

## PLATOON #1

1939 The Battle of Poland

## OFFICER

**Second Lieutenant** (Armies of France and the Allies page 76) **Inexperienced** 42**Qty Weapons Range Shots Pen Special**

1	Second Lieutenant with Pistol				Assault
	with Rifle				

1 Infantry (equipped as modeled) - -

## INFANTRY SQUADS

**Infantry Section** (Armies of France and the Allies page 76) **Regular** 105**Qty Weapons Range Shots Pen Special**

1 NCO with Rifle 24" 1 n/a

8 Infantry with Rifle 24" 1 n/a

1 Infantry with BAR Automatic rifle 30" 2 n/a

**Infantry Section** (Armies of France and the Allies page 76) **Regular** 105**Qty Weapons Range Shots Pen Special**

1 NCO with Rifle 24" 1 n/a

8 Infantry with Rifle 24" 1 n/a

1 Infantry with BAR Automatic rifle 30" 2 n/a

## HEADQUARTERS

**Medic** (Armies of France and the Allies page 76) **Veteran** 30**Qty Weapons Range Shots Pen Special**

1	Medic with Pistol				Assault
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## INFANTRY

**Infantry Section** (Armies of France and the Allies page 76) **Regular** 105**Qty Weapons Range Shots Pen Special**

1 NCO with Rifle 24" 1 n/a

8 Infantry with Rifle 24" 1 n/a

1 Infantry with BAR Automatic rifle 30" 2 n/a

**Infantry Section** (Armies of France and the Allies page 76) **Regular** 105**Qty Weapons Range Shots Pen Special**

1 NCO with Rifle 24" 1 n/a

8 Infantry with Rifle 24" 1 n/a

1 Infantry with BAR Automatic rifle 30" 2 n/a

**Cavalry Section** (Armies of France and the Allies page 77) **Regular** 78**Qty Weapons Range Shots Pen Special**

1 NCO with Cavalry carbine 24" 1 n/a Cavalry carbine

5 Infantry with Cavalry carbine 24" 1 n/a Cavalry carbine

Entire squad mounted upon horses Cavalry

Entire squad equipped with lances Lances

**Cavalry Section** (Armies of France and the Allies page 77) **Regular** 78**Qty Weapons Range Shots Pen Special**

1 NCO with Cavalry carbine 24" 1 n/a Cavalry carbine

5 Infantry with Cavalry carbine 24" 1 n/a Cavalry carbine

Entire squad mounted upon horses Cavalry

Entire squad equipped with lances Lances

## ANTI-TANK

**Anti-tank Rifle team** (Armies of France and the Allies page 79) **Regular** 30**Qty Weapons Range Shots Pen Special**

1 Anti-tank rifle 36" 1 +2 Team (2 men)

## MORTAR

**Medium Mortar team** (Armies of France and the Allies page 79) **Inexperienced** 35**Qty Weapons Range Shots Pen Special**

1 Medium Mortar 12"-60" 1 HE Team (3 men), Fixed, Indirect fire, HE (2")

## MARKSMAN

**Marksman** (Armies of France and the Allies page 79) **Regular** 40

Qty	Weapons	Range	Shots	Pen	Special
1	Marksman	36"	1	n/a	Sniper

#### ARTILLERY

<b>Bofors 40mm</b> (Armies of France and the Allies page 82)					<b>Regular</b>	<b>60</b>
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Qty	Weapons	Range	Shots	Pen	Special
1	Heavy automatic cannon	72"	2	+3	Team (4 men), Fixed, Flak, HE (1")

#### TOWS

<b>Horse drawn limber</b> (Italy: Soft Underbelly page 164)					<b>Veteran</b>	<b>12</b>
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Qty	Weapons	Range	Shots	Pen	Special
1	Horse-drawn limber	Wheeled	-	3+	Slow (only when towing)
<b>Tow:</b> Any gun or howitzer					
	0			+0	

#### ARMOURED CARS

<b>Wz.29 Ursus Heavy Armoured Car</b> (Errata and FAQ PDF page 14)					<b>Regular</b>	<b>90</b>
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Qty	Weapons	Range	Shots	Pen	Special
1	Wz.29 Ursus Heavy Armoured Car	Wheeled	-	7+	Recce, Low velocity light anti-tank gun, Too many jobs!
	Turret-mounted low-velocity light anti-tank gun	48"	1	+3	Low velocity light anti-tank gun, HE (1")
	Turret-mounted rear-facing MMG	36"	5	n/a	Turret rear arc
	Hull-mounted rear facing MMG	36"	5	n/a	Rear arc

#### TANKS AND SP GUNS

<b>Hotchkiss H35</b> (Armies of France and the Allies page 84)					<b>Regular</b>	<b>105</b>
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Qty	Weapons	Range	Shots	Pen	Special
1	Hotchkiss H35	Tracked	-	8+	One-man Turret
	Turret-mounted low-velocity light anti-tank gun	48"	1	+3	Low velocity light anti-tank gun, HE (1")
	Co-axial MMG	36"	5	n/a	

#### TRANSPORTS

<b>Half-track Truck</b> (Armies of France and the Allies page 85)					<b>Regular</b>	<b>80</b>
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Qty	Weapons	Range	Shots	Pen	Special
1	Half-track Truck	Half-track	5	7+	
<b>Tow:</b> Light howitzer, light or medium anti-tank gun, light or heavy anti-aircraft gun.					
	0			+0	
	Pintle-mounted MMG	36"	5	n/a	Flak, 360 degree arc

#### SPECIAL RULES

##### Assault

(p66) This weapon suffers no penalty 'to hit' when moving and shooting. In addition, infantry models armed with an assault weapon count as tough fighters (page 91). When a tough fighter scores a casualty in close quarters against infantry or artillery, it can immediately make a second damage roll.

##### Cavalry

(p89) Moves 9" at Advance, 18" at Run. Cannot enter buildings unless they have dismounted. Can dismount as part of Advance move - cannot remount. Cannot go Down. Can Escape as a recce vehicle (at normal speed, not double speed)(p98). Can only fire pistol or carbine (rifle) when mounted. While mounted, cavalry have tough fighters special rule (p90- When a tough fighter scores a casualty in close quarters against infantry or artillery, it can immediately make a second damage roll). Can regroup up to 2D6".

##### Cavalry carbine

Carbines count as pistols when used from horseback, and rifles when used on foot

##### Fixed

(p66) When given Advance order, fixed weapons can rotate on the spot suffering a -1 to-hit penalty. Non-artillery Fixed can move normal 12" when given Run order.

##### Flak

All enemy units not currently down automatically fire at the attacking aircraft if it is within their firing arc and range, regardless of whether they have already taken an action or not that turn. Flak fire does not require an action. Line of site ignored. Rolls to hit aircraft are always at a -2 penalty. Friendly flak units must test to hold their fire (page 67)

##### HE (1")

(p68) PEN: +1, PIN: D2 (D3 if in building) - Infantry and artillery can go *down* to halve the hits taken

##### HE (2")

(p68) PEN: +2, PIN: D3 (D6 if in building) - Infantry and artillery can go *down* to halve the hits taken

### **Indirect fire**

(p71)

### **Lances**

Gain one additional attack in close quarters, but may not fire carbines while mounted. Discarded if unit dismounts

### **Low velocity light anti-tank gun**

Weapon counts as a light anti-tank gun, but with an armour penetration rating of +3 instead of the usual +4

### **One-man Turret**

Must make an order test when issuing an Advance order, even if the tank is not pinned

### **Recce**

(p118)

### **Slow (only when towing)**

(p119) A vehicle designated as slow has a basic move rate of 6" when Advancing and 12" at a Run - only applies when towing.

### **Sniper**

(p91) When a sniper shoots using a Fire or Ambush order, the player can decide to use his scope. Rifle range changes to 36". If target is within 12" the shot misses automatically. Shot ignores negative to-hit modifiers except pinning markers and for missing assistant. Shot ignores gun shield and extra protection rules. If successful, always counts as exceptional damage and can pick any model in the unit. When not using scope, all members of team can fire any weapon they have and in assault can use the assault rule if pistol/submachine gun.

### **Team (2 men)**

(p73) A Team weapon shoots at full effectiveness so long as there are at least two men to serve it. If only one man remains then the weapon suffers a -1 to hit penalty, and (p42) -1 penalty to its morale. For squad-based team weapons, loader must remain within 1" or weapon suffers the -1 to-hit penalty.

### **Team (3 men)**

(p73) A Team weapon shoots at full effectiveness so long as there are at least two men to serve it. If only one man remains then the weapon suffers a -1 to hit penalty, and (p42) -1 penalty to its morale. For squad-based team weapons, loader must remain within 1" or weapon suffers the -1 to-hit penalty.

### **Team (4 men)**

(p73) A Team weapon shoots at full effectiveness so long as there are at least two men to serve it. If only one man remains then the weapon suffers a -1 to hit penalty, and (p42) -1 penalty to its morale. For squad-based team weapons, loader must remain within 1" or weapon suffers the -1 to-hit penalty.

### **Too many jobs!**

It is always necessary to make an order test when issuing an Advance order, even if the vehicle is not pinned. In addition, the vehicle may fire either the main gun or the turret-mounted MMG in the same turn, not both

<b>Pick List</b>	
Poland Anti-tank rifle	1
Poland Half-track Truck	1
Poland Heavy automatic cannon	1
Poland Horse-drawn limber	1
Poland Hotchkiss H35	1
Poland Infantry (equipped as modeled)	1
Poland Infantry with BAR Automatic rifle	4
Poland Infantry with Cavalry carbine	10
Poland Infantry with Rifle	32
Poland Marksman	1
Poland Medic	1
Poland Medium Mortar	1
Poland NCO with Cavalry carbine	2
Poland NCO with Rifle	4
Poland Second Lieutenant	1
Poland Wz.29 Ursus Heavy Armoured Car	1