

FRENCH REGULAR COLONIAL INFANTRY



A*-CLASS INFANTRY

move 2 & battle 0.
move 0-1 & battle 4-3-2-1
 (with "fire twice" option).
unit strength: 6 men.

This infantry suffers from "flags" thrown (morale) when their strength drops below 5 figures.

FRENCH FUSILIERS MARINS



A/B-CLASS INFANTRY

move 2 & battle 0.
move 0-1 & battle 4-3-2-1
 Battle as A-class without "fire twice" option, but with B-class morale.
unit strength: 6 men.

Trained for serving aboard French warships, they are less familiar with battlefield tactics.

NATIVE PORTERS & VILLAGERS



C-CLASS INFANTRY

move 2 & battle 0.
move 0-1 & battle 3.
unit strength: 8 men.

Armed with tools, knives etc. Unit scores hits with crossed sabers ONLY:



DAHOMY AMAZON ASKARI (muskets)



C/B-CLASS INFANTRY

move 2 & battle 0.
move 0-1 & battle 3-2-1
 Fire as C-class, but with B-class melee & morale status.
unit strength: 8 women.

Fearsome Dahomey mercenary line infantry. Since their firearms are dated, they have C-Class *fire* status. A musket unit is **ALWAYS** accompanied by its spear armed *recruit unit*.

DAHOMY AMAZON ASKARI RECRUITS



C-CLASS INFANTRY

move 2 & battle 0.
move 0-1 & battle 3.
unit strength: 8 women.

Before being enrolled in the musket-armed units, Dahomey female askari must first serve in the spear armed units in order to prove their courage on the battlefield, facing the enemy in mortal combat...

FRENCH FOREIGN LEGION (In tropical outfit)



A-CLASS INFANTRY

move 2 & battle 0.
move 0-1 & battle 4-3-2-1.
unit strength: 6 men.

Legionnaires are the crack component of any French colonial force. No more to be added...

MOUNTED NATIVE TROOPERS



B-CLASS CAVALRY

move 3 & melee 3.
move 1 & fire 0-2-1.
unit strength: 5 men.

Trained by European officers, mounted native troopers are taught to fire from the saddle, preferring to skirmish from a distance.

MACHINE GUN OPERATED BY EUROPEAN REGULARS (foot)



A-CLASS

move 1 & battle 0.
move 0-1 & battle 4-4-3-3-2.
unit strength: 4 men.

Normally, MG's are served by 2 figures, the other 2 being rifle armed infantry (token figures for casualty purposes).

DAHOMY AMAZON ASKARI GUARDS



B/A-CLASS INFANTRY

move 2 & battle 0.
move 0-1 & battle 3-3-2-1
 Battle as B-class, but with A-class morale.
unit strength: 6 women.

They are the "crème de la crème" of the amazon army, with better firearms and higher morale than their "line" counterparts. A field force never comprises more than **ONE** Guard unit.

FRENCH LINE INFANTRY



A-CLASS INFANTRY

move 2 & battle 0.

move 0-1 & battle 4-3-2-1

(with "fire twice" option).

unit strength: 6 men.

Often, threats to French territory (or French ambition...) on the Dark Continent are too much for local troops to handle and units from *la Patrie* are called in, taking some time to adapt to tropical conditions. Therefore (in campaign games), during their first ... (number of battles) they have only B-Class morale.

MODERN FIELD ARTILLERY (foot) (EUROPEAN REGULARS)



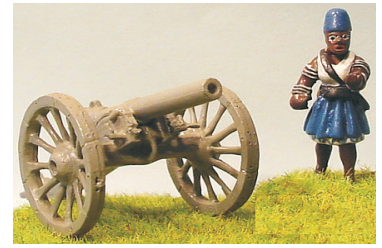
A-CLASS

move 1 & battle 0.

move 0 & battle 4-3-3-2-1-1.

unit strength: 4 men.

FIELD ARTILLERY (foot) (NATIVE TROOPS)



A-CLASS

move 1 & battle 0.

move 0 & battle 3-3-2-1-1.

unit strength: 4 (wo)men.

Classification for cannon served by natives, Arabs etc. not belonging to a European trained and lead military force.

CHARLES MARTELL *Cuirassé colonial*



move up to 3 & turn 60°

(turning once per turn, takes 1 hex of movement).

crew: integral part of the ship.

Armed with 2 "heavy guns" (see "siege rules" appendix) in the turrets (180° fire angle) and 2 "field artillery" guns in the sponsons amidships. Overall defense value of the ship is 8, individual defense value of each turret is 4. Vessel may only be fired upon by artillery.