

This is a set dedicated to the French 14th BCC, based on the articles in *Blindés & Matériel* no.77. Their tanks wore card game symbols on the sides of the turrets and the same symbol in a white circle on the right side at the back. At the front and back was the tank's registration code, at the back the number above the M+national colour bars. Basic colour was a sandy yellow, with waves of a greyish khaki green, sometimes with brown waves and dark lines added. The first letter of the tank names denoted the section number.

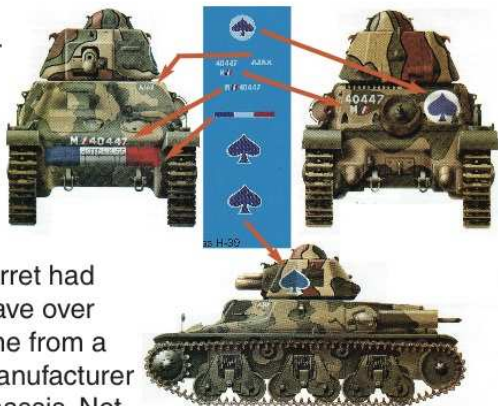
**Hotchkiss H39**

A tank from the 3rd company, 2nd section. Again, the turret is painted with a large wave of redbrown and a brown spot on top of the copula. The dark lines separating the waves are dark green all around.



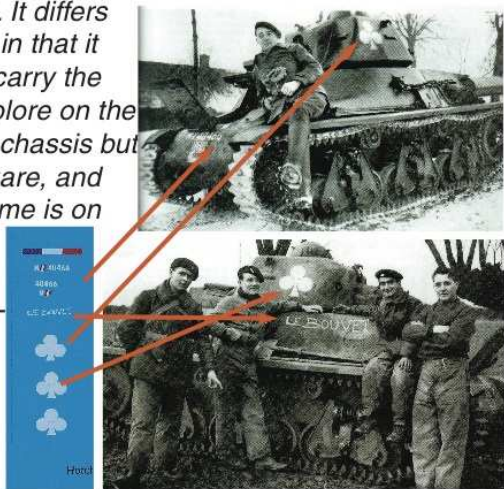
**Hotchkiss H39 'Ajax'**

The blue ace of spades puts this tank in the first section of the first company. Only the turret had a brown wave over it, as it come from a different manufacturer than the chassis. Not that the green waves have a dark green outline, the dark lines on the turret are thicker.



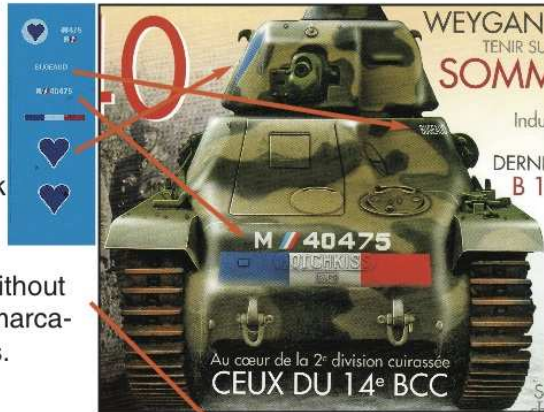
**Hotchkiss H39 'Le Bouvet'**

This tank sports a white ace of clubs on the tank turret sides. It differs somewhat, in that it does NOT carry the French tricolore on the front of the chassis but a white square, and the tank name is on the side of the tank. Colour: probably French green.



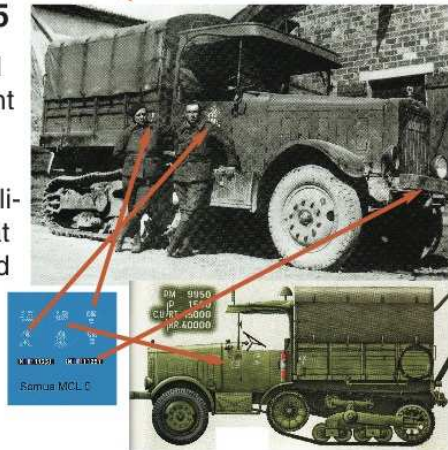
**Hotchkiss H39 'Bugeaud'**

Taken from the cover of B&M no77. This tank has green waves without dark demarcating lines.



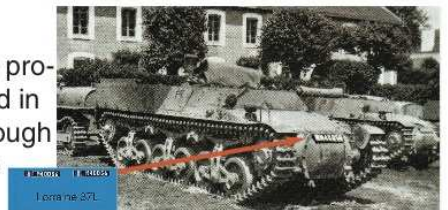
**Somua MCL 5**

This vehicle is all in a lightist variant of the French green. On both sides is the battalion's emblem, that was never carried on tanks, solely on softskinned vehicles, usually on the side doors.



**Lorraine 37L**

This vehicle was probably just painted in sandy yellow, though the angles of the vehicle seem to suggest some camouflage.



**Laffly S15R**

This vehicle too carries the battalion's emblem on the side door. it is painted in French dark green.

