EA	SYARMY.COM					Order Dice: 17	Total Points: 1148		
			PL	ATO	ON#1				
French Reinforced Platoon									
			(OFFI	CER				
Seco	nd Lieutenant (Armies of France and the Allies p	page 11)				Inexperience	d 35		
Qty	Weapons	Range	Shots	Pen	Special				
1	Second Lieutenant								
	with Pistol				Assault				
	with Submachine gun				Assault				
	with Rifle		DIE	TODA :	COLLING				
Enon	ah Engineer Section (B-44 FE 90)		INFAN	VIRY	SQUADS	Veteran	108		
Qty	ch Engineer Section (Battle of France page 86) Weapons	Range	Shots	Pan	Special	veteran	100		
Qiy 1	NCO with Pistol	Kange 6''	1		Assault				
5	Infantry with Rifle	24"	1	n/a	Assault				
1	Flamethrower (infantry) team	6''	D6		Team (2 men) Flamethrower				
	1 Flamethrower (infantry) team 6' D6 +3 Team (2 men), Flamethrower Senegalese Tirailleurs Infantry Section (Armies of France and the Allies page 14) Regular 1								
Qty	Weapons	Range	Shots		Special	Regular	110		
1	NCO with Rifle	24"	1	n/a	Special				
9	Infantry with Rifle	24"	1	n/a					
	Tough Fighters	21		11/4	Tough Fighters				
	Tought igners		Ir	NFAN					
Regi	llar Infantry Section (Armies of France and the	Allies nage 13)		11 211	IXI	Regular	100		
_	Weapons	Range	Shots	Pen	Special	Regular	100		
1	NCO with Rifle	24"	1	n/a	Special				
9	Infantry with Rifle	24"	1	n/a					
	llar Infantry Section (Armies of France and the			11/4		Regular	100		
Qty	Weapons	Range	Shots	Pen	Special	Regular	100		
1	NCO with Rifle	24"	1	n/a	Special				
9	Infantry with Rifle	24"	1	n/a					
	perienced Infantry Section (Armies of France		-	II/ a		Inexperience	d 70		
Qty	Weapons	Range	Shots	Pen	Special	meaperience	70		
1	NCO with Rifle	24"	1	n/a	Special				
9	Infantry with Rifle	24"	1	n/a					
					IE GUN				
Mac	hine Gun team (Armies of France and the Allies	page 16)				Regular	50		
	Weapons	Range	Shots	Pen	Special				
1	Medium Machine gun	36"	5		Team (3 men), Fixed				
			N	MOR					
Med	ium Mortar team (Armies of France and the Al	lies page 18)				Inexperience	d 35		
Qty	Weapons	Range	Shots	Pen	Special	•			
1	Medium Mortar	12"-60"	1	HE	Team (3 men), Fixed, Indirect fire, H	IE (2")			
				SNIP	ER				
Snip	er team (Armies of France and the Allies page 17)					Regular	50		
Qty	Weapons	Range	Shots	Pen	Special				
	with Pistol				Assault				
1	Sniper team	36"	1	n/a	Team (2 men), Sniper (Sniper with ri	fle- assistant with pistol)			
			Al	NTI-T	ANK				
Boys	Anti-tank Rifle team (Armies of France and t	he Allies page 17)				Inexperience	d 21		
Qty	Weapons	Range	Shots	Pen	Special				
1	Boys anti-tank rifle	36"	1	+2					
ARTILLERY									
25mi	n Hotchkiss Anti-aircraft Gun (Armies of Fra	ance and the Allies	page 20)			Regular	80		
Qty	Weapons	Range	Shots	Pen	Special				
1	Twin light automatic cannon	48"	4	+2	Team (3 men), Fixed, Flak, HE (1")				
Free	Medium Artillery (Armies of France and the A	llies page 19)				Regular	10		
Qty	Weapons	Range	Shots	Pen	Special				
1	Medium howitzer	60"(30-72)	1	HE	Team (4 men), Gun shield, Fixed, Ho	owitzer, HE (3")			
1	Spotter				Spotter				

Vehicle Type Trans DV Weapons Range Shots Pen Special					TOV	VS		
Name Sample Sam	Mul	e team (Armies of France and the Allies page 113)					Regular	5
1 Mule team		Vehicle	Type	Trans	DV	_		
Tow: Any light gun or light howitzer	Qty	Weapons	Range	Shots	Pen	Special		
Name	1	Mule team	Infantry	-	3+	Move as infantry, Stubborn (Mule), Gun assembly	7	
Name		Tow: Any light gun or light howitzer						
Name		0			+0			
Vehicle Type Shots Pen Special			ED CARS					
Qty Weapons Range Ange Morely Shots Special 1 AMD Panhard 178 Wheeled 48" 1 +4 RE (1") Co-axial MMG 36" 5 n/a TUTIFICH THE INTERIOR OF France and the Allies page 24) TANKS 35 (Armies of France and the Allies page 24) Vehicle Type Trans Mange Shots Pen Special TUTIFICH THE INTERIOR OF France and the Allies page 24) Vehicle Oty Weapons Range Range Shots Pen Special 1 AMC 35 Turret-mounted light anti-tank gun Co-axial MMG 48" 1 +4 HE (1") Co-axial MMG 36" 5 n/a TEARNOW SPORTS Laffly S20TL Six-wheeled Truck (Armies of France and the Allies page 30") Pen Special Tow: light howitzer, light or medium anti-tank gun, light or heavy: anti-airc-air arm arm arm arm arm arm arm arm arm ar	AMI	D Panhard 178 (Armies of France and the Allies p	page 27)				Regular	115
1		Vehicle	Type	Trans	DV			
Turret-mounted light anti-tank gun	Qty	Weapons	Range	Shots	Pen	Special		
Co-axial MMG	1	AMD Panhard 178	Wheeled	-	7+	Recce		
AMC 35 (Armies of France and the Allies page 24) Vehicle Oty Weapons Range Ra		Turret-mounted light anti-tank gun	48"	1	+4	HE (1")		
Vehicle Type Trans Part Type Trans Negular		Co-axial MMG	36"	5	n/a			
Vehicle Qty Weapons Range Rang				TANKS	SANI	O SP GUNS		
Note	AM(C 35 (Armies of France and the Allies page 24)					Regular	125
1 AMC 35 Tracked - 8+ Turret-mounted light anti-tank gun 48" 1 +4 HE (1") Co-axial MMG 36" 5 n/a **Torick		Vehicle	Type	Trans	DV			
Turret-mounted light anti-tank gun 48" 1 +4 HE (1") Co-axial MMG 36" 5 n/a **To-axial MMG 36" 5 n/a **To-axial MMG 36" 5 n/a **To-axial MMG Truck (Armies of France and the Allies page 30)** **Vehicle Type Range Shots Pen Special** 1 Laffly S20TL Six-wheeled Truck Wheeled 10 6+ **Tow: light howitzer, light or medium anti-tank gun, light or heavy anti-air-raft gun Pintle-mounted MMG 36" 5 n/a 360 degree arc, Flak **Pintle-mounted MMG 36" 5 n/a 360 degree arc, Flak **Pintle-mounted MMG 36" 5 n/a 360 degree arc, Flak **Pintle-mounted MMG 36" 5 n/a 500 degree arc, Flak **Politicle Type Trans DV** **Vehicle Type Trans DV** **Vehicle Type Trans DV** **Vehicle Type Trans DV** **Pen Special** **Pen Spe	Qty	Weapons	Range	Shots	Pen	Special		
Co-axial MMG 36" 5 n/a TRANSPORTS Laffly S20TL Six-wheeled Truck (Armies of France and the Allies page 30) Vehicle Oty Weapons Range Shots Pen Special Laffly S20TL Six-wheeled Truck Wheeled 10 6+ Tow: 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 Pintle-mounted MMG 36" 5 p/a 360 degree arc, Flak Pintle-mounted MMG 5 pintle-mounted MMG 5 pintle-mounted MMG 5 pintle-mounted MMG 7 7 7+ Regular 69 Regular 69 Regular 69 Regular 69 Berliet VUDB Carrier (Armies of France and the Allies page 30) Regular 69	1	AMC 35	Tracked	-	8+			
Laffly S20TL Six-wheeled Truck (Armies of France and the Allies page 30) Vehicle Type Range Shots Pen Special Laffly S20TL Six-wheeled Truck Wheeled 10 6+ Tow: 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 Pintle-mounted MMG 36" 5 N/a 360 degree arc, Flak Pintle-mounted MMG 36" 5 N/a 360 begree arc, Flak Pintle-mounted MMG 36" 5 N/a 360 begree arc, Flak Pintle-mounted MMG Allies page 30) Regular 69 Vehicle Type Trans Prans DV Weapons Range Shots Pen Special		Turret-mounted light anti-tank gun	48"	1	+4	HE (1")		
Vehicle Type Trans DV		Co-axial MMG	36"	5	n/a			
Vehicle Oty Weapons Range Range Shots Pen Special Laffly S20TL Six-wheeled Truck Wheeled 10 6+ Tow: 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 Pintle-mounted MMG Topintle-mounted MM				TR	ANSI	PORTS		
Qty Weapons Range Shots Pen Special 1 Laffly S20TL Six-wheeled Truck Wheeled 10 6+ 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 Vehicle Type Trans DV Qty Weapons Range Shots Pen Special 1 Berliet VUDB Carrier Wheeled 7 7+	Laff	ly S20TL Six-wheeled Truck (Armies of France	e and the Allies pa	ige 30)			Regular	65
1 Laffly S20TL Six-wheeled Truck Wheeled 10 6+ Tow: 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 Pintle-mounted MMG 36" 5 n/a 360 degree arc, Flak Berliet VUDB Carrier (Armies of France and the Allies page 30) Regular 69 Vehicle Type Trans DV Qty Weapons Range Shots Pen Special 1 Berliet VUDB Carrier Wheeled 7 7+		Vehicle	Type	Trans	DV			
Tow: 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 Pintle-mounted MMG Berliet VUDB Carrier (Armies of France and the Allies page 30) Vehicle Type Trans Vehicle Type Regular 69 Vehicle Oty Weapons Range Shots Pen Special 1 Berliet VUDB Carrier Wheeled 7 7+	Qty	Weapons	Range	Shots	Pen	Special		
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 Vehicle Type Trans DV Qty Weapons Range Shots Pen Special 1 Berliet VUDB Carrier Wheeled 7 7+	1	Laffly S20TL Six-wheeled Truck	Wheeled	10	6+			
Pintle-mounted MMG 36" 5 n/a 360 degree arc, Flak Berliet VUDB Carrier (Armies of France and the Allies page 30) Regular 69 Vehicle Type Trans DV Qty Weapons Range Shots Pen Special 1 Berliet VUDB Carrier Wheeled 7 7+		Tow: light howitzer, light or medium anti-tank gun, light or heavy anti-aircraft gun						
Berliet VUDB Carrier (Armies of France and the Allies page 30) Vehicle Type Trans Berliet VUDB Carrier Regular 69 Vehicle Type Vehicle Regular 7 7+		Pintle-mounted MMG	36"	5	n/a	360 degree arc, Flak		
Vehicle Type Trans DV Qty Weapons Range Shots Pen Special 1 Berliet VUDB Carrier Wheeled 7 7+		Pintle-mounted MMG	36"	5	n/a	360 degree arc, Flak		
QtyWeaponsRangeShotsPenSpecial1Berliet VUDB CarrierWheeled77+	Berl	iet VUDB Carrier (Armies of France and the All	lies page 30)				Regular	69
1 Berliet VUDB Carrier Wheeled 7 7+		Vehicle	Type	Trans	DV			
	Qty	Weapons	Range	Shots	Pen	Special		
Forward-facing LMG 36" 4 n/a Front arc	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