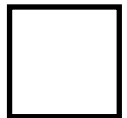




# R35



## THE FACE OF BATTLE Vehicle Reference Sheet

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Player Information	
Player	
Nationality	
Force	
Company	
Platoon	

Leaders								
Squad	Unit ID	Rank	Type	Leadership	ZC	LA	LQ	Authority

Deck	
Soldier	
Crew	
Mass Move	
CO - LC	
NCO - LC	
Vehicle	
Event	
Special	
Buffer	
Total	

### Morale

1	2
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**Crew and Vehicle Notes**

Commander loads and fires main gun.  
Commander rotates turret.

Crew: R35													
#	Unit ID	Rank	Name	Position	Type	CI	CV	MV	Injuries	Grenades	Weapon	Notes	
1				Commander									
2				Driver									

Grenade and Explosion Data											
Name	Type	Quality Modifier	Mishap	P F	Explosion			Range			Notes
					Size	P	S	S	E	L	
37mm SA18 L/21	HE	+0	98 - 100	13 - 1d10	Small						

Firearm and Ordnance Data														
Name	Type	Action	Feed	Quality Modifier	Mishap	FRT Modifier	Shots per Action	Targets per Shot	Mount	P F	Range			Notes
											S	E	L	
37mm SA18 L/21	S	SS	--	+0	98 - 100	--	1	1	--	23 - 1d10				AP
MAC1931 [co-axial]	LMG	BRST	Box	+0	96 - 100	-10	1	3	--	1d6				

Vehicle Data					
Operational		Combat		Armour	
Type	LT	Turret Speed	S	Turret Front	29
Weight (SV)	10	Turret Modifier	+0	Turret Side	27
Size	S	Fire Control	--	Turret Rear	27
Speed	3	Stabilizer	--	Mantelet	30
Accl.	S	Night Fighting	--	Hull Front	25
Crew	CD	Close Defense	--	Hull Side	23
Pass	--	Main Gun	37	Hull Rear	23
Breakdown	+0	Type	S	Top	8
Ground Pressure	L	Co-Ax	LMG	Bottom	7
Radio	No	Bow	--	Skirt	--
Year	1936	A/A	--		
		ATGM	--		

Main Gun PF		
Type	PF	Number
AP	23 - 1d10	
HE	13 - 1d10	

**Main Gun Load**

37mm Not Loaded

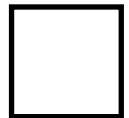
### Damage

Close Defense	<input checked="" type="checkbox"/>	ATGM	<input checked="" type="checkbox"/>
Cupola	<input type="checkbox"/>	MG (AA)	<input checked="" type="checkbox"/>
Fire Control	<input checked="" type="checkbox"/>	MG (Bow)	<input checked="" type="checkbox"/>
Night Fighting	<input checked="" type="checkbox"/>	MG (Coaxial)	<input type="checkbox"/>
Radio	<input checked="" type="checkbox"/>	Main Armament	<input type="checkbox"/>
Sighting	<input type="checkbox"/>		
Stabilizer	<input checked="" type="checkbox"/>		
Traverse	<input type="checkbox"/>		
Vision	<input type="checkbox"/>		
Drive Train	<input type="checkbox"/>		
Engine	<input type="checkbox"/>		
Road Wheels	<input type="checkbox"/>		
Steering	<input type="checkbox"/>		
Suspension	<input type="checkbox"/>		
Throttle	<input type="checkbox"/>		
Tracks	<input type="checkbox"/>		
Wheels	<input type="checkbox"/>		

Structure Value 9



# B1 bis



## THE FACE OF BATTLE Vehicle Reference Sheet

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Player Information	
Player	
Nationality	
Force	
Company	
Platoon	

Leaders								
Squad	Unit ID	Rank	Type	Leadership	ZC	LA	LQ	Authority

Deck	
Soldier	
Crew	
Mass Move	
CO - LC	
NCO - LC	
Vehicle	
Event	
Special	
Buffer	
Total	

### Morale

1	2	3	4
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**Crew and Vehicle Notes**

Commander loads and fires the 47mm turret gun.  
 Commander rotates turret.  
 The 75mm SA35 L/17 may not traverse.  
 Loader loads 75mm gun.  
 Driver fires 75mm gun.

Crew: B1 bis												
#	Unit ID	Rank	Name	Position	Type	CI	CV	MV	Injuries	Grenades	Weapon	Notes
1				Commander								
2				Loader								
3				Radio								
4				Driver								

Grenade and Explosion Data												
Name	Type	Quality Modifier	Mishap	P F	Explosion			Range			Notes	
					Size	P	S	S	E	L		
47mm SA34 L/30	HE	+0	98 - 100	16 + 1d6	Small							
75mm SA35 L/17	HE	+0	98 - 100	26 - 1d10	Medium							

Firearm and Ordnance Data														
Name	Type	Action	Feed	Quality Modifier	Mishap	FRT Modifier	Shots per Action	Targets per Shot	Mount	P F	Range			Notes
											S	E	L	
47mm SA34 L/30	N	SS	--	+0	98 - 100	--	1	1	--	33 + 1d6				AP
MAC1931 [co-axial]	LMG	BRST	Drum	+0	96 - 100	-10	1	3	--	1d6				
75mm SA35 L/17	S	SS	--	+0	98 - 100	--	1	1	--	33 - 1d10				AP
MAC1931 [hull]	LMG	BRST	Drum	+0	96 - 100	-10	1	3	--	1d6				

Vehicle Data					
Operational		Combat		Armour	
Type	HT	Turret Speed	N	Turret Front	31
Weight (SV)	32	Turret Modifier	-1	Turret Side	28
Size	L	Fire Control	--	Turret Rear	29
Speed	5	Stabilizer	--	Mantelet	37
Accl.	VS	Night Fighting	--	Hull Front	40
Crew	CLRD	Close Defense	--	Hull Side	32
Pass	--	Main Gun	47	Hull Rear	32
Breakdown	+1	Type	N	Top	12
Ground Pressure	N	Main Gun	75	Bottom	8
Radio	Yes	Type	S	Skirt	--
Year	1936	Co-Ax	LMG		
		Bow	LMG		

47mm Main Gun PF		
Type	PF	Number
AP	33 + 1d6	
HE	16 + 1d6	

**Main Gun Load** 47mm Not Loaded

75mm Main Gun PF		
Type	PF	Number
AP	33 - 1d10	
HE	26 - 1d10	

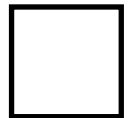
**Main Gun Load** 75mm Not Loaded

### Damage

Close Defense	<input checked="" type="checkbox"/>	ATGM	<input checked="" type="checkbox"/>
Cupola	<input type="checkbox"/>	MG (AA)	<input checked="" type="checkbox"/>
Fire Control	<input checked="" type="checkbox"/>	MG (Bow)	<input type="checkbox"/>
Night Fighting	<input checked="" type="checkbox"/>	MG (Coaxial)	<input type="checkbox"/>
Radio	<input type="checkbox"/>	Main Armament	<input type="checkbox"/>
Sighting	<input type="checkbox"/>		
Stabilizer	<input checked="" type="checkbox"/>	Structure Value	<span style="border: 1px solid black; padding: 2px;">32</span>
Traverse	<input type="checkbox"/>		
Vision	<input type="checkbox"/>		
Drive Train	<input type="checkbox"/>		
Engine	<input type="checkbox"/>		
Road Wheels	<input type="checkbox"/>		
Steering	<input type="checkbox"/>		
Suspension	<input type="checkbox"/>		
Throttle	<input type="checkbox"/>		
Tracks	<input type="checkbox"/>		
Wheels	<input type="checkbox"/>		



# FT 17C



## THE FACE OF BATTLE Vehicle Reference Sheet

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Player Information	
Player	
Nationality	
Force	
Company	
Platoon	

Leaders									
Squad	Unit ID	Rank	Type	Leadership	ZC	LA	LQ	Authority	

Deck	
Soldier	
Crew	
Mass Move	
CO - LC	
NCO - LC	
Vehicle	
Event	
Special	
Buffer	
Total	

**Morale**

1	2
---	---

**Crew and Vehicle Notes**

Commander loads and fires main gun.  
Commander rotates turret.

Crew: FT 17C													
#	Unit ID	Rank	Name	Position	Type	CI	CV	MV	Injuries	Grenades	Weapon	Notes	
1				Commander									
2				Driver									

Grenade and Explosion Data												
Name	Type	Quality Modifier	Mishap	P F	Explosion			Range			Notes	
					Size	P	S	S	E	L		
37mm SA18 L/21	HE	+0	98 - 100	13 - 1d10	Small							

Firearm and Ordnance Data														
Name	Type	Action	Feed	Quality Modifier	Mishap	FRT Modifier	Shots per Action	Targets per Shot	Mount	P F	Range			Notes
											S	E	L	
37mm SA18 L/21	S	SS	--	+0	98 - 100	--	1	1	--	23 - 1d10				AP

Vehicle Data					
Operational		Combat		Armour	
Type	LT	Turret Speed	S	Turret Front	10
Weight (SV)	7	Turret Modifier	-1	Turret Side	10
Size	S	Fire Control	--	Turret Rear	10
Speed	1	Stabilizer	--	Mantelet	9
Accl.	VS	Night Fighting	--	Hull Front	12
Crew	CD	Close Defense	--	Hull Side	9
Pass	--	Main Gun	37	Hull Rear	9
Breakdown	+1	Type	S	Top	5
Ground Pressure	L	Co-Ax	--	Bottom	4
Radio	No	Bow	--	Skirt	--
Year	1917	A/A	--		
		ATGM	--		

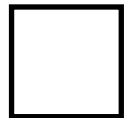
Main Gun PF		
Type	PF	Number
AP	23 - 1d10	
HE	13 - 1d10	

**Main Gun Load**

37mm  
Not Loaded

**Damage**

Close Defense	<input checked="" type="checkbox"/>	ATGM	<input checked="" type="checkbox"/>
Cupola	<input type="checkbox"/>	MG (AA)	<input checked="" type="checkbox"/>
Fire Control	<input checked="" type="checkbox"/>	MG (Bow)	<input checked="" type="checkbox"/>
Night Fighting	<input checked="" type="checkbox"/>	MG (Coaxial)	<input checked="" type="checkbox"/>
Radio	<input checked="" type="checkbox"/>	Main Armament	<input type="checkbox"/>
Sighting	<input type="checkbox"/>		
Stabilizer	<input checked="" type="checkbox"/>	Structure Value	7
Traverse	<input type="checkbox"/>		
Vision	<input type="checkbox"/>		
Drive Train	<input type="checkbox"/>		
Engine	<input type="checkbox"/>		
Road Wheels	<input type="checkbox"/>		
Steering	<input type="checkbox"/>		
Suspension	<input type="checkbox"/>		
Throttle	<input type="checkbox"/>		
Tracks	<input type="checkbox"/>		
Wheels	<input type="checkbox"/>		



# THE FACE OF BATTLE

## Vehicle Reference Sheet

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Player Information	
Player	
Nationality	
Force	
Company	
Platoon	

Leaders								
Squad	Unit ID	Rank	Type	Leadership	ZC	LA	LQ	Authority

Deck	
Soldier	
Crew	
Mass Move	
CO - LC	
NCO - LC	
Vehicle	
Event	
Special	
Buffer	
Total	

### Morale

1	2
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**Crew and Vehicle Notes**

Commander loads and fires main gun.  
 Commander fires co-axial machinegun.  
 Commander rotates turret.  
 Machinegun or main gun may not be fired will commander exposed.

Crew												
#	Unit ID	Rank	Name	Position	Type	CI	CV	MV	Injuries	Grenades	Weapon	Notes
1				Commander								
2				Driver								

Grenade and Explosion Data											
Name	Type	Quality Modifier	Mishap	P F	Explosion			Range			Notes
					Size	P	S	S	E	L	
37mm SA38 L/33	HE	+0	98 - 100	13 + 1d6	Small						

Firearm and Ordnance Data														
Name	Type	Action	Feed	Quality Modifier	Mishap	FRT Modifier	Shots per Action	Targets per Shot	Mount	P F	Range			Notes
											S	E	L	
37mm SA38 L/33	N	SS	HE	+0	98 - 100	--	1	1	--	23 + 1d6				AP
37mm SA38 L/33	N	SS	AP	+0	98 - 100	--	1	1	--	13 + 1d6				
MAC1931 [co-axial]	LMG	BRST	Box	+0	96 - 100	-10	1	3	--	1d6				

Vehicle Data					
Operational		Combat		Armour	
Type	LT	Turret Speed	Slow	Turret Front	23
Weight (SV)	12	Turret Modifier	-1	Turret Side	27
Size	Small	Fire Control	--	Turret Rear	27
Speed	6	Stabilizer	--	Mantelet	17
Accl.	Slow	Night Fighting	--	Hull Front	23
Crew	CD	Close Defense	--	Hull Side	18
Pass	--	Main Gun	37	Hull Rear	15
Breakdown	+0	Type	N	Top	7
Ground Pressure	Normal	Co-Ax	LMG	Bottom	7
Radio	No	Bow	--	Skirt	--
Year	1939	A/A	--		
		ATGM	--		

Main Gun PF		
Type	PF	Number
AP	23 + 1d6	
HE	13 + 1d6	

**Main Gun Load**

37mm Not Loaded

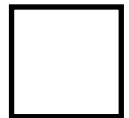
**Damage**

Close Defense	<input checked="" type="checkbox"/>	ATGM	<input checked="" type="checkbox"/>
Cupola	<input type="checkbox"/>	MG (AA)	<input checked="" type="checkbox"/>
Fire Control	<input checked="" type="checkbox"/>	MG (Bow)	<input checked="" type="checkbox"/>
Night Fighting	<input checked="" type="checkbox"/>	MG (Coaxial)	<input type="checkbox"/>
Radio	<input checked="" type="checkbox"/>	Main Armament	<input type="checkbox"/>
Sighting	<input type="checkbox"/>		
Stabilizer	<input checked="" type="checkbox"/>		
Traverse	<input type="checkbox"/>		
Vision	<input type="checkbox"/>		
Drive Train	<input type="checkbox"/>		
Engine	<input type="checkbox"/>		
Road Wheels	<input type="checkbox"/>		
Steering	<input type="checkbox"/>		
Suspension	<input type="checkbox"/>		
Throttle	<input type="checkbox"/>		
Tracks	<input type="checkbox"/>		
Wheels	<input type="checkbox"/>		

Structure Value **12**



# Panhard 178



## THE FACE OF BATTLE Vehicle Reference Sheet

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Player Information	
Player	
Nationality	
Force	
Company	
Platoon	

Leaders								
Squad	Unit ID	Rank	Type	Leadership	ZC	LA	LQ	Authority

Deck	
Soldier	
Crew	
Mass Move	
CO - LC	
NCO - LC	
Vehicle	
Event	
Special	
Buffer	
Total	

### Morale

1	2	3	4
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**Crew and Vehicle Notes**

Commander rotates turret.  
 Commander fires main gun.  
 Loader fires co-axial machinegun.  
 Assistant Driver drives the vehicle in reverse.  
 Vehicle may travel half speed in reverse.

Crew: Panhard 178												
#	Unit ID	Rank	Name	Position	Type	CI	CV	MV	Injuries	Grenades	Weapon	Notes
1				Commander								
2				Loader								
3				Forward Driver								
4				Assistant Driver								

Grenade and Explosion Data											
Name	Type	Quality Modifier	Mishap	P F	Explosion			Range			Notes
					Size	P	S	S	E	L	

Firearm and Ordnance Data														
Name	Type	Action	Feed	Quality Modifier	Mishap	FRT Modifier	Shots per Action	Targets per Shot	Mount	P F	Range			Notes
											S	E	L	
25mm SA35 L/53	LV	SS	--	+0	98 - 100	--	1	1	--	23 + 2d10				AP
MAC1931 [co-axial]	LMG	BRST	Box	+0	96 - 100	-10	1	3	--	1d6				

Vehicle Data					
Operational		Combat		Armour	
Type	AC	Turret Speed	N	Turret Front	17
Weight (SV)	9	Turret Modifier	+0	Turret Side	10
Size	A	Fire Control	--	Turret Rear	10
Speed	12	Stabilizer	--	Mantelet	17
Accl.	A	Night Fighting	--	Hull Front	12
Crew	CLDD	Close Defense	--	Hull Side	8
Pass	--	Main Gun	25	Hull Rear	8
Breakdown	+0	Type	LV	Top	4
Ground Pressure	N	Co-Ax	LMG	Bottom	4
Radio	No	Bow	--	Skirt	--
Year	1935	A/A	--		
		ATGM	--		

Main Gun PF		
Type	PF	Number
AP	23 + 2d10	

**Main Gun Load** 25mm Not Loaded

### Damage

Close Defense	■	ATGM	■
Cupola	■	MG (AA)	■
Fire Control	■	MG (Bow)	■
Night Fighting	■	MG (Coaxial)	□
Radio	■	Main Armament	□
Sighting	□		
Stabilizer	■		
Traverse	□		
Vision	□		
Drive Train	□		
Engine	□□		
Road Wheels	■ ■ ■ ■		
Steering	□ □		
Suspension	□		
Throttle	□ □		
Tracks	■ ■ ■ ■ ■ ■		
Wheels	□ □ □		

Structure Value 9