

PLATOON #1

The Battle of France 1940

OFFICER

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

Regular

50

Qty	Weapons	Range	Shots	Pen	Special
1	Second Lieutenant				
	with Pistol				Assault
	with Submachine gun				Assault
	with Rifle				

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

100

Qty	Weapons	Range	Shots	Pen	Special
1	Artillery Forward Observer				
	with Rifle				
	with Pistol				Assault
	with Submachine gun				Assault

INFANTRY

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

Regular

130

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 Light Machine gun (requires loader)	36"	4	n/a	

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	12"	2	n/a	Assault
	Entire squad equipped with anti-tank grenades				Tank hunters

Motorbike Section (Armies of France and the Allies page 16)

Regular

125

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
5	Infantry with Rifle	24"	1	n/a	
	Entire squad mounted on motorcycle/sidecars				Motorbikes
1	Infantry with Light Machine gun (requires loader)	36"	4	n/a	

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

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

ARTILLERY

Qty	Weapons	Range	Shots	Pen	Special
1	Medium anti-tank gun	60"	1	+5	Team (3 men), Gun shield, Fixed, HE (1")

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

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.

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)

Motorbikes

(p90) Moves at 12" for *Advance* and 24" at a *Run* with same rules and restrictions as Wheeled vehicles, except they may make any number of turns as they move. Cannot react to enemy attacks by going *Down*. Can react by making *escape* move (at normal move, not double speed). Can dismount as part of any *Advance* move, but cannot remount. Bike riders cannot shoot while moving. Cannot assault and can make an escape move if assaulted. If attacked at close quarters they fight as infantry. Each man fights (including sidecar passengers if equipped). Regroup 2D6" rather than D6".

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 (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.

French Artillery Forward Observer	1
French Infantry with Light Machine gun (requires loader)	5
French Infantry with Rifle	27
French Infantry with Rifle/VB launcher	2
French Infantry with Submachine gun	2
French Medic	1
French Medium anti-tank gun	1
French Medium howitzer	1
French Medium Machine gun	1
French Medium Mortar	1
French NCO with Rifle	4
French NCO with Submachine gun	1
French Second Lieutenant	1
French Spotter	2

Second Lieutenant

50
POINTS

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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	

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Regular Infantry Section

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POINTS

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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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Platoon #1

Regular Infantry Section

140
POINTS

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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)

100
POINTS

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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

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Senegalese Tirailleurs Infantry Section

130
POINTS

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REGULAR

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 Light Machine gun (requires loader)	36"	4	n/a	

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Groupe Franc/SES/GIA Veteran Infantry Section

104
POINTS

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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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Motorbike Section

125
POINTS

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REGULAR

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
5	Infantry with Rifle	24"	1	n/a	
	Entire squad mounted on motorcycle/sidecars				Motorbikes
1	Infantry with Light Machine gun (requires loader)	36"	4	n/a	

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Machine Gun team

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50
POINTS

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

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60
POINTS

REGULAR



WGB-FJ-24

**French Army 81mm
medium mortar team**

Painted by Big Gazza

www.warlordgames.com

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

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Medium Anti-tank Gun

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75
POINTS

REGULAR

Qty	Weapons	Range	Shots	Pen	Special
1	Medium anti-tank gun	60"	1	+5	Team (3 men), Gun shield, Fixed, HE (1")

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Free Medium Artillery

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10
POINTS

REGULAR

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

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