

PLATOON #1

French Reinforced Platoon

OFFICER

First Lieutenant (Armies of France and the Allies page 11)	Regular	75
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Qty	Weapons	Range	Shots	Pen	Special
1	First Lieutenant				
	with Pistol				Assault
	with Submachine gun				Assault
	with Rifle				

INFANTRY SQUADS

Inexperienced Infantry Section (Armies of France and the Allies page 13)	Inexperienced	70
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Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
9	Infantry with Rifle	24"	1	n/a	

Inexperienced Infantry Section (Armies of France and the Allies page 13)	Inexperienced	70
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Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
9	Infantry with Rifle	24"	1	n/a	

HIGHER OFFICER

Captain (Armies of France and the Allies page 11)	Regular	120
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Qty	Weapons	Range	Shots	Pen	Special
1	Captain				
	with Pistol				Assault
	with Submachine gun				Assault
	with Rifle				
1	Infantry (equipped as modeled)		-	-	

MEDIC

Medic (Armies of France and the Allies page 11)	Regular	23
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Qty	Weapons	Range	Shots	Pen	Special
1	Medic				
	with Pistol				Assault

INFANTRY

Inexperienced Infantry Section (Armies of France and the Allies page 13)	Inexperienced	70
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Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
9	Infantry with Rifle	24"	1	n/a	

FREE INFANTRY

Free Inexperienced Infantry Section (Armies of France and the Allies page 13)	Inexperienced	0
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Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
9	Infantry with Rifle	24"	1	n/a	

ANTI-TANK

Boys Anti-tank Rifle team (Armies of France and the Allies page 17)	Veteran	39
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Qty	Weapons	Range	Shots	Pen	Special
1	Boys anti-tank rifle	36"	1	+2	

ARTILLERY

Free Medium Artillery (Armies of France and the Allies page 19)	Regular	10
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Qty	Weapons	Range	Shots	Pen	Special
1	Medium howitzer	60"(30-72)	1	HE	Team (4 men), Gun shield, Fixed, Howitzer, HE (3")
1	Spotter				Spotter

TANKS AND SP GUNS

Char 2C (Armies of France and the Allies page 25)	Veteran	228
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Qty	Vehicle	Type	Trans	DV	Special
1	Char 2C	Tracked	-	9+	Slow
	Turret-mounted light howitzer	48"(24-60)	1	HE	Front arc, Left arc, Right arc, Howitzer, HE (2")
	Forward-facing MMG	36"	5	n/a	Front arc
	Turret-mounted MMG	36"	5	n/a	Rear arc, Left arc, Right arc

Ball-mount MMG	36"	5	n/a	Front arc, Left arc
Ball-mount MMG	36"	5	n/a	Front arc, Right arc

PLATOON #2

French Reinforced Platoon

OFFICER

Second Lieutenant (Armies of France and the Allies page 11)

Regular

50

Qty	Weapons	Range	Shots	Pen	Special
1	Second Lieutenant				
	with Pistol				Assault
	with Submachine gun				Assault
	with Rifle				

INFANTRY SQUADS

Regular Infantry Section (Armies of France and the Allies page 13)

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 (Armies of France and the Allies page 13)

Regular

100

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

TANKS AND SP GUNS

Renault FT (Armies of France and the Allies page 21)

Veteran

42

Qty	Vehicle	Type	Trans	DV	Special
Qty	Weapons	Range	Shots	Pen	Special
1	Renault FT	Tracked	-	7+	One-man Turret, Slow... Pitifully Slow
	Turret-mounted 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.

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.

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

HE (3")

(p68) PEN: +3, PIN: D3 (2D6 if in building) - Infantry and artillery can go *down* to halve the hits taken. 10+ hits on building collapses it and kills all inside.

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.

One-man Turret

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

Slow

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

Slow... Pitifully Slow

Slow tank as defined by the rules and not allowed to make a double-speed Run move at all. It can still be given a Run order (thereby avoiding the 'One-man Turret' rule) but moves at its basic speed only

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 (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.

Pick List	
French Boys anti-tank rifle	1
French Captain	1
French Char 2C	1
French First Lieutenant	1
French Infantry (equipped as modeled)	1
French Infantry with Rifle	54
French Medic	1
French Medium howitzer	1
French NCO with Rifle	6
French Renault FT	1
French Second Lieutenant	1
French Spotter	1