

PLATOON #1

Armoured Infantry Platoon (Sicily and Italy)

OFFICER

Second Lieutenant (Armies of the United States page 22)	Regular	50
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Qty	Weapons	Range	Shots	Pen	Special
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1	Second Lieutenant				
	with Pistol				Assault
	with Submachine gun				Assault
	with M1 carbine (rifle)				

INFANTRY SQUADS

Armoured Rifle Squad (Italy: Soft Underbelly page 111)	Regular	83
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Qty	Weapons	Range	Shots	Pen	Special
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4	Infantry with Rifle	24"	1	n/a	
	Motorised infantry				Motorised infantry
1	NCO with Submachine gun	12"	2	n/a	Assault
1	Infantry with Light Machine gun (requires loader)	36"	4	n/a	

Armoured Rifle Squad (Italy: Soft Underbelly page 111) full strength	Regular	103
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Qty	Weapons	Range	Shots	Pen	Special
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9	Infantry with Rifle	24"	1	n/a	
	Motorised infantry				Motorised infantry
1	NCO with Submachine gun	12"	2	n/a	Assault

MEDIC

Medic (Armies of the United States page 22)	Regular	23
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Qty	Weapons	Range	Shots	Pen	Special
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1	Medic				
	with Pistol				Assault

FORWARD OBSERVER

Artillery Forward Observer (Armies of the United States page 22)	Regular	100
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Qty	Weapons	Range	Shots	Pen	Special
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1	Artillery Forward Observer				
	with M1 carbine (rifle)				
	with Pistol				Assault
	with Submachine gun				Assault

INFANTRY

Regular Infantry squad (Early/Mid) (Armies of the United States page 23)	Regular	68
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Qty	Weapons	Range	Shots	Pen	Special
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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 M1918A2 Automatic rifle	30"	2	n/a	

Regular Infantry squad (Early/Mid) (Armies of the United States page 23)	Regular	68
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Qty	Weapons	Range	Shots	Pen	Special
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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 M1918A2 Automatic rifle	30"	2	n/a	

MACHINE GUN

Medium Machine Gun team (Armies of the United States page 26)	Regular	50
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Qty	Weapons	Range	Shots	Pen	Special
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1	Medium Machine gun team	36"	5	n/a	Team (3 men), Fixed
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MORTAR

Medium Mortar team (Armies of the United States page 29)	Regular	60
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Qty	Weapons	Range	Shots	Pen	Special
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1	Medium Mortar team	12"-60"	1	HE	Team (3 men), Fixed, Indirect fire, HE (2")
1	Spotter				Spotter

ANTI-TANK

Bazooka team (Armies of the United States page 28)	Regular	60
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Qty	Weapons	Range	Shots	Pen	Special
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1	Bazooka team	24"	1	+5	Team (2 men), Shaped Charge
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Bazooka team (Armies of the United States page 28)	Regular	60
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Qty	Weapons	Range	Shots	Pen	Special
1	Bazooka team	24"	1	+5	Team (2 men), Shaped Charge

ARMoured CARS

M8 Greyhound (Armies of the United States page 47)					Regular	110
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Qty	Weapons	Range	Shots	Pen	Special
1	M8 Greyhound	Wheeled	-	7+	Recce, Open-topped
	Turret-mounted light anti-tank gun	48"	1	+4	HE (1")
	Co-axial MMG	36"	5	n/a	

TANKS AND SP GUNS

M5A1 Stuart light tank (Armies of the United States page 37)					Regular	155
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Qty	Weapons	Range	Shots	Pen	Special
1	M5A1 Stuart light tank	Tracked	-	8+	Reinforced front armour
	Turret-mounted light anti-tank gun	48"	1	+4	HE (1"), Gyro-stabiliser (Veterans only)
	Co-axial MMG	36"	5	n/a	
	Forward facing hull-mounted MMG	36"	5	n/a	Front arc

M4A1 Sherman 75mm medium tank (Armies of the United States page 39)					Regular	210
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Qty	Weapons	Range	Shots	Pen	Special
1	M4A1 Sherman 75mm medium tank	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
	Pintle-mounted MMG	36"	5	n/a	Flak, 360 degree arc

TRANSPORTS

M3 half-track (Armies of the United States page 50)					Regular	99
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Qty	Weapons	Range	Shots	Pen	Special
1	M3 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

M3 half-track (Armies of the United States page 50)					Regular	99
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Qty	Weapons	Range	Shots	Pen	Special
1	M3 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

2½ ton truck (Armies of the United States page 51)					Regular	51
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Qty	Weapons	Range	Shots	Pen	Special
1	2½ ton truck	Wheeled	18	6+	
	Tow: Light, medium or heavy anti-tank gun; light or medium howitzer; light anti-aircraft gun				
	0			+0	

2½ ton truck (Armies of the United States page 51)					Regular	76
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Qty	Weapons	Range	Shots	Pen	Special
1	2½ ton truck	Wheeled	18	6+	
	Tow: Light, medium or heavy anti-tank gun; light or medium howitzer; light anti-aircraft gun				
	0			+0	
	Pintle-mounted HMG	36"	3	+1	Flak, 360 degree arc

PLATOON #2

Free French Reinforced Platoon
Western Desert

OFFICER

Free French Second Lieutenant (Western Desert page 120)					Regular	50
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Qty	Weapons	Range	Shots	Pen	Special
1	Second Lieutenant				
	with Pistol				Assault
	with Submachine gun				Assault

with Rifle

INFANTRY SQUADS							
Senegalese Bataillon de Marche Section (Western Desert page 121)						Regular	130
Qty	Weapons	Range	Shots	Pen	Special		
1	NCO with Rifle	24"	1	n/a			
8	Infantry with Rifle Tough Fighters	24"	1	n/a	Tough Fighters		
1	Infantry with Light Machine gun (requires loader)	36"	4	n/a			
Regular Infantry Sections (Western Desert page 121)						Regular	110
Qty	Weapons	Range	Shots	Pen	Special		
1	NCO with Rifle	24"	1	n/a			
4	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")		
MEDIC							
Medic (Armies of France and the Allies page 11)						Regular	23
Qty	Weapons	Range	Shots	Pen	Special		
1	Medic with Pistol				Assault		
INFANTRY							
Regular Infantry Sections (Western Desert page 121)						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")		
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")		
MARKSMAN							
Marksman (Western Desert page 122)						Veteran	50
Qty	Weapons	Range	Shots	Pen	Special		
1	Marksman	36"	1	n/a	Sniper		
ARMOURED CARS							
Canon de 75 Portee (Western Desert page 123)						Regular	70
Qty	Vehicle	Type	Trans	DV	Weapons		
1	Canon de 75 Portee	Wheeled	-	6+			
	Rear-facing light howitzer	48"(24-60)	1	HE	Rear arc, Howitzer, HE (2")		
	Firing as light anti-tank gun	48"	1	+4	HE (1")		
Anti-aircraft Truck (Western Desert page 124)						Regular	100
Qty	Vehicle	Type	Trans	DV	Weapons		
1	Anti-aircraft Truck	Wheeled	-	6+			
	Platform mounted Dual-mount AA HMG	36"	6	+1	Flak		
ARTILLERY							
Medium Anti-tank Gun (Armies of France and the Allies page 20)						Regular	75
Qty	Weapons	Range	Shots	Pen	Special		
1	Medium anti-tank gun	60"	1	+5	Team (3 men), Gun shield, Fixed, HE (1")		
Free Free French Light Howitzer (Western Desert page 122)						Regular	0
Qty	Weapons	Range	Shots	Pen	Special		
1	Light howitzer (25pdr)	48"(24-60)	1	HE	Team (3 men), Gun shield, Fixed, Howitzer, HE (2"), 25-pdr AT shell		
TOWS							
30 CWT Truck (Armies of Great Britain page 59)						Regular	50

Qty	Vehicle	Weapons	Type	Trans	DV
			Range	Shots	Pen Special
1	30 CWT Truck		Wheeled	10	6+
	Tow: Light howitzer, light or medium anti-tank gun, light or heavy anti-aircraft gun				
					0 +0
		Pintle-mounted MMG	36"	5	n/a Flak, 360 degree arc

30 CWT Truck (Armies of Great Britain page 59)

Regular

50

Qty	Vehicle	Weapons	Type	Trans	DV
			Range	Shots	Pen Special
1	30 CWT Truck		Wheeled	10	6+
	Tow: Light howitzer, light or medium anti-tank gun, light or heavy anti-aircraft gun				
					0 +0
		Pintle-mounted MMG	36"	5	n/a Flak, 360 degree arc

(75mm) HE (2")

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

25-pdr AT shell

The 25-pdr can shoot either HE or AT - if put into ambush the player must specify which kind of shell is loaded

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)

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.

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 (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

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)

Motorised infantry

The squad can re-roll any failed order test that is required to mount or dismount a transport vehicle.

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

Recce

(p118)

Reinforced front armour

Parts of the tank's front armour were comparable to that of medium tanks. Against all shots hitting the front of the vehicle it counts its damage value as 9+

Shaped Charge

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

Sniper

(p91) When a sniper shoots using a Fire or Ambush order, the player can decide to use his scope. Rifle range changes to 36". If target is within 12" the shot misses automatically. Shot ignores negative to-hit modifiers except pinning markers and for missing assistant. Shot ignores gun shield and extra protection rules. If successful, always counts as exceptional damage and can pick any model in the unit. When not using scope, all members of team can fire any weapon they have and in assault can use the assault rule if pistol/submachine gun.

Spotter

Spotter 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).

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.

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.

Armoured Infantry Platoon (Sicily and Italy)**SELECTOR SPECIAL RULES**

0-4 Infantry squads: maximum of 2 Armoured LMG squads, Engineer squads, Parachute Rifle squads (MTO).

The platoon must include enough transport vehicles to transport all infantry and artillery units.

Extra Selection

The Medium Machine Gun Extra Selection special rule also applies to Heavy Machine Guns.

Pick List	
British 30 CWT Truck	2
French Anti-aircraft Truck	1
French Canon de 75 Portee	1
French Infantry with Light Machine gun (requires loader)	3
French Infantry with Rifle	18
French Infantry with Rifle/VB launcher	2
French Light howitzer (25pdr)	1
French Marksman	1
French Medic	1
French Medium anti-tank gun	1
French Medium Machine gun	1
French Medium Mortar	1
French NCO with Rifle	3
French Second Lieutenant	1
United States 2½ ton truck	2
United States Artillery Forward Observer	1
United States Bazooka team	2
United States Infantry with BAR M1918A2 Automatic rifle	2
United States Infantry with Light Machine gun (requires loader)	1
United States Infantry with Rifle	21
United States M3 half-track	2
United States M4A1 Sherman 75mm medium tank	1
United States M5A1 Stuart light tank	1
United States M8 Greyhound	1
United States Medic	1
United States Medium Machine gun team	1
United States Medium Mortar team	1
United States NCO with Submachine gun	4
United States Second Lieutenant	1
United States Spotter	1

Second Lieutenant

Armies of the United States page 22

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 M1 carbine (rifle)	24"	1	n/a	

Armoured Infantry Platoon (Sicily and Italy)

Platoon #1

Armoured Rifle Squad

Italy: Soft Underbelly page 111

REGULAR

**83
POINTS**

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

Armoured Infantry Platoon (Sicily and Italy)

Platoon #1

Armoured Rifle Squad

Italy: Soft Underbelly page 111

REGULAR

**103
POINTS**

FULL STRENGTH

Qty	Weapons	Range	Shots	Pen	Special
9	Infantry with Rifle Motorised infantry	24"	1	n/a	Motorised infantry
1	NCO with Submachine gun	12"	2	n/a	Assault

Armoured Infantry Platoon (Sicily and Italy)

Platoon #1

Medic

Armies of the United States page 22

REGULAR

**23
POINTS**



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

Armoured Infantry Platoon (Sicily and Italy)

Platoon #1

Artillery Forward Observer

Armies of the United States page 22

REGULAR



**100
POINTS**



WEB-WAI-01
US Army Forward Observer Team (Winter)

Painted by Jose Bustamante
www.worldofgames.com

Qty	Weapons	Range	Shots	Pen	Special
1	Artillery Forward Observer with M1 carbine (rifle)	24"	1	n/a	
	with Pistol	6"	1	n/a	Assault
	with Submachine gun	12"	2	n/a	Assault

Armoured Infantry Platoon (Sicily and Italy)

Platoon #1

Regular Infantry squad

(Early/Mid)

Armies of the United States page 23

REGULAR

**68
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 M1918A2 Automatic rifle	30"	2	n/a	

Armoured Infantry Platoon (Sicily and Italy)

Platoon #1

Regular Infantry squad

(Early/Mid)

Armies of the United States page 23

REGULAR

**68
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 M1918A2 Automatic rifle	30"	2	n/a	

Armoured Infantry Platoon (Sicily and Italy)

Platoon #1

Medium Machine Gun team

Armies of the United States page 26

REGULAR

**50
POINTS**

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

Armoured Infantry Platoon (Sicily and Italy)

Platoon #1

Medium Mortar team

Armies of the United States page 29

60
POINTS

REGULAR

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

Armoured Infantry Platoon (Sicily and Italy)

Platoon #1

Bazooka team

Armies of the United States page 28



60
POINTS

REGULAR



WGB-WAI-23
US Army Bazooka & Sniper Teams (Winter)

Painted by Jose Bustamante
www.warlordgames.com

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

Armoured Infantry Platoon (Sicily and Italy)

Platoon #1

Bazooka team

Armies of the United States page 28



60
POINTS

REGULAR



WGB-WAI-23
US Army Bazooka & Sniper Teams (Winter)

Painted by Jose Bustamante
www.warlordgames.com

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

Armoured Infantry Platoon (Sicily and Italy)

Platoon #1

M8 Greyhound

Armies of the United States page 47

110
POINTS

REGULAR

MOBILITY: Wheeled

TRANSPORT : -

SPECIAL: Recce, Open-topped

DV
7+

Qty	Weapons	Range	Shots	Pen	Special
1	M8 Greyhound				
	Turret-mounted light anti-tank gun	48"	1	+4	HE (1")
	Co-axial MMG	36"	5	n/a	

Armoured Infantry Platoon (Sicily and Italy)

Platoon #1

M5A1 Stuart light tank

Armies of the United States page 37

REGULAR

MOBILITY: Tracked

TRANSPORT : -

SPECIAL: Reinforced front armour

DV
8+



WGB-AI-118
M5A1 Stuart Light Tank
Painted by Troop of Shews
www.warlordgames.com

BOLT ACTION
www.boltaction.com

155
POINTS

Qty Weapons

Range Shots Pen Special

Qty	Weapons	Range	Shots	Pen	Special
1	M5A1 Stuart light tank				
	Turret-mounted light anti-tank gun	48"	1	+4	HE (1"), Gyro-stabiliser (Veterans only)
	Co-axial MMG	36"	5	n/a	
	Forward facing hull-mounted MMG	36"	5	n/a	Front arc

Armoured Infantry Platoon (Sicily and Italy)

Platoon #1

M4A1 Sherman 75mm medium tank

Armies of the United States page 39

REGULAR

MOBILITY: Tracked

TRANSPORT : -

SPECIAL: Easily catches fire

DV
9+



WGB-AI-102
M4 Sherman medium tank
Painted by Sarah Wyroszalski
www.warlordgames.com

BOLT ACTION
www.boltaction.com

210
POINTS

Qty Weapons

Range Shots Pen Special

Qty	Weapons	Range	Shots	Pen	Special
1	M4A1 Sherman 75mm medium tank				
	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
	Pintle-mounted MMG	36"	5	n/a	Flak, 360 degree arc

Armoured Infantry Platoon (Sicily and Italy)

Platoon #1

M3 half-track

Armies of the United States page 50

REGULAR

MOBILITY: Half-track

TRANSPORT : 12

SPECIAL: Open-topped

Tow: any anti-tank or anti-aircraft gun, light or med

DV
7+



WGB-AI-100
M3 Halftrack
Painted by Troop of Shews
www.warlordgames.com

BOLT ACTION
www.boltaction.com

99
POINTS

Qty Weapons

Range Shots Pen Special

Qty	Weapons	Range	Shots	Pen	Special
1	M3 half-track				
	Pintle-mounted HMG	36"	3	+1	Flak, 360 degree arc

Armoured Infantry Platoon (Sicily and Italy)

Platoon #1

M3 half-track

Armies of the United States page 50

REGULAR

MOBILITY: Half-track

TRANSPORT : 12

SPECIAL: Open-topped

Tow: any anti-tank or anti-aircraft gun, light or med

DV
7+



WGB-AI-100
M3 Halftrack
Painted by Troop of Shews
www.warlordgames.com

BOLT ACTION
www.boltaction.com

99
POINTS

Qty Weapons

Range Shots Pen Special

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

Armoured Infantry Platoon (Sicily and Italy)

Platoon #1

2½ ton truck

Armies of the United States page 51

51
POINTS

REGULAR

MOBILITY: Wheeled

DV
6+

TRANSPORT : 18

SPECIAL:

Tow: Light, medium or heavy anti-tank gun; light or medium howitzer; light anti-aircraft gun

Qty	Weapons	Range	Shots	Pen	Special
1	2½ ton truck				

Armoured Infantry Platoon (Sicily and Italy)

Platoon #1

2½ ton truck

Armies of the United States page 51

76
POINTS

REGULAR

MOBILITY: Wheeled

DV
6+

TRANSPORT : 18

SPECIAL:

Tow: Light, medium or heavy anti-tank gun; light or medium howitzer; light anti-aircraft gun

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

Armoured Infantry Platoon (Sicily and Italy)

Platoon #1

Free French Second Lieutenant

Western Desert page 120

50
POINTS

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	

Free French Reinforced Platoon Western Desert

Platoon #2

Senegalese Bataillon de Marche Section

Western Desert page 121

130
POINTS

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	

Free French Reinforced Platoon Western Desert

Platoon #2

Regular Infantry Sections

110
POINTS

Western Desert page 121

REGULAR

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
4	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")

Free French Reinforced Platoon Western Desert

Platoon #2

Medic

23
POINTS

Armies of France and the Allies page 11

REGULAR

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

Free French Reinforced Platoon Western Desert

Platoon #2

Regular Infantry Sections

130
POINTS

Western Desert page 121

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")

Free French Reinforced Platoon Western Desert

Platoon #2

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

Free French Reinforced Platoon Western Desert

Platoon #2

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

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

Free French Reinforced Platoon Western Desert

Platoon #2

Marksman

Western Desert page 122

VETERAN

50
POINTS

Qty	Weapons	Range	Shots	Pen	Special
1	Marksman	36"	1	n/a	Sniper

Free French Reinforced Platoon Western Desert

Platoon #2

Canon de 75 Portee

Western Desert page 123

REGULAR

70
POINTS

MOBILITY: Wheeled

DV
6+

TRANSPORT : -

SPECIAL:

Qty	Weapons	Range	Shots	Pen	Special
1	Canon de 75 Portee				
	Rear-facing light howitzer	48"(24-60)	1	HE	Rear arc, Howitzer, HE (2")
	Firing as light anti-tank gun	48"	1	+4	HE (1")

Free French Reinforced Platoon Western Desert

Platoon #2

Anti-aircraft Truck

Western Desert page 124

REGULAR

100
POINTS

MOBILITY: Wheeled

DV
6+

TRANSPORT : -

SPECIAL:

Qty	Weapons	Range	Shots	Pen	Special
1	Anti-aircraft Truck				
	Platform mounted Dual-mount AA HMG	36"	6	+1	Flak

Free French Reinforced Platoon Western Desert

Platoon #2

Medium Anti-tank Gun

75
POINTS

Armies of France and the Allies page 20

REGULAR

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

Free French Reinforced Platoon Western Desert

Platoon #2

Free Free French Light Howitzer

0
POINTS

Western Desert page 122

REGULAR

Qty	Weapons	Range	Shots	Pen	Special
1	Light howitzer (25pdr)	48"(24-60)	1	HE	Team (3 men), Gun shield, Fixed, Howitzer, HE (2"), 25-pdr AT shell

Free French Reinforced Platoon Western Desert

Platoon #2

30 CWT Truck

50
POINTS

Armies of Great Britain page 59

REGULAR

MOBILITY: Wheeled

DV
6+

TRANSPORT : 10

SPECIAL:

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

Qty	Weapons	Range	Shots	Pen	Special
1	30 CWT Truck Pintle-mounted MMG	36"	5	n/a	Flak, 360 degree arc

Free French Reinforced Platoon Western Desert

Platoon #2

30 CWT Truck

50
POINTS

Armies of Great Britain page 59

REGULAR

MOBILITY: Wheeled

DV
6+

TRANSPORT : 10

SPECIAL:

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

Qty	Weapons	Range	Shots	Pen	Special
1	Pintle-mounted MMG	36"	5	n/a	Flak, 360 degree arc

Free French Reinforced Platoon Western Desert

Platoon #2