

PLATOON #1

The Battle of France 1940
OWA Escalation 2023 - Rob Golder - French

OFFICER

Second Lieutenant (Armies of France and the Allies page 11) **Regular** **50**

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

INFANTRY SQUADS

Regular Infantry Section (Armies of France and the Allies page 13) **Regular** **110**

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

Regular Infantry Section (Armies of France and the Allies page 13) **Regular** **110**

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

INFANTRY

Regular Infantry Section (Armies of France and the Allies page 13) **Regular** **110**

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

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

ARTILLERY

Medium Artillery (Armies of France and the Allies page 19) **Regular** **85**

Qty	Weapons	Range	Shots	Pen	Special
1	Medium howitzer	60"(30-72)	1	HE	Team (4 men), Gun shield, Fixed, Howitzer, HE (3")
1	Spotter				Spotter

Free Medium Anti-tank Gun (Armies of France and the Allies page 20) **Regular** **0**

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

TOWS

Laffly S20TL Six-wheeled Truck (Armies of France and the Allies page 30) **Regular** **65**

Qty	Vehicle	Type	Trans	DV
1	Laffly S20TL Six-wheeled Truck	Wheeled	10	6+
	Tow: light howitzer, light or medium anti-tank gun, light or heavy anti-aircraft gun			
	Pintle-mounted MMG	36"	5	n/a 360 degree arc, Flak
	Pintle-mounted MMG	36"	5	n/a 360 degree arc, Flak

Laffly Heavy Tractor (Armies of France and the Allies page 31) **Regular** **15**

Qty	Vehicle	Type	Trans	DV
1	Laffly Heavy Tractor	Wheeled	-	6+
	Tow: Any howitzer, anti-tank gun, or anti-aircraft gun			
	0			+0

ARMOURED CARS

Early War Motorcycle and Sidecar (Battle of France page 89) **Regular** **45**

Qty	Vehicle	Type	Trans	DV
1	Motorcycle and sidecar (AT Rifle)	Wheeled	-	6+ Recce, Turn on the spot, Extra selection

	Forward-facing anti-tank rifle	36"	1	+2	Front arc			
Early War Motorcycle and Sidecar (Battle of France page 89)							Regular	35
	Vehicle	Type	Trans	DV				
Qty	Weapons	Range	Shots	Pen	Special			
1	Motorcycle and sidecar (LMG)	Wheeled	-	6+	Recce, Turn on the spot, Extra selection			
	Forward-facing LMG	36"	4	n/a	Front arc			
TANKS AND SP GUNS								
Renault FT (Armies of France and the Allies page 21)							Regular	35
	Vehicle	Type	Trans	DV				
Qty	Weapons	Range	Shots	Pen	Special			
1	Renault FT	Tracked	-	7+	One-man Turret, Slow... Pitifully Slow			
	Turret-mounted MMG	36"	5	n/a				
ARMOURED CARS								
Early War Motorcycle and Sidecar (Battle of France page 89)							Regular	35
	Vehicle	Type	Trans	DV				
Qty	Weapons	Range	Shots	Pen	Special			
1	Motorcycle and sidecar (LMG)	Wheeled	-	6+	Recce, Turn on the spot, Extra selection			
	Forward-facing LMG	36"	4	n/a	Front arc			

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.

Extra selection

You may take up to three Motorcycle and Sidecars as one selection in each reinforced platoon. A maximum of one light mortar and one anti-tank rifle may be taken in each reinforced platoon. If you take any Motorcycle and Sidecars, you may not take a different armoured car in the same platoon (except in The Phoney War selector)

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.

HE (1")

(p68) PEN: +1, PIN: D2 (D3 if in building) - Infantry and artillery can go *down* to halve the hits taken

HE (3")

(p68) PEN: +3, PIN: D3 (2D6 if in building) - Infantry and artillery can go *down* to halve the hits taken. 10+ hits on building collapses it and kills all inside.

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.

One-man Turret

Must make an order test when issuing an Advance order, even if the tank is not pinned

Rece

(p118)

Slow... Pitifully Slow

Slow tank as defined by the rules and not allowed to make a double-speed Run move at all. It can still be given a Run order (thereby avoiding the 'One-man Turret' rule) but moves at its basic speed only

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).

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.

Team (4 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.

Turn on the spot

Can execute a full speed run rate 'reverse' finishing the move facing in direction of travel.

Pick List

French Infantry with Light Machine gun (requires loader)	3
French Infantry with Rifle	21
French Laffly Heavy Tractor	1
French Laffly S20TL Six-wheeled Truck	1
French Medium anti-tank gun	1
French Medium howitzer	1
French Medium Machine gun	1
French Motorcycle and sidecar (AT Rifle)	1
French Motorcycle and sidecar (LMG)	2
French NCO with Rifle	3
French Renault FT	1
French Second Lieutenant	1
French Spotter	1

Second Lieutenant

50
POINTS

Armies of France and the Allies page 11

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	

The Battle of France 1940 OWA Escalation 2023 - Rob Golder - French

Platoon #1

Regular Infantry Section

110
POINTS

Armies of France and the Allies page 13

REGULAR

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

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Platoon #1

Regular Infantry Section

110
POINTS

Armies of France and the Allies page 13

REGULAR

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

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Regular Infantry Section

110
POINTS

Armies of France and the Allies page 13

REGULAR

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

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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

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Platoon #1

Medium Artillery

85
POINTS

Armies of France and the Allies page 19

REGULAR

Qty	Weapons	Range	Shots	Pen	Special
1	Medium howitzer Spotter	60"(30-72)	1	HE	Team (4 men), Gun shield, Fixed, Howitzer, HE (3") Spotter

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Platoon #1

Free Medium Anti-tank Gun

0
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")

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Platoon #1

Laffly S20TL Six-wheeled Truck

65
POINTS

Armies of France and the Allies page 30

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	Laffly S20TL Six-wheeled Truck				
	Pintle-mounted MMG	36"	5	n/a	360 degree arc, Flak
	Pintle-mounted MMG	36"	5	n/a	360 degree arc, Flak

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Platoon #1

Laffly Heavy Tractor

15
POINTS

Armies of France and the Allies page 31

REGULAR

MOBILITY: Wheeled

DV
6+

TRANSPORT : -

SPECIAL:

Tow: Any howitzer, anti-tank gun, or anti-aircraft gun

Qty	Weapons	Range	Shots	Pen	Special
1	Laffly Heavy Tractor				

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Platoon #1

Early War Motorcycle and Sidecar

45
POINTS

Battle of France page 89

REGULAR

MOBILITY: Wheeled

DV
6+

TRANSPORT : -

SPECIAL: Recce, Turn on the spot, Extra selection

Qty	Weapons	Range	Shots	Pen	Special
1	Motorcycle and sidecar (AT Rifle) Forward-facing anti-tank rifle	36"	1	+2	Front arc

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Platoon #1

Early War Motorcycle and Sidecar

35
POINTS

Battle of France page 89

REGULAR

MOBILITY: Wheeled

DV
6+

TRANSPORT : -

SPECIAL: Recce, Turn on the spot, Extra selection

Qty	Weapons	Range	Shots	Pen	Special
1	Motorcycle and sidecar (LMG) Forward-facing LMG	36"	4	n/a	Front arc

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Platoon #1

Renault FT

35
POINTS

Armies of France and the Allies page 21

REGULAR

MOBILITY: Tracked

DV
7+

TRANSPORT : -

SPECIAL: One-man Turret, Slow... Pitifully Slow

Qty	Weapons	Range	Shots	Pen	Special
1	Renault FT Turret-mounted MMG	36"	5	n/a	

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Platoon #1

Early War Motorcycle and Sidecar

Battle of France page 89

35
POINTS

REGULAR

MOBILITY: Wheeled

DV
6+

TRANSPORT : -

SPECIAL: Recce, Turn on the spot, Extra selection

Qty	Weapons	Range	Shots	Pen	Special
1	Motorcycle and sidecar (LMG) Forward-facing LMG	36"	4	n/a	Front arc