

PLATOON #1

French Late-War Reinforced Platoon
Battle of the Bulge

OFFICER

First Lieutenant (Armies of France and the Allies page 11) **Regular** 75

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

INFANTRY SQUADS

Late-War Regular Infantry Squad (Armies of France and the Allies page 105) **Regular** 74

Qty	Weapons	Range	Shots	Pen	Special
4	Infantry with Rifle	24"	1	n/a	
1	NCO with Submachine gun	12"	2	n/a	Assault
1	Infantry with BAR Automatic rifle	30"	2	n/a	
	Stubborn				Stubborn

Late-War Regular Infantry Squad (Armies of France and the Allies page 105) **Regular** 74

Qty	Weapons	Range	Shots	Pen	Special
4	Infantry with Rifle	24"	1	n/a	
1	NCO with Submachine gun	12"	2	n/a	Assault
1	Infantry with BAR Automatic rifle	30"	2	n/a	
	Stubborn				Stubborn

MEDIC

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

Qty	Weapons	Range	Shots	Pen	Special
1	Medic				
	with Pistol				Assault

FORWARD OBSERVER

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

Late-War Regular Infantry Squad (Armies of France and the Allies page 105) **Regular** 74

Qty	Weapons	Range	Shots	Pen	Special
4	Infantry with Rifle	24"	1	n/a	
1	NCO with Submachine gun	12"	2	n/a	Assault
1	Infantry with BAR Automatic rifle	30"	2	n/a	
	Stubborn				Stubborn

Late-War Regular Infantry Squad (Armies of France and the Allies page 105) **Regular** 74

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4	Infantry with Rifle	24"	1	n/a	
1	NCO with Submachine gun	12"	2	n/a	Assault
1	Infantry with BAR Automatic rifle	30"	2	n/a	
	Stubborn				Stubborn

MACHINE GUN

Machine Gun team (Armies of France and the Allies page 16) **Regular** 53

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

MORTAR

Medium Mortar team (Armies of France and the Allies page 18) **Regular** 63

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

ANTI-TANK

Bazooka team (Armies of France and the Allies page 28)

Regular

62

Qty	Weapons	Range	Shots	Pen	Special
1	Bazooka team Stubborn	24"	1	+5	Team (2 men), Shaped Charge Stubborn

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 (2")

(p68) PEN: +2, PIN: D3 (D6 if in building) - Infantry and artillery can go *down* to halve the hits taken

Indirect fire

(p71)

Shaped Charge

(p73) Never suffer the -1 penetration modifier for firing at long range.

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).

Stubborn

(p91) If forced to take a morale check, they ignore negative morale modifiers from pin markers. Remember that order tests are not morale checks.

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 Artillery Forward Observer	1
French Bazooka team	1
French First Lieutenant	1
French Infantry with BAR Automatic rifle	4
French Infantry with Rifle	16
French Medic	1
French Medium Machine gun	1
French Medium Mortar	1
French NCO with Submachine gun	4
French Spotter	1

First Lieutenant

Armies of France and the Allies page 11

REGULAR

75
POINTS

Qty	Weapons	Range	Shots	Pen	Special
1	First 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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Late-War Regular Infantry Squad

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REGULAR

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	Stubborn				Stubborn

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Platoon #1

Medic

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REGULAR

23
POINTS

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

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Platoon #1

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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Platoon #1

Machine Gun team

53
POINTS

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REGULAR

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	Stubborn				Stubborn

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Platoon #1

Medium Mortar team

63
POINTS

Armies of France and the Allies page 18

REGULAR

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	Spotter				Spotter
	Stubborn				Stubborn

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Platoon #1

Bazooka team

62
POINTS

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REGULAR

Qty	Weapons	Range	Shots	Pen	Special
1	Bazooka team	24"	1	+5	Team (2 men), Shaped Charge
	Stubborn				Stubborn

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