

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 | Type | Trans | DV |
|-----|---|----------|-------|--|
| | Weapons | 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 | Type | Trans | DV |
|-----|------------------------------|---------|-------|---|
| | Weapons | 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 | Type | Trans | DV |
|-----|------------------------------|---------|-------|---|
| | Weapons | 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 | 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 |

ARMOURED CARS

Early War Motorcycle and Sidecar (Battle of France page 89) **Regular** 35

| Qty | Vehicle | Type | Trans | DV |
|-----|------------------------------|---------|-------|---|
| | Weapons | 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 | Type | Trans | DV |
|-----|----------------------|---------|-------|---------------|
| | Weapons | 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 | Type | Trans | DV |
|-----|---|---------|-------|--------------------------|
| | Weapons | 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 |