

French Empire Nation Sheet

Unit Type	Cost	Att	Def	Move
Infantry	5	2	6	1
Artillery	10	6	3	1
Tank	16	5	1	1
Bi-Plane	6	2	1	3
Bomber	12	5	1	4
Ind. Complex	50	-	1	-
Port	45	-	1	-
Battleship	82	7/2	7	2
Destroyer	30	3	2	3
Transport	23	-	1	2
Submarine	15	1	1	2

Trenches: 5 Radar Unit: 18 Sonar: 13

AA Guns: Cost: 3 Att: -, Def: 1 Move: 1
 Rockets: Cost: 10 Att: 4, Def: 1, Move: 1
 AC Carrier: Cost: 95 Att: 2, Def: 2, Move: 2

TURN ORDER

- 1) Serbia
- 2) Germany
-- German Colonies
- 3) **France**
-- **French Colonies**
- 4) Russia
- 5) Autro-Hungary
- 6) United Kingdom
-- British Colonies
- 7) Italy
- 8) Japan
- 9) United States
- 10) Ottoman Empire
- 11) China
- 12) Central Minors
- 13) Allied Minors

STARTING RESOURCES

<u>Nation</u>	<u>Resources</u>
France	88 + 10
F. WestAfrica	17 + 1
F. Indo China	6 + 1
Madagaskar	2

(+) represents Naval Trade resources that are routed to those nations/colonies.

The French Empire is the workhorse of the Allied powers and will have to bear the brunt of the Germany military might in Western Europe. Though as the western front locks up in the costly trench warfare, you will have to work together with your other allies fighting on other fronts to try and make opportunities that can shift the balance of power in the war and give your own armies a chance to break thru on the vital western front and drive home a victory by capturing German home territories.

MANPOWER LIMITS

<u>Nation</u>	<u>Starting</u>	<u>Maximum</u>
France	24	190
French West Africa	5	16
French Indo China	1	10
Madagaskar	0	2

STARTING NATION SET UPS

France:

Pau: 2 Inf Toulouse: 2 Inf
 Amiens: 1 Inf Reims: 1 Inf
 Nancy: 4 Inf, 2 Art, 1 General: Joffre
 Dijon: 4 Inf, 2 Art

Marseille: 4 Inf, 1 I.C., 1 Des, 1 TRS
 Brest: 2 Inf, 1 I.C., 2 Des, 1 TRS
 Paris: 2 Inf, 1 I.C., 2 Art, 1 General: Foch

French West Africa:

Casablanca: 1 Inf
 Algiers: 2 Inf
 Tunis: 1 Inf
 French West Africa: 1 Inf
 Southwestern French Equatorial Africa: 1 Inf

French Indo China:

Saigon: 2 Inf, 1 TRS