

PLATOON #1

French Reinforced Platoon

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)

Inexperienced

55

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
3	Infantry with Rifle	24"	1	n/a	
1	Infantry with Light Machine gun (requires loader)	36"	4	n/a	

Regular Infantry Section (Armies of France and the Allies page 13)

Regular

70

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
3	Infantry with Rifle	24"	1	n/a	
1	Infantry with Light Machine gun (requires loader)	36"	4	n/a	

INFANTRY

Inexperienced Infantry Section (Armies of France and the Allies page 13)

Inexperienced

55

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
3	Infantry with Rifle	24"	1	n/a	
1	Infantry with Light Machine gun (requires loader)	36"	4	n/a	

FREE INFANTRY

Free Inexperienced Infantry Section (Armies of France and the Allies page 13)

Inexperienced

0

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
3	Infantry with Rifle	24"	1	n/a	
1	Infantry with Light Machine gun (requires loader)	36"	4	n/a	

MORTAR

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

Inexperienced

45

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

ARTILLERY

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

TANKS AND SP GUNS

Renault R35 (Armies of France and the Allies page 22)

Regular

115

Qty	Vehicle	Type	Trans	DV	Special
1	Renault R35	Tracked	-	8+	One-man Turret, Armoured all around, Slow
	Turret-mounted low-velocity light anti-tank gun	48"	1	+3	Low velocity light anti-tank gun, HE (1")
	Co-axial MMG	36"	5	n/a	

PLATOON #2

French Reinforced Platoon

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)

Inexperienced

55

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
3	Infantry with Rifle	24"	1	n/a	
1	Infantry with Light Machine gun (requires loader)	36"	4	n/a	

Inexperienced Infantry Section (Armies of France and the Allies page 13)

Inexperienced

55

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
3	Infantry with Rifle	24"	1	n/a	
1	Infantry with Light Machine gun (requires loader)	36"	4	n/a	

MORTAR

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

Inexperienced

45

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

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

Light Anti-tank Gun (Armies of France and the Allies page 19)

Regular

50

Qty	Weapons	Range	Shots	Pen	Special
1	Light anti-tank gun	48"	1	+4	Team (2 men), Gun shield, Fixed, HE (1")

TANKS AND SP GUNS

Renault FT (Armies of France and the Allies page 21)

Regular

35

Qty	Vehicle	Type	Trans	DV	
	Weapons	Range	Shots	Pen	Special
1	Renault FT	Tracked	-	7+	One-man Turret, Slow... Pitifully Slow
	Turret-mounted MMG	36"	5	n/a	

PLATOON #3

French Reinforced Platoon

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)

Inexperienced

55

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
3	Infantry with Rifle	24"	1	n/a	
1	Infantry with Light Machine gun (requires loader)	36"	4	n/a	

Inexperienced Infantry Section (Armies of France and the Allies page 13)

Inexperienced

55

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
3	Infantry with Rifle	24"	1	n/a	
1	Infantry with Light Machine gun (requires loader)	36"	4	n/a	

MORTAR

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

Inexperienced

45

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

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

Light Anti-tank Gun (Armies of France and the Allies page 19)

Regular

50

Qty	Weapons	Range	Shots	Pen	Special
1	Light anti-tank gun	48"	1	+4	Team (2 men), Gun shield, Fixed, HE (1")

TANKS AND SP GUNS

Renault FT (Armies of France and the Allies page 21)

Regular

35

Qty	Vehicle Weapons	Type Range	Trans Shots	DV Pen	Special
1	Renault FT	Tracked	-	7+	One-man Turret, Slow... Pitifully Slow
	Turret-mounted MMG	36"	5	n/a	

SPECIAL RULES

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.

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)

Low velocity light anti-tank gun

Weapon counts as a light anti-tank gun, but with an armour penetration rating of +3 instead of the usual +4

One-man Turret

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

Slow

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

Slow... Pitifully Slow

Slow tank as defined by the rules and not allowed to make a double-speed Run move at all. It can still be given a Run order (thereby avoiding the 'One-man Turret' rule) but moves at its basic speed only

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.

Pick List	
French Boys anti-tank rifle	2
French Infantry with Light Machine gun (requires loader)	8
French Infantry with Rifle	24
French Light anti-tank gun	2
French Medium howitzer	1
French Medium Mortar	3
French NCO with Rifle	8
French Renault FT	2
French Renault R35	1
French Second Lieutenant	3