

PLATOON #1

1942-45 Liberation

OFFICER

Second Lieutenant (Armies of France and the Allies page 99)**Regular****50****Qty Weapons Range Shots Pen Special**

1	Second Lieutenant				
	with Pistol				Assault
	with Submachine gun				Assault
	with Rifle				

INFANTRY SQUADS

Partisan Squad (Late War) (Armies of France and the Allies page 100)**Regular****110****Qty Weapons Range Shots Pen Special**

1	Infantry with Rifle	24"	1	n/a	
1	NCO with Submachine gun	12"	2	n/a	Assault
4	Infantry with Submachine gun	12"	2	n/a	Assault
1	Infantry with Light Machine gun (requires loader)	36"	4	n/a	
1	men have Panzerfaust in addition to other weapons	12"	1	+6	One-shot, Shaped Charge

Partisan Squad (Late War) (Armies of France and the Allies page 100)**Regular****110****Qty Weapons Range Shots Pen Special**

1	Infantry with Rifle	24"	1	n/a	
1	NCO with Submachine gun	12"	2	n/a	Assault
4	Infantry with Submachine gun	12"	2	n/a	Assault
1	Infantry with Light Machine gun (requires loader)	36"	4	n/a	
1	men have Panzerfaust in addition to other weapons	12"	1	+6	One-shot, Shaped Charge

INFANTRY

Partisan Squad (Late War) (Armies of France and the Allies page 100)**Regular****92****Qty Weapons Range Shots Pen Special**

1	Infantry with Rifle	24"	1	n/a	
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	

Partisan Squad (Late War) (Armies of France and the Allies page 100)**Regular****79****Qty Weapons Range Shots Pen Special**

1	Infantry with Rifle	24"	1	n/a	
1	NCO with Submachine gun	12"	2	n/a	Assault
2	Infantry with Submachine gun	12"	2	n/a	Assault
1	Infantry with Light Machine gun (requires loader)	36"	4	n/a	

Partisan Squad (Late War) (Armies of France and the Allies page 100)**Regular****80****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	

Inexperienced Partisan Squad (Armies of France and the Allies page 100)**Inexperienced****30****Qty Weapons Range Shots Pen Special**

2	Infantry with Rifle	24"	1	n/a	
1	Infantry with Pistol	6"	1	n/a	Assault
1	NCO with Shotgun	18"	1	n/a	
1	Infantry with Shotgun	18"	1	n/a	

MACHINE GUN

Machine Gun team (Armies of France and the Allies page 103)**Regular****50****Qty Weapons Range Shots Pen Special**

1	Medium Machine gun	36"	5	n/a	Team (3 men), Fixed
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ANTI-TANK

Anti-tank team with PIAT (Armies of France and the Allies page 103)**Regular****40****Qty Weapons Range Shots Pen Special**

1	PIAT	12"	1	+5	Team (2 men), Shaped Charge
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MORTAR

Medium Mortar team (Armies of France and the Allies page 104)**Regular****50**

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

SNIPER

Sniper team (Armies of France and the Allies page 103)

Regular

50

Qty	Weapons	Range	Shots	Pen	Special
1	with Pistol Sniper	36"	1	n/a	Assault Team (2 men), Sniper (Sniper with rifle- assistant with pistol)

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)

One-shot

(p72) This is a disposable weapon that can be fired only once per game. Once fired replace the model with another model that does not carry the disposable weapon

Shaped Charge

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

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

Partisans Infantry with Light Machine gun (requires loader)	5
Partisans Infantry with Pistol	1
Partisans Infantry with Rifle	10
Partisans Infantry with Shotgun	1
Partisans Infantry with Submachine gun	13
Partisans Medium Machine gun	1
Partisans Medium Mortar	1
Partisans men have Panzerfaust in addition to other weapons	2
Partisans NCO with Rifle	1
Partisans NCO with Shotgun	1
Partisans NCO with Submachine gun	4
Partisans PIAT	1
Partisans Second Lieutenant	1
Partisans Sniper	1

Second Lieutenant

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REGULAR

50
POINTS

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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Partisan Squad (Late War)

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REGULAR

110
POINTS



Qty	Weapons	Range	Shots	Pen	Special
1	Infantry with Rifle	24"	1	n/a	
1	NCO with Submachine gun	12"	2	n/a	Assault
4	Infantry with Submachine gun	12"	2	n/a	Assault
1	Infantry with Light Machine gun (requires loader)	36"	4	n/a	
1	men have Panzerfaust in addition to other weapons	12"	1	+6	One-shot, Shaped Charge

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REGULAR

110
POINTS



Qty	Weapons	Range	Shots	Pen	Special
1	Infantry with Rifle	24"	1	n/a	
1	NCO with Submachine gun	12"	2	n/a	Assault
4	Infantry with Submachine gun	12"	2	n/a	Assault
1	Infantry with Light Machine gun (requires loader)	36"	4	n/a	
1	men have Panzerfaust in addition to other weapons	12"	1	+6	One-shot, Shaped Charge

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Partisan Squad (Late War)

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REGULAR

92
POINTS



Qty	Weapons	Range	Shots	Pen	Special
1	Infantry with Rifle	24"	1	n/a	
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	

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REGULAR



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

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Partisan Squad (Late War)

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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	

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Inexperienced Partisan Squad

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INEXPERIENCED

30 POINTS

Qty	Weapons	Range	Shots	Pen	Special
2	Infantry with Rifle	24"	1	n/a	
1	Infantry with Pistol	6"	1	n/a	Assault
1	NCO with Shotgun	18"	1	n/a	
1	Infantry with Shotgun	18"	1	n/a	

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Machine Gun team

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REGULAR

50 POINTS

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

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Platoon #1

Anti-tank team with PIAT

40
POINTS

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REGULAR

Qty	Weapons	Range	Shots	Pen	Special
1	PIAT	12"	1	+5	Team (2 men), Shaped Charge

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Platoon #1

Medium Mortar team

50
POINTS

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REGULAR

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

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Sniper team

50
POINTS

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REGULAR

Qty	Weapons	Range	Shots	Pen	Special
	with Pistol	6"	1	n/a	Assault
1	Sniper	36"	1	n/a	Team (2 men), Sniper (Sniper with rifle- assistant with pistol)

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