

Order Dice: 16

Total Points: 1148

**PLATOON #1**

French Reinforced Platoon

Fer French

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

Qty	Weapons	Range	Shots	Pen	Special
1	Second Lieutenant				
	with Pistol	6"	1	n/a	Assault
	with Submachine gun	12"	2	n/a	Assault
	with Rifle	24"	1	n/a	

**INFANTRY SQUADS****Inexperienced Infantry Section** (Armies of France and the Allies page 13) **full strength****Inexperienced****81**

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
10	Infantry with Rifle	24"	1	n/a	
1	Infantry with Pistol	6"	1	n/a	Assault

**Inexperienced Infantry Section** (Armies of France and the Allies page 13) **full strength****Inexperienced****81**

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
10	Infantry with Rifle	24"	1	n/a	
1	Infantry with Pistol	6"	1	n/a	Assault

**INFANTRY****French Engineer Section** (Battle of France page 86)**Veteran****95**

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Pistol	6"	1	n/a	Assault
4	Infantry with Rifle	24"	1	n/a	
1	Flamethrower (infantry) team	6"	D6	+3	Team (2 men), Flamethrower

**Inexperienced Infantry Section** (Armies of France and the Allies page 13) **full strength****Inexperienced****81**

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
10	Infantry with Rifle	24"	1	n/a	
1	Infantry with Pistol	6"	1	n/a	Assault

**Senegalese Tirailleurs Infantry Section (Armies of France and the Allies page 14)** **Regular** **106**

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
1	Infantry with Pistol	6"	1	n/a	Assault

**FREE INFANTRY**

**Free Inexperienced Infantry Section (Armies of France and the Allies page 13) full strength** **Inexperienced** **0**

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
10	Infantry with Rifle	24"	1	n/a	
1	Infantry with Pistol	6"	1	n/a	Assault

**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)** **Regular** **50**

Qty	Weapons	Range	Shots	Pen	Special
	with Pistol	6"	1	n/a	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** **50**

Qty	Weapons	Range	Shots	Pen	Special
1	Light automatic cannon	48"	2	+2	Team (3 men), Fixed, Flak, HE (1")

**Free Medium Artillery (Armies of France and the Allies page 19)** **Regular** **10**

Qty	Weapons	Range	Shots	Pen	Special
1	Medium howitzer	60"(30-72)	1	HE	Team (4 men), Gun shield, Fixed, Howitzer, HE (3")
	Spotter				Spotter

**ARMOURED CARS**

**AMD Panhard 178 (Armies of France and the Allies page 27)**

		Regular			115
Qty	Vehicle Weapons	Type Range	Trans Shots	DV 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****Char B1 (Armies of France and the Allies page 24)**

		Regular			245
Qty	Vehicle Weapons	Type Range	Trans Shots	DV Pen Special	
1	Char B1				
		Tracked	-	9+ One-man Turret, Armoured all around, Slow	
	Turret-mounted light anti-tank gun	48"	1	+4 HE (1")	
	Co-axial MMG	36"	5	n/a	
	Forward-facing hull-mounted light howitzer	48"(24-60)	1	HE Front arc, Howitzer, HE (2")	
	Forward-facing hull-mounted MMG	36"	5	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	

**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	

**Armoured all around**

All hits to vehicle count as to the front armour

**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 flamethrower, 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 (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)

### **One-man Turret**

Must make an order test when issuing an Advance order, even if the tank is not pinned

### **Recce**

(p118)

## Slow

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

## 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).

## 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.

## PickList

French AMD Panhard 178	1
French Berliet VUDB Carrier	1
French Boys anti-tank rifle	1
French Char B1	1
French Flamethrower (infantry) team	1
French Infantry with Pistol	5
French Infantry with Rifle	52
French Laffly S20TL Six-wheeled Truck	1
French Light automatic cannon	1
French Medium howitzer	1
French Medium Mortar	1
French NCO with Pistol	1
French NCO with Rifle	5
French Second Lieutenant	1

French Sniper team	1
French Spotter	1

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