

## 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
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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>Veteran</b>	<b>108</b>
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Qty	Weapons	Range	Shots	Pen	Special
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1	NCO with Pistol	6"	1	n/a	Assault
5	Infantry with Rifle	24"	1	n/a	
1	Flamethrower (infantry) team	6"	D6	+3	Team (2 men), Flamethrower

<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
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1	NCO with Rifle	24"	1	n/a	
9	Infantry with Rifle Tough Fighters	24"	1	n/a	Tough Fighters

## INFANTRY

<b>Regular Infantry Section (Armies of France and the Allies page 13)</b>					<b>Regular</b>	<b>100</b>
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Qty	Weapons	Range	Shots	Pen	Special
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1	NCO with Rifle	24"	1	n/a	
9	Infantry with Rifle	24"	1	n/a	

<b>Regular Infantry Section (Armies of France and the Allies page 13)</b>					<b>Regular</b>	<b>100</b>
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Qty	Weapons	Range	Shots	Pen	Special
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1	NCO with Rifle	24"	1	n/a	
9	Infantry with Rifle	24"	1	n/a	

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

## MACHINE GUN

<b>Machine Gun team (Armies of France and the Allies page 16)</b>					<b>Regular</b>	<b>50</b>
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Qty	Weapons	Range	Shots	Pen	Special
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1	Medium Machine gun	36"	5	n/a	Team (3 men), Fixed
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## MORTAR

<b>Medium Mortar team (Armies of France and the Allies page 18)</b>					<b>Inexperienced</b>	<b>35</b>
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Qty	Weapons	Range	Shots	Pen	Special
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1	Medium Mortar	12"-60"	1	HE	Team (3 men), Fixed, Indirect fire, HE (2")
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## SNIPER

<b>Sniper team (Armies of France and the Allies page 17)</b>					<b>Regular</b>	<b>50</b>
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Qty	Weapons	Range	Shots	Pen	Special
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	with Pistol				Assault
1	Sniper team	36"	1	n/a	Team (2 men), Sniper (Sniper with rifle- assistant with pistol)

## ANTI-TANK

<b>Boys Anti-tank Rifle team (Armies of France and the Allies page 17)</b>					<b>Inexperienced</b>	<b>21</b>
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Qty	Weapons	Range	Shots	Pen	Special
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1	Boys anti-tank rifle	36"	1	+2	
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## ARTILLERY

<b>25mm Hotchkiss Anti-aircraft Gun (Armies of France and the Allies page 20)</b>					<b>Regular</b>	<b>80</b>
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Qty	Weapons	Range	Shots	Pen	Special
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1	Twin light automatic cannon	48"	4	+2	Team (3 men), Fixed, Flak, HE (1")
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<b>Free Medium Artillery (Armies of France and the Allies page 19)</b>					<b>Regular</b>	<b>10</b>
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Qty	Weapons	Range	Shots	Pen	Special
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1	Medium howitzer	60"(30-72)	1	HE	Team (4 men), Gun shield, Fixed, Howitzer, HE (3")
1	Spotter				Spotter

## TOWS

Mule team (Armies of France and the Allies page 113)						Regular	5
Qty	Vehicle	Type	Trans	DV			
	Weapons	Range	Shots	Pen	Special		
1	Mule team	Infantry	-	3+	Move as infantry, Stubborn (Mule), Gun assembly		
	<b>Tow:</b> Any light gun or light howitzer						
	0			+0			

## ARMOURED CARS

AMD Panhard 178 (Armies of France and the Allies page 27)						Regular	115
Qty	Vehicle	Type	Trans	DV			
	Weapons	Range	Shots	Pen	Special		
1	AMD Panhard 178	Wheeled	-	7+	Recce		
	Turret-mounted light anti-tank gun	48"	1	+4	HE (1")		
	Co-axial MMG	36"	5	n/a			

## TANKS AND SP GUNS

AMC 35 (Armies of France and the Allies page 24)						Regular	125
Qty	Vehicle	Type	Trans	DV			
	Weapons	Range	Shots	Pen	Special		
1	AMC 35	Tracked	-	8+			
	Turret-mounted light anti-tank gun	48"	1	+4	HE (1")		
	Co-axial MMG	36"	5	n/a			

## TRANSPORTS

Laffly S20TL Six-wheeled Truck (Armies of France and the Allies page 30)						Regular	65
Qty	Vehicle	Type	Trans	DV			
	Weapons	Range	Shots	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		

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

## 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)

### 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 assembly

To simulate the fact that the gun was actually transported disassembled, when the gun is unlimbered the artillery unit receives a pin marker. When the gun is limbered, the mule team (and consequently the transported artillery unit) receives a pin marker.

### 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

**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.

**Indirect fire**

(p71)

**Recce**

(p118)

**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).

**Stubborn (Mule)**

When taking an order test and doubles are rolled, the mules become stubborn and refuse to cooperate even if the order test was passed. Place the order dice to Down and add 1 pin marker to the team. This rule does not apply if Fubar is rolled.

**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.

**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.

Pick List	
French AMC 35	1
French AMD Panhard 178	1
French Berliet VUDB Carrier	1
French Boys anti-tank rifle	1
French Flamethrower (infantry) team	1
French Infantry with Rifle	41
French Laffly S20TL Six-wheeled Truck	1
French Medium howitzer	1
French Medium Machine gun	1
French Medium Mortar	1
French Mule team	1
French NCO with Pistol	1
French NCO with Rifle	4
French Second Lieutenant	1
French Sniper team	1
French Spotter	1
French Twin light automatic cannon	1