

## PLATOON #1

The Battle of France 1940

## OFFICER

**Second Lieutenant (Armies of France and the Allies page 11)** Regular 60

Qty	Weapons	Range	Shots	Pen	Special
1	Second Lieutenant with Pistol				Assault
	with Submachine gun				Assault
	with Rifle				
1	Infantry (equipped as modeled)		-	-	

## INFANTRY SQUADS

**Regular Infantry Section (Armies of France and the Allies page 13)** Regular 130

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
6	Infantry with Rifle	24"	1	n/a	
1	Infantry with Light Machine gun (requires loader)	36"	4	n/a	
1	Infantry with Rifle/VB launcher	6"-18"	1	HE	Indirect Fire, HE (1")

**Regular Infantry Section (Armies of France and the Allies page 13)** Regular 140

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
7	Infantry with Rifle	24"	1	n/a	
1	Infantry with Light Machine gun (requires loader)	36"	4	n/a	
1	Infantry with Rifle/VB launcher	6"-18"	1	HE	Indirect Fire, HE (1")

## HEADQUARTERS

**Medic (Armies of France and the Allies page 11)** Regular 23

Qty	Weapons	Range	Shots	Pen	Special
1	Medic with Pistol				Assault

**Forward Observer (Artillery) (Armies of France and the Allies page 11)** Regular 110

Qty	Weapons	Range	Shots	Pen	Special
1	Artillery Forward Observer with Rifle				
	with Pistol				Assault
	with Submachine gun				Assault
1	Infantry (equipped as modeled)		-	-	

## INFANTRY

**Senegalese Tirailleurs Infantry Section (Armies of France and the Allies page 14)** Regular 150

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
7	Infantry with Rifle Tough Fighters	24"	1	n/a	Tough Fighters
1	Infantry with Light Machine gun (requires loader)	36"	4	n/a	
1	Infantry with Rifle/VB launcher	6"-18"	1	HE	Indirect Fire, HE (1")

**Groupe Franc/SES/GIA Veteran Infantry Section (Armies of France and the Allies page 14)** Veteran 104

Qty	Weapons	Range	Shots	Pen	Special
1	Infantry with Rifle	24"	1	n/a	
1	Infantry with Light Machine gun (requires loader)	36"	4	n/a	
1	NCO with Submachine gun	12"	2	n/a	Assault
2	Infantry with Submachine gun Entire squad equipped with anti-tank grenades	12"	2	n/a	Assault Tank hunters

## 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)** Regular 50

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

## 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.

### 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

### Indirect fire

(p71)

### 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 (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.

### Pick List

French Artillery Forward Observer	1
French Infantry (equipped as modeled)	2
French Infantry with Light Machine gun (requires loader)	4
French Infantry with Rifle	21
French Infantry with Rifle/VB launcher	3
French Infantry with Submachine gun	2
French Medic	1
French Medium Machine gun	1
French Medium Mortar	1
French NCO with Rifle	3
French NCO with Submachine gun	1
French Second Lieutenant	1

## Second Lieutenant

**60**  
POINTS

*Armies of France and the Allies page 11*

**REGULAR**

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	
1	Infantry (equipped as modeled)	-	-	-	-

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## Regular Infantry Section

**130**  
POINTS

*Armies of France and the Allies page 13*

**REGULAR**

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
6	Infantry with Rifle	24"	1	n/a	
1	Infantry with Light Machine gun (requires loader)	36"	4	n/a	
1	Infantry with Rifle/VB launcher	6"-18"	1	HE	Indirect Fire, HE (1")

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## Regular Infantry Section

**140**  
POINTS

*Armies of France and the Allies page 13*

**REGULAR**

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
7	Infantry with Rifle	24"	1	n/a	
1	Infantry with Light Machine gun (requires loader)	36"	4	n/a	
1	Infantry with Rifle/VB launcher	6"-18"	1	HE	Indirect Fire, HE (1")

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## Medic

**23**  
POINTS

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**REGULAR**

Qty	Weapons	Range	Shots	Pen	Special
1	Medic with Pistol	6"	1	n/a	Assault

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## Forward Observer (Artillery)

**110**  
POINTS

*Armies of France and the Allies page 11*

**REGULAR**

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

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## Senegalese Tirailleurs Infantry Section

**150**  
POINTS

*Armies of France and the Allies page 14*

**REGULAR**

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
7	Infantry with Rifle Tough Fighters	24"	1	n/a	Tough Fighters
1	Infantry with Light Machine gun (requires loader)	36"	4	n/a	
1	Infantry with Rifle/VB launcher	6"-18"	1	HE	Indirect Fire, HE (1")

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## Groupe Franc/SES/GIA Veteran Infantry Section

**104**  
POINTS

*Armies of France and the Allies page 14*

**VETERAN**

Qty	Weapons	Range	Shots	Pen	Special
1	Infantry with Rifle	24"	1	n/a	
1	Infantry with Light Machine gun (requires loader)	36"	4	n/a	
1	NCO with Submachine gun	12"	2	n/a	Assault
2	Infantry with Submachine gun	12"	2	n/a	Assault
	Entire squad equipped with anti-tank grenades				Tank hunters

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## Machine Gun team

**50**  
POINTS

*Armies of France and the Allies page 16*

**REGULAR**

Qty	Weapons	Range	Shots	Pen	Special
1	Medium Machine gun	36"	5	n/a	Team (3 men), Fixed

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## Medium Mortar team

*Armies of France and the Allies page 18*

**REGULAR**



**50**  
POINTS



WGB-FI-24

**French Army 81mm  
medium mortar team**

Painted by Big Gazza

[www.warlordgames.com](http://www.warlordgames.com)

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

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