

French Reinforced Platoon

French

Order Dice: 12

Platoon #1				
First Lieutenant (Armies of France and the Allies page: 11)			Regular	75

Qty Weapons	Range	Shots	Penetration	Special Rules
1 First Lieutenant				
with Pistol	6"	1	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: 14)	full strength		Regular	163

Qty Weapons	Range	Shots	Penetration	Special Rules
1 NCO with Submachine gun	12"	2	n/a	Assault
1 Infantry with Rifle/VB launcher	6"-18"	1	HE	Indirect Fire, HE (1")
6 Infantry with Rifle	24"	1	n/a	
2 Infantry with Light Machine gun (requires loader)	36"	4	n/a	

Dragons Portes/Chasseurs Portes Infantry Section (Armies of France and the Allies page: 14)	full strength		Regular	163
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Qty Weapons	Range	Shots	Penetration	Special Rules
1 NCO with Submachine gun	12"	2	n/a	Assault
1 Infantry with Rifle/VB launcher	6"-18"	1	HE	Indirect Fire, HE (1")
6 Infantry with Rifle	24"	1	n/a	
2 Infantry with Light Machine gun (requires loader)	36"	4	n/a	

Medic				
Medic (Armies of France and the Allies page: 11)			Regular	23

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

Forward Observer				
Forward Observer (Air) (Armies of France and the Allies page: 11)			Regular	75

Qty Weapons	Range	Shots	Penetration	Special Rules
1 Air Force Forward Observer				
with Rifle	24"	1	n/a	
with Pistol	6"	1	n/a	Assault
with Submachine gun	12"	2	n/a	Assault

Infantry				
Dragons Portes/Chasseurs Portes Infantry Section (Armies of France and the Allies page: 14)	full strength		Regular	163

Qty Weapons	Range	Shots	Penetration	Special Rules
1 NCO with Submachine gun	12"	2	n/a	Assault
1 Infantry with Rifle/VB launcher	6"-18"	1	HE	Indirect Fire, HE (1")
6 Infantry with Rifle	24"	1	n/a	
2 Infantry with Light Machine gun (requires loader)	36"	4	n/a	

Dragons Portes/Chasseurs Portes Infantry Section (Armies of France and the Allies page: 14)	full strength	Regular	163
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Qty Weapons	Range	Shots	Penetration	Special Rules
1 NCO with Submachine gun	12"	2	n/a	Assault
1 Infantry with Rifle/VB launcher	6"-18"	1	HE	Indirect Fire, HE (1")
6 Infantry with Rifle	24"	1	n/a	
2 Infantry with Light Machine gun (requires loader)	36"	4	n/a	

Machine Gun

Machine Gun team (Armies of France and the Allies page: 16)		Veteran	65
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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)		Regular	50
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Qty Weapons	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
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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

Artillery

Free Light Artillery (Armies of France and the Allies page: 19)		Regular	0
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Qty Weapons	Range	Shots	Penetration	Special Rules
1 Light howitzer	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)		Regular	245
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Qty Vehicle	Type	Transport	DamageValue	Special Rules
Weapons	Range	Shots	Penetration	
1 Char B1 bis	Tracked	-	9+	One-man Turret, Armoured all around, Slow
<i>Turret-mounted light anti-tank gun</i>	48"	1	+4	HE (1")
<i>Co-axial MMG</i>	36"	5	n/a	
<i>Forward-facing hull-mounted light howitzer</i>	48"(24-60)	1	HE	Front arc, Howitzer, HE (2")
<i>Forward-facing hull-mounted MMG</i>	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 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.

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.