

PLATOON #1

French Reinforced Platoon
NACIONAL RÛRIK

OFFICER

Second Lieutenant (Armies of France and the Allies page 11) **Inexperienced** **35**

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

INFANTRY SQUADS

French Engineer Section (Battle of France page 86) **Veteran** **108**

Qty	Weapons	Range	Shots	Pen	Special
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

Senegalese Tirailleurs Infantry Section (Armies of France and the Allies page 14) **Regular** **99**

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

INFANTRY

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	

Inexperienced Infantry Section (Armies of France and the Allies page 13) full strength **Inexperienced** **77**

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

MACHINE GUN

Machine Gun team (Armies of France and the Allies page 16) **Regular** **50**

Qty	Weapons	Range	Shots	Pen	Special
1	Medium Machine gun	36"	5	n/a	Team (3 men), Fixed

MORTAR

Medium Mortar team (Armies of France and the Allies page 18) **Inexperienced** **35**

Qty	Weapons	Range	Shots	Pen	Special
1	Medium Mortar	12"-60"	1	HE	Team (3 men), Fixed, Indirect fire, HE (2")

SNIPER

Sniper team (Armies of France and the Allies page 17) **Veteran** **65**

Qty	Weapons	Range	Shots	Pen	Special
	with Pistol				Assault
1	Sniper team	36"	1	n/a	Team (2 men), Sniper (Sniper with rifle- assistant with pistol)

ANTI-TANK

Boys Anti-tank Rifle team (Armies of France and the Allies page 17) **Regular** **30**

Qty	Weapons	Range	Shots	Pen	Special
1	Boys anti-tank rifle	36"	1	+2	

ARTILLERY

25mm Hotchkiss Anti-aircraft Gun (Armies of France 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 Anti-tank Gun (Armies of France and the Allies page 20) **Regular** **0**

Qty	Weapons	Range	Shots	Pen	Special
1	Medium anti-tank gun	60"	1	+5	Team (3 men), Gun shield, Fixed, HE (1")

TOWS							
Mule team (Armies of France and the Allies page 113)						Inexperienced	4
Qty	Vehicle	Weapons	Type	Trans	DV		
			Range	Shots	Pen	Special	
1	Mule team		Infantry	-	3+	Move as infantry, Stubborn (Mule), Gun assembly	
	Tow: Any light gun or light howitzer						
0					+0		
ARMoured CARS							
Early War Motorcycle and Sidecar (Battle of France page 89)						Regular	35
Qty	Vehicle	Weapons	Type	Trans	DV		
			Range	Shots	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	
Early War Motorcycle and Sidecar (Battle of France page 89)						Regular	35
Qty	Vehicle	Weapons	Type	Trans	DV		
			Range	Shots	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	
TANKS AND SP GUNS							
AMC 35 (Armies of France and the Allies page 24)						Regular	125
Qty	Vehicle	Weapons	Type	Trans	DV		
			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		
ARMoured CARS							
Early War Motorcycle and Sidecar (Battle of France page 89)						Regular	35
Qty	Vehicle	Weapons	Type	Trans	DV		
			Range	Shots	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	Trans	DV		
			Range	Shots	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	Trans	DV		
			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-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 flamethrower, 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

Indirect fire

(p71)

Recce

(p118)

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.

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 AMC 35	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 anti-tank gun	1
French Medium Machine gun	1
French Medium Mortar	1
French Motorcycle and sidecar (LMG)	3
French Mule team	1
French NCO with Pistol	1
French NCO with Rifle	4
French Second Lieutenant	1
French Sniper team	1
French Twin light automatic cannon	1