

PLATOON #1

1939 The Battle of Poland

OFFICER

Second Lieutenant (Armies of France and the Allies page 76) **Regular** **60**

Qty	Weapons	Range	Shots	Pen	Special
1	Second Lieutenant with Pistol with Rifle				Assault
1	Infantry (equipped as modeled)		-	-	

INFANTRY SQUADS

Infantry Section (Armies of France and the Allies page 76) **Regular** **100**

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
9	Infantry with Rifle	24"	1	n/a	

Infantry Section (Armies of France and the Allies page 76) **Regular** **100**

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
9	Infantry with Rifle	24"	1	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

Forward Observer (Artillery) (Armies of France and the Allies page 76) **Regular** **100**

Qty	Weapons	Range	Shots	Pen	Special
1	Artillery Forward Observer with Rifle with Pistol				Assault

INFANTRY

Infantry Section (Armies of France and the Allies page 76) **Regular** **100**

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
9	Infantry with Rifle	24"	1	n/a	

Cavalry Section (Armies of France and the Allies page 77) **Veteran** **112**

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Cavalry carbine	24"	1	n/a	Cavalry carbine
6	Infantry with Cavalry carbine Entire squad mounted upon horses Entire squad equipped with lances	24"	1	n/a	Cavalry carbine Cavalry Lances

Cavalry Section (Armies of France and the Allies page 77) **Veteran** **112**

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Cavalry carbine	24"	1	n/a	Cavalry carbine
6	Infantry with Cavalry carbine Entire squad mounted upon horses Entire squad equipped with lances	24"	1	n/a	Cavalry carbine Cavalry Lances

ANTI-TANK

Anti-tank Rifle team (Armies of France and the Allies page 79) **Veteran** **39**

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) **Regular** **60**

Qty	Weapons	Range	Shots	Pen	Special
1	Medium Mortar	12"-60"	1	HE	Team (3 men), Fixed, Indirect fire, HE (2")
1	Spotter				Spotter

MARKSMAN

Marksman (Armies of France and the Allies page 79) **Veteran** **50**

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

ARTILLERY

FK-A wz 38 Autocannon (Armies of France and the Allies page 82) **Regular** **50**

Qty	Weapons	Range	Shots	Pen	Special
1	Light automatic cannon	48"	2	+2	Flak, HE (1"), Team (3 men), Fixed

ARMOURED CARS

TKS Tankette (Armies of France and the Allies page 84) **Regular** **90**

Qty	Vehicle	Weapons	Type	Trans	DV	Special
1	TKS Tankette (light autocannon)	Hull-mounted light automatic cannon	Tracked	-	7+	Recce
			48"	2	+2	Front arc, HE (1")

TANKS AND SP GUNS

Vickers E Type Light Tank (Armies of France and the Allies page 84) **Regular** **90**

Qty	Vehicle	Weapons	Type	Trans	DV	Special
1	Vickers E Type Light Tank	Turret-mounted light anti-tank gun	Tracked	-	7+	Vulnerable
			48"	1	+4	HE (1")
		Co-axial MMG	36"	5	n/a	

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

Recce

(p118)

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.

Spotter

Spotters rules on page 71. Inexperienced Spotters cannot spot for inexperienced indirect fire weapon. Errata: Note that spotters are always ignored for the purpose of victory conditions (e.g. they cannot capture/control/hold objectives and areas of the table, move out of the table to score points, etc).

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.

Vulnerable

Because of the riveted construction, all shots to the side and rear of the vehicle get an additional +1 penetration modifier

Pick List	
Poland Anti-tank rifle	1
Poland Artillery Forward Observer	1
Poland Infantry (equipped as modeled)	1
Poland Infantry with Cavalry carbine	12
Poland Infantry with Rifle	27
Poland Light automatic cannon	1
Poland Marksman	1
Poland Medic	1
Poland Medium Mortar	1
Poland NCO with Cavalry carbine	2
Poland NCO with Rifle	3
Poland Second Lieutenant	1
Poland Spotter	1
Poland TKS Tankette (light autocannon)	1
Poland Vickers E Type Light Tank	1