

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** 100

Qty	Weapons	Range	Shots	Pen	Special
5	Infantry with Rifle	24"	1	n/a	
1	NCO with Submachine gun	12"	2	n/a	Assault
1	Infantry with Light Machine gun (requires loader)	36"	4	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

Stubborn

Stubborn

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		

TANKS AND SP GUNS

M4A1/A2/A3/A4 Sherman 75mm (Armies of France and the Allies page 39)						Regular	195
Qty	Vehicle	Type	Trans	DV			
Qty	Weapons	Range	Shots	Pen	Special		
1	M4A1/A2/A3/A4 Sherman 75mm	Tracked	-	9+	Easily catches fire		
	Turret-mounted medium anti-tank gun	60"	1	+5	(75mm) HE (2"), Gyro-stabiliser (Veterans only)		
	Co-axial MMG	36"	5	n/a			
	Forward facing hull-mounted MMG	36"	5	n/a	Front arc		

TRANSPORTS

M5 Half-track (Armies of France and the Allies page 60)						Regular	99
Qty	Vehicle	Type	Trans	DV			
Qty	Weapons	Range	Shots	Pen	Special		
1	M5 Half Track	Half-track	12	7+	Open-topped		
	Tow: any anti-tank or anti-aircraft gun, light or medium howitzer						
	Pintle-mounted HMG	36"	3	+1	Flak, 360 degree arc		

SPECIAL RULES

(75mm) HE (2")

Instead of using the 1" template, use the 2" template (75mm gun tanks)

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.

Easily catches fire

If a roll on the vehicle damage table results in the vehicle catching fire add D3 pin markers rather than just 1 before taking a morale test

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.

Flak

All enemy units not currently down automatically fire at the attacking aircraft if it is within their firing arc and range, regardless of whether they have already taken an action or not that turn. Flak fire does not require an action. Line of site ignored. Rolls to hit aircraft are always at a -2 penalty. Friendly flak units must test to hold their fire (page 67)

Gyro-stabiliser (Veterans only)

Weapon does not suffer the -1 'to hit' penalty for shooting and moving if the crew are Veteran. This does not apply to vehicles with Inexperienced or Regular crew, nor does it apply to any co-axial machine gun.

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)

Open-topped

(p118) Pinned by hits from small arms in the same way as soft-skins and infantry. If assaulted by infantry open-topped armoured vehicles are destroyed automatically if the vehicle is damaged, in the same way as for soft-skins.

If hit by indirect fire then add +1 to the damage result roll. Note that all hits upon the upper surface of armoured vehicles count +1 penetration regardless of whether the target is open or not - so open-topped armoured vehicles suffer a double penalty: +1 penetration and +1 damage result

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	3
French Infantry with Light Machine gun (requires loader)	1
French Infantry with Rifle	17
French M4A1/A2/A3/A4 Sherman 75mm	1
French M5 Half Track	1
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	

French Late-War Reinforced Platoon Battle of the Bulge

Platoon #1

Late-War Regular Infantry Squad

Armies of France and the Allies page 105

REGULAR

74
POINTS

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

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Platoon #1

Late-War Regular Infantry Squad

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REGULAR

74
POINTS

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

French Late-War Reinforced Platoon Battle of the Bulge

Platoon #1

Medic

Armies of France and the Allies page 11

REGULAR

23
POINTS

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

French Late-War Reinforced Platoon Battle of the Bulge

Platoon #1

Forward Observer (Artillery)

100
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

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Platoon #1

Late-War Regular Infantry Squad

74
POINTS

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REGULAR

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

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Platoon #1

Late-War Regular Infantry Squad

100
POINTS

Armies of France and the Allies page 105

REGULAR

Qty	Weapons	Range	Shots	Pen	Special
5	Infantry with Rifle	24"	1	n/a	
1	NCO with Submachine gun	12"	2	n/a	Assault
1	Infantry with Light Machine gun (requires loader)	36"	4	n/a	
	Stubborn				Stubborn

French Late-War Reinforced Platoon Battle of the Bulge

Platoon #1

Machine Gun team

53
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
	Stubborn				Stubborn

French Late-War Reinforced Platoon Battle of the Bulge

Platoon #1

Medium Mortar team

63
POINTS

Armies of France and the Allies page 18

REGULAR

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

French Late-War Reinforced Platoon Battle of the Bulge

Platoon #1

Bazooka team

62
POINTS

Armies of France and the Allies page 28

REGULAR

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

French Late-War Reinforced Platoon Battle of the Bulge

Platoon #1

M4A1/A2/A3/A4 Sherman

75mm

Armies of France and the Allies page 39

195
POINTS

REGULAR

MOBILITY: Tracked

DV
9+

TRANSPORT : -

SPECIAL: Easily catches fire

Qty	Weapons	Range	Shots	Pen	Special
1	M4A1/A2/A3/A4 Sherman 75mm				
	Turret-mounted medium anti-tank gun	60"	1	+5	(75mm) HE (2"), Gyro-stabiliser (Veterans only)
	Co-axial MMG	36"	5	n/a	
	Forward facing hull-mounted MMG	36"	5	n/a	Front arc

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Platoon #1

M5 Half-track

99
POINTS

Armies of France and the Allies page 60

REGULAR

MOBILITY: Half-track

DV
7+

TRANSPORT : 12

SPECIAL: Open-topped

Tow: any anti-tank or anti-aircraft gun, light or medium howitzer

Qty	Weapons	Range	Shots	Pen	Special
1	M5 Half Track				
	Pintle-mounted HMG	36"	3	+1	Flak, 360 degree arc

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