

## PLATOON #1

## French Reinforced Platoon

## OFFICER

<b>Second Lieutenant (Armies of France and the Allies page 11)</b>					<b>Inexperienced</b>	<b>35</b>
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Qty	Weapons	Range	Shots	Pen	Special
1	Second Lieutenant				
	with Pistol				Assault
	with Submachine gun				Assault
	with Rifle				

## INFANTRY SQUADS

<b>French Engineer Section (Battle of France page 86)</b>					<b>Regular</b>	<b>67</b>
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Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Pistol	6"	1	n/a	Assault
3	Infantry with Rifle	24"	1	n/a	
1	Flamethrower (infantry) team	6"	D6	+3	Team (2 men), Flamethrower

<b>Groupe Franc/SES/GIA Veteran Infantry Section (Armies of France and the Allies page 14)</b>					<b>Veteran</b>	<b>77</b>
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Qty	Weapons	Range	Shots	Pen	Special
1	Infantry with Rifle	24"	1	n/a	
1	NCO with Submachine gun	12"	2	n/a	Assault
3	Infantry with Submachine gun	12"	2	n/a	Assault
	Entire squad equipped with skis				Skis

## INFANTRY

<b>Groupe Franc/SES/GIA Veteran Infantry Section (Armies of France and the Allies page 14)</b>					<b>Veteran</b>	<b>77</b>
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Qty	Weapons	Range	Shots	Pen	Special
1	Infantry with Rifle	24"	1	n/a	
1	NCO with Submachine gun	12"	2	n/a	Assault
3	Infantry with Submachine gun	12"	2	n/a	Assault
	Entire squad equipped with skis				Skis

<b>Senegalese Tirailleurs Infantry Section (Armies of France and the Allies page 14)</b>					<b>Regular</b>	<b>110</b>
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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	
	Tough Fighters				Tough Fighters

## ARTILLERY

<b>Medium Artillery (Armies of France and the Allies page 19)</b>					<b>Regular</b>	<b>75</b>
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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")

<b>Free Medium Artillery (Armies of France and the Allies page 19)</b>					<b>Regular</b>	<b>0</b>
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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")

## TOWS

<b>Horse-drawn limber (Italy: Soft Underbelly page 164)</b>					<b>Inexperienced</b>	<b>8</b>
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Qty	Vehicle	Type	Trans	DV	Special
1	Horse-drawn limber	Wheeled	-	3+	Slow (only when towing)
	<b>Tow:</b> Any gun or howitzer				
	0			+0	

## ARMoured CARS

<b>Early War Motorcycle and Sidecar (Battle of France page 89)</b>					<b>Regular</b>	<b>35</b>
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Qty	Vehicle	Type	Trans	DV	Special
1	Motorcycle and sidecar (LMG)	Wheeled	-	6+	Recce, Turn on the spot, Extra selection
	Forward-facing LMG	36"	4	n/a	Front arc

<b>Early War Motorcycle and Sidecar (Battle of France page 89)</b>					<b>Regular</b>	<b>35</b>
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Qty	Vehicle	Type	Trans	DV	Special
1	Motorcycle and sidecar (LMG)	Wheeled	-	6+	Recce, Turn on the spot, Extra selection
	Forward-facing LMG	36"	4	n/a	Front arc

## TANKS AND SP GUNS

Char 2C (Armies of France and the Allies page 25)						Regular	190
Qty	Vehicle Weapons	Type Range	Trans Shots	DV Pen	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		

## ARMoured CARS

Early War Motorcycle and Sidecar (Battle of France page 89)						Regular	35
Qty	Vehicle Weapons	Type Range	Trans Shots	DV Pen	Special		
1	Motorcycle and sidecar (LMG)	Wheeled	-	6+	Recce, Turn on the spot, Extra selection		
	Forward-facing LMG	36"	4	n/a	Front arc		

## TRANSPORTS

Berliet VUDB Carrier (Armies of France and the Allies page 30)						Regular	69
Qty	Vehicle Weapons	Type Range	Trans Shots	DV Pen	Special		
1	Berliet VUDB Carrier	Wheeled	7	7+			
	Forward-facing LMG	36"	4	n/a	Front arc		

Berliet VUDB Carrier (Armies of France and the Allies page 30)						Regular	69
Qty	Vehicle Weapons	Type Range	Trans Shots	DV Pen	Special		
1	Berliet VUDB Carrier	Wheeled	7	7+			
	Forward-facing LMG	36"	4	n/a	Front arc		

Berliet VUDB Carrier (Armies of France and the Allies page 30)						Inexperienced	52
Qty	Vehicle Weapons	Type Range	Trans Shots	DV Pen	Special		
1	Berliet VUDB Carrier	Wheeled	7	7+			
	Forward-facing LMG	36"	4	n/a	Front arc		

Laffly S20TL Six-wheeled Truck (Armies of France and the Allies page 30)						Regular	65
Qty	Vehicle Weapons	Type Range	Trans Shots	DV Pen	Special		
1	Laffly S20TL Six-wheeled Truck	Wheeled	10	6+			
	<b>Tow:</b> light howitzer, light or medium anti-tank gun, light or heavy anti-aircraft gun						
	Pintle-mounted MMG	36"	5	n/a	360 degree arc, Flak		
	Pintle-mounted MMG	36"	5	n/a	360 degree arc, Flak		

## 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.

### Extra selection

You may take up to three Motorcycle and Sidecars as one selection in each reinforced platoon. A maximum of one light mortar and one anti-tank rifle may be taken in each reinforced platoon. If you take any Motorcycle and Sidecars, you may not take a different armoured car in the same platoon (except in The Phoney War selector)

### 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)

### Flamethrower

(p67).Flamethrowers never suffer to-hit penalties for cover or Down. Hits multiplied into D6 (D6+1 for vehicle flamethrower). Always hits top armour. No -1 PEN for long range. Gun shield and extra protection rules do not apply. Units hit take D3+1 pins and must always check morale (if fail, then destroyed). Flamethrower rolls D6 - on 1 it runs out of fuel. When rolling to damage vehicle equipped with flamerthrower, add +1 to damage effects chart.

**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.

**Recce**

(p118)

**Skis**

Ski troops ignore movement penalties for snow and other winter conditions

**Slow**

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

**Slow (only when towing)**

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

**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 (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.

**Tough Fighters**

(p91) When a tough fighter scores a casualty in close quarters against infantry or artillery, it can immediately make a second damage roll.

**Turn on the spot**

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

Pick List	
French Berliet VUDB Carrier	3
French Char 2C	1
French Flamethrower (infantry) team	1
French Horse-drawn limber	1
French Infantry with Rifle	14
French Infantry with Submachine gun	6
French Laffly S20TL Six-wheeled Truck	1
French Medium howitzer	2
French Motorcycle and sidecar (LMG)	3
French NCO with Pistol	1
French NCO with Rifle	1
French NCO with Submachine gun	2
French Second Lieutenant	1