

PLATOON #1

1940 - Fall of France

OFFICER

First Lieutenant (Armies of Great Britain page 20) **Regular** **85**

| Qty | Weapons | Range | Shots | Pen | Special |
|-----|--------------------------------|-------|-------|-----|---------|
| 1 | First Lieutenant | | | | |
| | with Pistol | | | | Assault |
| | with Submachine gun | | | | Assault |
| | with Rifle | | | | |
| 1 | Infantry (equipped as modeled) | | - | - | |

INFANTRY SQUADS

Regular Infantry Section (Early War) (Armies of Great Britain page 22) **full strength** **Regular** **100**

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

Regular Infantry Section (Early War) (Armies of Great Britain page 22) **full strength** **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

Free Forward Observer (Artillery) (Armies of Great Britain page 20) **Regular** **0**

| Qty | Weapons | Range | Shots | Pen | Special |
|-----|----------------------------|-------|-------|-----|---------|
| 1 | Artillery Forward Observer | | | | |
| | with Rifle | | | | |
| | with Pistol | | | | Assault |
| | with Submachine gun | | | | Assault |

INFANTRY

Regular Infantry Section (Early War) (Armies of Great Britain page 22) **full strength** **Regular** **100**

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

Regular Infantry Section (Early War) (Armies of Great Britain page 22) **full strength** **Regular** **100**

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

SPECIAL RULES

National Characteristic (Armies of Great Britain page 18) **0**

Rapid Fire

INFANTRY

Machine Gun team (Armies of Great Britain page 27) **Regular** **50**

| Qty | Weapons | Range | Shots | Pen | Special |
|-----|-------------------------|-------|-------|-----|---------------------|
| 1 | Medium Machine gun team | 36" | 5 | n/a | Team (3 men), Fixed |

Boys anti-tank rifle team (Armies of Great Britain page 27) **Regular** **30**

| Qty | Weapons | Range | Shots | Pen | Special |
|-----|---------------------------|-------|-------|-----|--------------|
| 1 | Boys anti-tank rifle team | 36" | 1 | +2 | Team (2 men) |

Medium Mortar team (Armies of Great Britain page 29) **Regular** **50**

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

ARTILLERY

Light Artillery (Armies of Great Britain page 30) **Regular** **55**

| Qty | Weapons | Range | Shots | Pen | Special |
|-----|----------------|------------|-------|-----|---|
| 1 | Light howitzer | 48"(24-60) | 1 | HE | Team (3 men), Gun shield, Fixed, Howitzer, HE (2"), 25-pdr AT shell |
| | | 48" | 1 | +4 | HE (1") |

ARMOURED CARS

Recce Carrier (Armies of Great Britain page 57) **Regular** **80**

| Qty | Vehicle | Type | Trans | DV |
|-----|--------------------|------|-------|-----|
| | Pintle-mounted LMG | 36" | 4 | n/a |

| | | | | | |
|---|-------------------------------------|---------|---|----|--------------------------------------|
| 1 | Recce Carrier | Tracked | - | 7+ | Open-topped, Recce, Turn on the spot |
| | Forward-facing Boys anti-tank rifle | 36" | 1 | +2 | Front arc |

TANKS & SP GUNS

A9 Cruiser Mk I (Armies of Great Britain page 39)

Regular

125

| Qty | Vehicle | Type | Trans | DV | Weapons | Range | Shots | Pen | Special |
|-----|------------------------------------|---------|-------|-----|----------------------|-------|-------|-----|---------|
| 1 | A9 Cruiser Mk I | Tracked | - | 7+ | | | | | |
| | Turret-mounted light anti-tank gun | 48" | 1 | +4 | HE (1") | | | | |
| | Co-axial MMG | 36" | 5 | n/a | | | | | |
| | Right and front arcs MMG | 36" | 5 | n/a | Right arc, Front arc | | | | |
| | Left and front arcs MMG | 36" | 5 | n/a | Left arc, Front arc | | | | |

TRANSPORTS

30 CWT Truck (Armies of Great Britain page 59)

Regular

50

| Qty | Vehicle | Type | Trans | DV | Weapons | Range | Shots | Pen | Special |
|-----|---|---------|-------|-----|----------------------|-------|-------|-----|---------|
| 1 | 30 CWT Truck | Wheeled | 10 | 6+ | | | | | |
| | Tow: 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 | | | | |

Bren Carrier (Armies of Great Britain page 57)

Regular

70

| Qty | Vehicle | Type | Trans | DV | Weapons | Range | Shots | Pen | Special |
|-----|---|---------|-------|-----|-------------------------------|-------|-------|-----|---------|
| 1 | Bren Carrier | Tracked | 5 | 7+ | Open-topped, Turn on the spot | | | | |
| | Tow: Light or medium anti-tank gun | | | | | | | | |
| | Forward-facing LMG | 36" | 4 | n/a | Front arc | | | | |
| | Pintle-mounted LMG | 36" | 4 | n/a | Flak, 360 degree arc | | | | |

SPECIAL RULES

25-pdr AT shell

The 25-pdr can shoot either HE or AT - if put into ambush the player must specify which kind of shell is loaded

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 (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

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)

Open-topped

(p118) Pinned by hits from small arms in the same way as soft-skins and infantry. If assaulted by infantry open-topped armoured vehicles are destroyed automatically if the vehicle is damaged, in the same way as for soft-skins.

If hit by indirect fire then add +1 to the damage result roll. Note that all hits upon the upper surface of armoured vehicles count +1 penetration regardless of whether the target is open or not - so open-topped armoured vehicles suffer a double penalty: +1 penetration and +1 damage result

Rapid Fire

If the army has this special rule then all rifle armed Regular and Veteran infantry units roll bonus dice when shooting. For every three men shooting rifles roll one extra die - so four riflemen would roll one extra die, for example. These extra shots can be assumed to come from any of the men fighting.

Recce

(p118)

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.

Turn on the spot

Can execute a full speed run rate 'reverse' finishing the move facing in direction of travel.

| Pick List | |
|--|----|
| British 30 CWT Truck | 1 |
| British A9 Cruiser Mk I | 1 |
| British Artillery Forward Observer | 1 |
| British Boys anti-tank rifle team | 1 |
| British Bren Carrier | 1 |
| British First Lieutenant | 1 |
| British Infantry (equipped as modeled) | 1 |
| British Infantry with Rifle | 36 |
| British Light howitzer | 1 |
| British Medium Machine gun team | 1 |
| British Medium Mortar team | 1 |
| British NCO with Rifle | 4 |
| British Recce Carrier | 1 |