

## 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	
Qty	Weapons	Range	Shots	Pen	Special
	Pintle-mounted LMG	36"	4	n/a	Flak, 360 degree arc

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+					
	<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				

#### 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				
	<b>Tow:</b> 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