French Reinforced Platoon

French Order Dice: 12 Platoon #1 First Lieutenant (Armies of France and the Regular 75 Allies page: 11) Oty Weapons Range Shots **Penetration** Special Rules First Lieutenant 6" with Pistol n/a Assault with Submachine gun 12" 2 n/a Assault with Rifle 24" 1 n/a Infantry Squads **Dragons Portes/Chasseurs Portes Infantry** Section (Armies of France and the Allies page: 163 full strength Regular 14) Qty Weapons Range Shots Penetration Special Rules 12" 2 NCO with Submachine gun Assault n/a Infantry with Rifle/VB launcher 6"-18" 1 HE Indirect Fire, HE (1") Infantry with Rifle 24" 1 n/a 2 Infantry with Light Machine gun (requires 36" 4 n/a loader) **Dragons Portes/Chasseurs Portes Infantry** full strength Regular 163 Section (Armies of France and the Allies page: |14) **Qty Weapons Shots** Special Rules Range Penetration 12" 2 NCO with Submachine gun Assault 1 n/a Infantry with Rifle/VB launcher 6"-18" HE Indirect Fire, HE (1") 1 24" 6 Infantry with Rifle 1 n/a 2 36" 4 Infantry with Light Machine gun (requires n/a Medic Medic (Armies of France and the Allies page: Regular 23 111) Qty Weapons **Shots** Penetration Special Rules Range Medic 6" with Pistol n/a Assault Forward Observer Forward Observer (Air) (Armies of France and Regular 75 the Allies page: 11) **Oty Weapons** Range Shots Penetration Special Rules Air Force Forward Observer with Rifle 24" 1 n/a with Pistol 6" 1 n/a Assault 12" with Submachine gun 2 n/a Assault Infantry Dragons Portes/Chasseurs Portes Infantry Section (Armies of France and the Allies page: full strength Regular 163 14) **Oty Weapons** Special Rules Range Shots Penetration 12" 2 Assault NCO with Submachine gun n/a 6"-18" 1 Infantry with Rifle/VB launcher 1 HE Indirect Fire, HE (1") 24" 6 Infantry with Rifle 1 n/a 2 Infantry with Light Machine gun (requires 36" 4 n/a

Qty Weapons Range Shots Penetration Special Rules 1 Medium Machine gun 36" 5 n/a Team (3 men), Fixed Mortar Medium Mortar team (Armies of France and the Allies page: 18) Range Shots Penetration Special Rules 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: 17) Veteran 65 Qty Weapons Range Shots Penetration Special Rules 1 Sniper team 36" 1 n/a Team (2 men), Sniper (Sniper with rifle- assistant with pistol) with Pistol 6" 1 n/a Assault						
NCO with Submachine gun	Section (Armies of France and the Alli		full strength	Regular	163	
NCO with Submachine gun	Qty Weapons	Range	Shots	Penetration	Special Rules	
6 Infantry with Rifle 2 Infantry with Light Machine gun (requires 36" 4 n/a n/a Machine Gun team (Armies of France and the Allies page: 16) Weapons Range Shots Penetration N/a Team (3 men), Fixed Medium Mortar team (Armies of France and the Allies page: 18) Qty Weapons Range Shots Penetration N/a Team (3 men), Fixed Team (3 men), Gan shield, Fixed Team (3 men), Gan sh		_	2	n/a	=	
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Page: 17 Veteral Special Rules	Sniper					
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Allies page: 19) Qty Weapons 1 Light howitzer Range 48"(24-60) 1 HE Team (3 men), Gun shield, Fixed, Howitzer, HE (2") Tanks and SP Guns Char B1 bis (Armies of France and the Allies page: 24) Qty Vehicle Weapons 1 Char B1 bis Tracked Type Transport Range Shots Penetration Penetration Special Rules 1 Char B1 bis Tracked - 9+ One-man Turret, Armoured all around, Slow Turret-mounted light anti-tank gun Co-axial MMG A6" 5 n/a Forward-facing hull-mounted light howitzer Forward-facing hull-mounted MMG A6" 5 n/a Front arc Front arc	Artillery					
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Forward-facing hull-mounted MMG 36" 5 n/a Front arc	Co-axial MMG	36"	5	n/a		
	Forward-facing hull-mounted light howitzer	48"(24-60)	1	HE	Front arc, Howitzer, HE (2")	
Platoon Points: 1250	Forward-facing hull-mounted MMG	36"	5	n/a	Front arc	
				Platoon Points:	1250	

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Special Rules

One-man Turret

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

Slow

(p119) A vehicle designated as slow has a basic move rate of 6" when Advancing and 12" at a Run

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.

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

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.

Armoured all around

All hits to vehicle count as to the front armour

Indirect fire

(p71)

Howitzer

(p71) Can either shoot directly at a taget 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.

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.

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.