

PLATOON #1

Belgian Reinforced Platoon

OFFICER

First Lieutenant (Armies of France and the Allies page 42) **Regular** 75

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

INFANTRY SQUADS

Grenadier Section (Armies of France and the Allies page 43) **full strength** **Regular** 178

Qty	Weapons	Range	Shots	Pen	Special
6	Infantry with Rifle	24"	1	n/a	
1	NCO with Submachine gun	12"	2	n/a	Assault
3	Light Mortar (requires loader)	12"-24"	1	HE	Indirect fire, HE (1")

Chasseurs Ardennais (Armies of France and the Allies page 44) **Veteran** 148

Qty	Weapons	Range	Shots	Pen	Special
8	Infantry with Rifle	24"	1	n/a	
1	NCO with Submachine gun	12"	2	n/a	Assault
1	Infantry with BAR Automatic rifle	30"	2	n/a	
	Tough Fighters				Tough Fighters

INFANTRY

Chasseurs Ardennais (Armies of France and the Allies page 44) **Veteran** 148

Qty	Weapons	Range	Shots	Pen	Special
8	Infantry with Rifle	24"	1	n/a	
1	NCO with Submachine gun	12"	2	n/a	Assault
1	Infantry with BAR Automatic rifle	30"	2	n/a	
	Tough Fighters				Tough Fighters

Cavalry Troop (Armies of France and the Allies page 45) **Veteran** 99

Qty	Weapons	Range	Shots	Pen	Special
5	Infantry with Cavalry carbine	24"	1	n/a	Cavalry carbine
1	NCO with Submachine gun	12"	2	n/a	Assault
	Tough Fighters				Tough Fighters
	Entire squad mounted upon horses				Cavalry

Chasseurs Ardennais (Armies of France and the Allies page 44) **Veteran** 148

Qty	Weapons	Range	Shots	Pen	Special
8	Infantry with Rifle	24"	1	n/a	
1	NCO with Submachine gun	12"	2	n/a	Assault
1	Infantry with BAR Automatic rifle	30"	2	n/a	
	Tough Fighters				Tough Fighters

MORTAR

Medium Mortar team (Armies of France and the Allies page 46) **Regular** 50

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

ARTILLERY

FRC 47mm Anti-tank Gun (Armies of France and the Allies page 47) **Regular** 75

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

Free FRC 47mm Anti-tank Gun (Armies of France and the Allies page 47) **Regular** 0

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

TANKS AND SP GUNS

T15 Light Tank (Armies of France and the Allies page 49) **Regular** 70

Qty	Vehicle	Type	Trans	DV	Special
Qty	Weapons	Range	Shots	Pen	Special
1	T15 Light Tank	Tracked	-	7+	One-man Turret
	Turret-mounted HMG	36"	3	+1	

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.

Cavalry

(p89) Moves 9" at Advance, 18" at Run. Cannot enter buildings unless they have dismounted. Can dismount as part of Advance move - cannot remount. Cannot go Down. Can Escape as a recon vehicle (at normal speed, not double speed)(p98). Can only fire pistol or carbine (rifle) when mounted. While mounted, cavalry have tough fighters special rule (p90- When a tough fighter scores a casualty in close quarters against infantry or artillery, it can immediately make a second damage roll). Can regroup up to 2D6".

Cavalry carbine

Carbines count as pistols when used from horseback, and rifles when used on foot

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.

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 (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-man Turret

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

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.

Tough Fighters

(p91) When a tough fighter scores a casualty in close quarters against infantry or artillery, it can immediately make a second damage roll.

Pick List	
Belgian First Lieutenant	1
Belgian Infantry with BAR Automatic rifle	3
Belgian Infantry with Cavalry carbine	5
Belgian Infantry with Rifle	30
Belgian Light Mortar (requires loader)	3
Belgian Medium anti-tank gun	2
Belgian Medium Mortar	1
Belgian NCO with Submachine gun	5
Belgian T15 Light Tank	1