

## PLATOON #1

\*Version 3 - France - Rifle Platoon

## PLATOON COMMANDER

Platoon Commander (French Version 3 PDF page 1)

Regular

50

Qty	Weapons	Range	Shots	Pen	Special
1	Platoon Commander				
	with Pistol	6"	1	n/a	Assault
	with Rifle	24"	1	n/a	
	with Submachine gun	12"	2	n/a	Assault
2	Infantry (equipped as modeled)		-	-	

## INFANTRY

Infantry Section (French Version 3 PDF page 2) full strength

Regular

130

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
9	Infantry with Rifle	24"	1	n/a	
1	Infantry with Rifle/VB launcher	24"	1	n/a	
		6"-18"	1	HE	Indirect Fire, HE (1")

Infantry Section (French Version 3 PDF page 2) full strength

Regular

130

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
9	Infantry with Rifle	24"	1	n/a	
1	Infantry with Rifle/VB launcher	24"	1	n/a	
		6"-18"	1	HE	Indirect Fire, HE (1")

Infantry Section (French Version 3 PDF page 2)

Regular

96

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
7	Infantry with Rifle	24"	1	n/a	
	Entire squad equipped with anti-tank grenades				Tank hunters

Infantry Section (French Version 3 PDF page 2)

Regular

80

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

## FORWARD OBSERVER

Forward Observer (Artillery) (French Version 3 PDF page 1)

Regular

75

Qty	Weapons	Range	Shots	Pen	Special
1	Forward Observer (Artillery)				Infiltrator
	with Pistol	6"	1	n/a	Assault
	with Rifle	24"	1	n/a	
	with Submachine gun	12"	2	n/a	Assault

## PLATOON #2

\*Version 3 - France - Armoured Platoon

## COMMAND VEHICLE

Char B1 and B1 Bis (French Version 3 PDF page 4)

Regular

220

Qty	Vehicle	Type	Trans	DV	
	Weapons	Range	Shots	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

## CMD VEHICLE OPTIONS

Command Vehicle rule (v3) (Version 3 Rulebook page 188)

10

Command Vehicle special rule

## VEHICLE

Renault FT (French Version 3 PDF page 4)

Regular

30

Qty	Vehicle	Type	Trans	DV	
	Weapons	Range	Shots	Pen	Special
1	Renault FT	Tracked	-	7+	One-man Turret, Slow... Pitifully Slow

**PLATOON #3**

\*Version 3 - France - Heavy Weapons Platoon

**PLATOON COMMANDER****Platoon Commander** (French Version 3 PDF page 1)**Inexperienced****21**

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

**HEAVY WEAPONS****Mortar Team** (French Version 3 PDF page 3)**Regular****55**

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

**Machine Gun Team** (French Version 3 PDF page 3)**Regular****50**

Qty	Weapons	Range	Shots	Pen	Special
1	Medium Machine gun team	36"	6	n/a	Team (3 men), Fixed

**ANTI-TANK****Boys Anti-Tank Team** (French Version 3 PDF page 3)**Regular****25**

Qty	Weapons	Range	Shots	Pen	Special
1	Boys anti-tank rifle team	36"	1	+2	Team (2 men)

**Boys Anti-Tank Team** (French Version 3 PDF page 3)**Regular****25**

Qty	Weapons	Range	Shots	Pen	Special
1	Boys anti-tank rifle team	36"	1	+2	Team (2 men)

**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.

**Command Vehicle**

(p118) Adds a morale bonus of +1 to itself and to any other friendly armoured vehicle within 12" (but no Snap to action extra dice)

**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.

**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**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)

**Infiltrator**If the unit takes a cover save while it does not have an *Advance* or *Run* order dice on it, it receives an additional +1 to the roll. In addition, the unit might benefit from special deployment rules, as detailed in the scenario being played (see page 161).**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).

### Tank hunters

(p91) If a tank hunter unit wins an assault and scores damage against an armoured vehicle, the effect is resolved on the Damage Result table as for a normal anti-tank penetration rather than as for superficial damage.

### 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.

Pick List	
French Boys anti-tank rifle team	2
French Char B1	1
French Forward Observer (Artillery)	1
French Infantry (equipped as modeled)	2
French Infantry with Rifle	32
French Infantry with Rifle/VB launcher	2
French Medium Machine gun team	1
French Medium Mortar team	1
French NCO with Rifle	4
French Platoon Commander	2
French Renault FT	1