

French
France

The Battle of France 1940

Order Dice: 13

Platoon #1

Officer

Officer						Inexperienced	35
Second Lieutenant (page: 11)							
Qty	Weapons	Range	Shots	Penetration	Special Rules		
1	Second Lieutenant with Pistol	6"	1	n/a	Assault		
	with Submachine gun	12"	2	n/a	Assault		
	with Rifle	24"	1	n/a			
Infantry Squads							
Regular Infantry Section (page: 13)						Regular	60
Qty	Weapons	Range	Shots	Penetration	Special Rules		
1	NCO with Rifle	24"	1	n/a			
5	Infantry with Rifle	24"	1	n/a			
Regular Infantry Section (page: 13)						Regular	60
Qty	Weapons	Range	Shots	Penetration	Special Rules		
1	NCO with Rifle	24"	1	n/a			
5	Infantry with Rifle	24"	1	n/a			
Anti-tank							
Boys Anti-tank Rifle team (page: 17)						Regular	30
Qty	Weapons	Range	Shots	Penetration	Special Rules		
	Boys anti-tank rifle	36"	1	+2			
Artillery							
Medium Anti-tank Gun (page: 20)						Regular	75
Qty	Weapons	Range	Shots	Penetration	Special Rules		
1	Medium anti-tank gun	60"	1	+5	Team (3 men), Gun shield, Fixed, HE (1")		
Free Medium Anti-tank Gun (page: 20)						Inexperienced	0
Qty	Weapons	Range	Shots	Penetration	Special Rules		
1	Medium anti-tank gun	60"	1	+5	Team (3 men), Gun shield, Fixed, HE (1")		
Tanks and SP Guns							
Laffly W15 TCC Tank Hunter (page: 26)						Regular	85
Qty	Vehicle	Type	Transport	Damage Value			
	Weapons	Range	Shots	Penetration	Special Rules		
1	Laffly W15 TCC Tank Hunter	Wheeled	-	6+			
	<i>Rear-facing medium anti-tank gun on open platform</i>	60"	1	+5	HE (1")		

Platoon #2

Officer

Officer						Inexperienced	35
Second Lieutenant (page: 11)							
Qty	Weapons	Range	Shots	Penetration	Special Rules		
1	Second Lieutenant with Pistol	6"	1	n/a	Assault		
	with Submachine gun	12"	2	n/a	Assault		
	with Rifle	24"	1	n/a			
Infantry Squads							
Regular Infantry Section (page: 13)						Regular	60
Qty	Weapons	Range	Shots	Penetration	Special Rules		
1	NCO with Rifle	24"	1	n/a			
5	Infantry with Rifle	24"	1	n/a			
Regular Infantry Section (page: 13)						Regular	50
Qty	Weapons	Range	Shots	Penetration	Special Rules		
1	NCO with Rifle	24"	1	n/a			
4	Infantry with Rifle	24"	1	n/a			
Sniper							
Sniper team (page: 17)						Regular	50
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							
Medium Artillery (page: 19)						Regular	85
Qty	Weapons	Range	Shots	Penetration	Special Rules		
1	Medium howitzer	60"(30-72)	1	HE	Team (4 men), Gun shield, Fixed, Howitzer, HE (3")		
	Spotter				Spotter		
Tanks and SP Guns							
AMC 35 (page: 24)						Regular	125
Qty	Vehicle	Type	Transport	Damage Value			
	Weapons	Range	Shots	Penetration	Special Rules		

1	AMC 35	Tracked	-	8+	
	<i>Turret-mounted light anti-tank gun</i>	48"	1	+4	HE (1")
	<i>Co-axial MMG</i>	36"	5	n/a	

Platoon Points:

750

Source document: Armies of France and the Allies

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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.

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.

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

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.

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.

Spotter

Spotters rules on page 71. Inexperienced Spotters cannot spot for inexperienced indirect fire weapon.