

## PLATOON #1

French Late-War Reinforced Platoon  
Battle of the Bulge

## OFFICER

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

**Veteran**

**65**

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

## INFANTRY SQUADS

**Brigade de choc Section** (Armies of France and the Allies page 107)

**Veteran**

**112**

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

**Brigade de choc Section** (Armies of France and the Allies page 107)

**Veteran**

**112**

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

## INFANTRY

**Brigade de choc Section** (Armies of France and the Allies page 107)

**Veteran**

**148**

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

**Brigade de choc Section** (Armies of France and the Allies page 107)

**Veteran**

**112**

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

## MACHINE GUN

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

**Veteran**

**68**

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

## MORTAR

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

**Veteran**

**78**

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

## SNIPER

**Sniper team** (Armies of France and the Allies page 110)

**Veteran**

**69**

Qty	Weapons	Range	Shots	Pen	Special
1	Sniper team Stubborn	36"	1	n/a	Team (2 men), Sniper and assistant have rifles Stubborn

## ANTI-TANK

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

**Veteran**

**80**

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

<b>Flamethrower team</b> (Armies of France and the Allies page 28)					<b>Veteran</b>	<b>67</b>
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Qty	Weapons	Range	Shots	Pen	Special
1	Flamethrower (infantry) team Stubborn	6"	D6	+3	Team (2 men), Flamethrower Stubborn

### TRANSPORTS

<b>Jeep</b> (Armies of France and the Allies page 50)					<b>Veteran</b>	<b>25</b>
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Qty	Vehicle	Type	Trans	DV	Special
Qty	Weapons	Range	Shots	Pen	Special
1	Jeep	Wheeled	3	6+	
	Tow: Light anti-tank gun, light howitzer, light anti-aircraft gun				
	0			+0	

<b>Jeep</b> (Armies of France and the Allies page 50)					<b>Veteran</b>	<b>25</b>
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<b>Jeep</b> (Armies of France and the Allies page 50)					<b>Veteran</b>	<b>25</b>
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Qty	Weapons	Range	Shots	Pen	Special
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	Tow: Light anti-tank gun, light howitzer, light anti-aircraft gun				
	0			+0	

### 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.

#### Flamethrower

(p67) Flamethrowers never suffer to-hit penalties for cover or Down. Hits multiplied into D6 (D6+1 for vehicle flamethrower). Always hits top armour. No -1 PEN for long range. Gun shield and extra protection rules do not apply. Units hit take D3+1 pins and must always check morale (if fail, then destroyed). Flamethrower rolls D6 - on 1 it runs out of fuel. When rolling to damage vehicle equipped with flamerthrower, add +1 to damage effects chart.

#### 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.

#### 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.

<b>Pick List</b>	
French Bazooka team	1
French Flamethrower (infantry) team	1
French Infantry with Light Machine gun (requires loader)	3
French Infantry with Rifle	12
French Infantry with Submachine gun	6
French Jeep	3
French Medium Machine gun	1
French Medium Mortar	1
French NCO with Rifle	2
French NCO with Submachine gun	2
French Second Lieutenant	1
French Sniper team	1
French Spotter	1

## Second Lieutenant

**65**  
POINTS

*Armies of France and the Allies page 11*

**VETERAN**

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	

French Late-War Reinforced Platoon Battle of the Bulge

Platoon #1

## Brigade de choc Section

**112**  
POINTS

*Armies of France and the Allies page 107*

**VETERAN**

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	Stubborn				Stubborn
1	NCO with Submachine gun	12"	2	n/a	Assault
3	Infantry with Submachine gun	12"	2	n/a	Assault
1	Infantry with Light Machine gun (requires loader)	36"	4	n/a	
	Entire squad equipped with anti-tank grenades				Tank hunters

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**148**  
POINTS

*Armies of France and the Allies page 107*

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## Machine Gun team

68  
POINTS

*Armies of France and the Allies page 16*

VETERAN

Qty	Weapons	Range	Shots	Pen	Special
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	Stubborn				Stubborn

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## Medium Mortar team

78  
POINTS

*Armies of France and the Allies page 18*

VETERAN

Qty	Weapons	Range	Shots	Pen	Special
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	Spotter				Spotter
	Stubborn				Stubborn

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## Sniper team

69  
POINTS

*Armies of France and the Allies page 110*

VETERAN

Qty	Weapons	Range	Shots	Pen	Special
1	Sniper team	36"	1	n/a	Team (2 men), Sniper and assistant have rifles
	Stubborn				Stubborn

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## Bazooka team

80  
POINTS

*Armies of France and the Allies page 28*

VETERAN

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## Flamethrower team

67  
POINTS

*Armies of France and the Allies page 28*

VETERAN

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## Jeep

25  
POINTS

*Armies of France and the Allies page 50*

VETERAN

**MOBILITY:** Wheeled

DV  
6+

**TRANSPORT :** 3

**SPECIAL:**

**Tow:** Light anti-tank gun, light howitzer, light anti-aircraft gun

Qty	Weapons	Range	Shots	Pen	Special
1	Jeep				

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POINTS

*Armies of France and the Allies page 50*

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# Jeep

*Armies of France and the Allies page 50*

**25**  
POINTS

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**TRANSPORT :** 3

**SPECIAL:**

**Tow:** Light anti-tank gun, light howitzer, light anti-aircraft gun

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