

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+ | |
| | 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 | |

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 flamerthrower, 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 |

© 2024 - EasyArmy.com

 [Configuración de la privacidad y las cookies](#)

Gestionado por Google Cumple el TCF de IAB. ID de CMP: 300