

PLATOON #1						
1940 Battle of Norway						
OFFICER						
Second Lieutenant (Armies of France and the Allies page 68)					Inexperienced	35
Qty	Weapons	Range	Shots	Pen	Special	
1	Second Lieutenant					
	with Pistol				Assault	
	with Submachine gun				Assault	
	with Rifle					
INFANTRY SQUADS						
Infantry Section (Armies of France and the Allies page 69)					Regular	70
Qty	Weapons	Range	Shots	Pen	Special	
1	NCO with Rifle	24"	1	n/a		
6	Infantry with Rifle	24"	1	n/a		
Infantry Section (Armies of France and the Allies page 69)					Regular	70
Qty	Weapons	Range	Shots	Pen	Special	
1	NCO with Rifle	24"	1	n/a		
6	Infantry with Rifle	24"	1	n/a		
HEADQUARTERS						
Medic (Armies of France and the Allies page 68)					Regular	23
Qty	Weapons	Range	Shots	Pen	Special	
1	Medic					
	with Pistol				Assault	
Forward Observer (Artillery) (Armies of France and the Allies page 69)					Regular	100
Qty	Weapons	Range	Shots	Pen	Special	
1	Artillery Forward Observer					
	with Rifle					
	with Pistol				Assault	
	with Submachine gun				Assault	
INFANTRY						
Norwegian Royal Guard (Armies of France and the Allies page 69)					Veteran	135
Qty	Weapons	Range	Shots	Pen	Special	
1	NCO with Rifle	24"	1	n/a		
8	Infantry with Rifle	24"	1	n/a		
	Entire squad equipped with anti-tank grenades				Tank hunters	
Norwegian Royal Guard (Armies of France and the Allies page 69)					Veteran	135
Qty	Weapons	Range	Shots	Pen	Special	
1	NCO with Rifle	24"	1	n/a		
8	Infantry with Rifle	24"	1	n/a		
	Entire squad equipped with anti-tank grenades				Tank hunters	
Norwegian Royal Guard (Armies of France and the Allies page 69)					Veteran	135
Qty	Weapons	Range	Shots	Pen	Special	
1	NCO with Rifle	24"	1	n/a		
8	Infantry with Rifle	24"	1	n/a		
	Entire squad equipped with anti-tank grenades				Tank hunters	
Norwegian Royal Guard (Armies of France and the Allies page 69)					Veteran	135
Qty	Weapons	Range	Shots	Pen	Special	
1	NCO with Rifle	24"	1	n/a		
8	Infantry with Rifle	24"	1	n/a		
	Entire squad equipped with anti-tank grenades				Tank hunters	
MACHINE GUN						
Machine Gun team (Armies of France and the Allies page 69)					Regular	55
Qty	Weapons	Range	Shots	Pen	Special	
1	Pintle-mounted MMG	36"	5	n/a	Team (3 men), Fixed, Flak, 360 degree arc	
MORTAR						
Medium Mortar team (Armies of France and the Allies page 71)					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	

## SNIPER

Sniper team (Armies of France and the Allies page 70)						Veteran	65
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Qty	Weapons	Range	Shots	Pen	Special
	with Pistol				Assault
1	Sniper	36"	1	n/a	Team (2 men), Sniper (Sniper with rifle- assistant with pistol)

### ARTILLERY

7.5cm Feltkanon M/01 Light Artillery (Armies of France and the Allies page 71)						Regular	40
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Qty	Weapons	Range	Shots	Pen	Special
1	Light howitzer (no AT)	48"(24-60)	1	HE	Team (3 men), Fixed, Gun shield, Howitzer, HE (2"), No Anti-Tank Round

### TRANSPORTS

Car or Light Utility Truck (Armies of France and the Allies page 71)						Regular	21
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Qty	Vehicle	Type	Trans	DV
	Weapons	Range	Shots	Pen Special
1	Car or Light Utility Truck	Wheeled	3	6+
	0			+0

Car or Light Utility Truck (Armies of France and the Allies page 71)						Regular	21
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	Vehicle	Type	Trans	DV
Qty	Weapons	Range	Shots	Pen Special
1	Car or Light Utility Truck	Wheeled	3	6+
	0			+0

## 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.

### 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)

### Gun shield

(p95) The die roll an enemy requires to score damage from the front arc of the gun is increased by +1. The die roll is modified by the penetration value of the weapon in the usual way. Hits from HE (both direct and indirect), flame throwers, and close quarters attacks ignore the gun shield rule.

### HE (2")

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

### Howitzer

(p71) Can either shoot directly at a target drawing its line of fire 'over open sights' in the normal way, or it can shoot indirect fire. When using indirect fire, a howitzer has a minimum range; when firing over open sights it has no minimum range.

### Indirect fire

(p71)

### No Anti-Tank Round

Only gets a +1 to PEN when firing at an armoured vehicle

### 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).

### Tank hunters

(p91) If a tank hunter unit wins an assault and scores damage against an armoured vehicle, the effect is resolved on the Damage Result table as for a normal anti-tank penetration rather than as for superficial damage.

### 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.

Pick List	
Norway Artillery Forward Observer	1
Norway Car or Light Utility Truck	2
Norway Infantry with Rifle	44
Norway Light howitzer (no AT)	1
Norway Medic	1
Norway Medium Mortar	1
Norway NCO with Rifle	6
Norway Pintle-mounted MMG	1
Norway Second Lieutenant	1
Norway Sniper	1
Norway Spotter	1