bfv	8bfv	-	10"	-	7-10	

Points value 55

Matilda Mk I infantry tank (turret mounted MG)

Armour class			Gun range			Gun class@range		H/E & Building
Front	Side	Rear	Basic	Band	Short	Effective	Long	Destruction value
E	G	H	G	-	-	-	-	-

Auto-cannon/mg basic firing value			Movement	Overrun attack	Catch fire factor	Special abilities
Hull	Turret	Roof	Rate	Value	Die roll	
-	10bfv	-	6"	-	7-10	

Points value 45

Matilda Mk II infantry tank (turret mounted 2 pdr A/T gun)

Armour class			Gun range			Gun class@range		H/E & Building
Front	Side	Rear	Basic	Band	Short	Effective	Long	Destruction value
D	E	E	G	C	7	8	9	-

Auto-cannon/mg basic firing value			Movement	Overrun attack	Catch fire factor	Special abilities
Hull	Turret	Roof	Rate	Value	Die roll	
-	8bfv	-	8"	-	7-10	

Main gun no H/E factor

Points value 90

Matilda Mk II support tank (turret mounted 3" howitzer)

Armour class			Gun range			Gun class@range		H/E & Building
Front	Side	Rear	Basic	Band	Short	Effective	Long	Destruction value
D	E	E	G	B	8	8	8	25bfv/1DF

Auto-cannon/mg basic firing value			Movement	Overrun attack	Catch fire factor	Special abilities
Hull	Turret	Roof	Rate	Value	Die roll	
-	8bfv	-	8"	-	7-10	

Points value 95

2 pdr towed anti-tank gun								
Armour class			Gun range		Gun class@range		H/E & Building	
Front	Side	Rear	Basic	Band	Short	Effective	Long	Destruction value
I				C	7	8	9	-
Front gun shield provides category 2 cover when shot at from the front for gun crew . No H/E factor								Points value
								30

25 pdr towed howitzer								
Armour class			Gun range		Gun class@range		H/E & Building	
Front	Side	Rear	Basic	Band	Short	Effective	Long	Destruction value
I				A	6	6	6	30bfv/2DF
Front gun shield provides category 2 cover when shot at from the front for gun crew								Points value
								40

5.5" towed howitzer								
Armour class			Gun range		Gun class@range		H/E & Building	
Front	Side	Rear	Basic	Band	Short	Effective	Long	Destruction value
				A	5	5	5	45bfv/3DF
								Points value
								50

Anti-tank rifle				
Range	Gun class	Special abilities	H/E	Points value
0-15"	10			5

The points given for vehicles include all the crew and are classed as regulars, if you wish to upgrade to veteran add 10 points per vehicle, to elite add 20 points per vehicle, to down grade to Green deduct 10points per vehicle, to militia deduct 20 points per vehic

Hurricane or Spitfire				
	Strafing	Cannon	Bomb	Rocket
Basic firing value	50bfv	-	-	-
Armour penetration value	-	-	-	-
number carried/number bursts	4	-	-	-
				Points value
				80