



Belgium (Belgium)

16 Order Dice

1000 pts

Commandeur Moulinsart

Rifle Platoon

Required

Platoon Commander (1st or 2nd Lieutenant) (Officer)

Regular (50pts)

Composition: 1 Officer + 2 Soldiers

Weapon	Range (")	Shots	Pen	Special Rules
3 x Submachine gun (SMG)	12	2	-	Assault

Options: Additional men x 2, Submachine gun (SMG) x 3

Special Rules: Assault, Tough Fighters

Chasseurs Ardennais

Veteran (108pts)

Composition: 1 NCO + 6 Soldiers

Weapon	Range (")	Shots	Pen	Special Rules
5 x Rifle	24	1	-	-
1 x Submachine gun (SMG)	12	2	-	Assault
1 x Automatic rifle	30	2	-	-

Options: Additional men, Automatic rifle, Add Tough Fighters, NCO: Submachine gun (SMG)

Special Rules: Assault, Tough Fighters

Chasseurs Ardennais

Veteran (104pts)

Composition: 1 NCO + 6 Soldiers

Weapon	Range (")	Shots	Pen	Special Rules
6 x Rifle	24	1	-	-
1 x Automatic rifle	30	2	-	-

Options: Automatic rifle, Add Tough Fighters, Additional men

Optional

Infantry Section

Inexperienced (105pts)

Composition: 1 NCO + 14 Soldiers

Weapon	Range (")	Shots	Pen	Special Rules
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Weapon	Range (")	Shots	Pen	Special Rules
15 x Rifle	24	1	-	-

Options: Additional men (Inexperienced only) x 10

Artillery Forward Observer (Forward Observer)

Regular (86pts)

Composition: 2 Soldiers

Weapon	Range (")	Shots	Pen	Special Rules
2 x Submachine gun (SMG)	12	2	-	Assault

Options: Additional men, Submachine gun (SMG) x 2

Special Rules: Infiltrator, Assault, Tough Fighters

Sniper Team

Regular (52pts)

Composition: 2 Soldiers

Weapon	Range (")	Shots	Pen	Special Rules
1 x Rifle	24	1	-	-
2 x Pistol	6	1	-	-

Special Rules: Sniper, Team Weapon, Infiltrator

Berliet VUDB Carrier

Inexperienced (46pts)

Damage Value: Armoured car/carrier (7+)

Transport: 7

Weapon	Range (")	Shots	Pen	Special Rules
1 x Forward-facing light machine gun (LMG)	36	2	-	-

Berliet VUDB Carrier

Inexperienced (46pts)

Damage Value: Armoured car/carrier (7+)

Transport: 7

Weapon	Range (")	Shots	Pen	Special Rules
1 x Forward-facing light machine gun (LMG)	36	2	-	-

Troupe Gaston

Heavy Weapons Platoon

Required

Platoon Commander (1st or 2nd Lieutenant) (Officer)

Regular (40pts)

Composition: 1 Officer + 1 Soldier

Weapon	Range (")	Shots	Pen	Special Rules
2 x Submachine gun (SMG)	12	2	-	Assault

Options: Submachine gun (SMG) x 2, Additional men

Special Rules: Assault, Tough Fighters

Machine Gun Team

Regular (50pts)

Composition: 3 Soldiers

Weapon	Range (")	Shots	Pen	Special Rules
1 x Medium machine gun (MMG)	36	6	-	Team Weapon, Fixed

Special Rules: Team Weapon, Fixed

Light Mortar Team (Mortar Team)

Regular (55pts)

Composition: 3 Soldiers + 1 Spotter

Weapon	Range (")	Shots	Pen	Special Rules
1 x Medium mortar	12-60	1	-	Team Weapon, Fixed, Indirect Fire, HE 2"

Options: Medium Mortar Team, Add Spotter

Special Rules: Team Weapon, Fixed, Spotter, Indirect Fire, HE 2"

Optional

Light Mortar Team (Mortar Team)

Regular (55pts)

Composition: 3 Soldiers + 1 Spotter

Weapon	Range (")	Shots	Pen	Special Rules
1 x Medium mortar	12-60	1	-	Team Weapon, Fixed, Indirect Fire, HE 2"

Options: Medium Mortar Team, Add Spotter

Special Rules: Team Weapon, Fixed, Spotter, Indirect Fire, HE 2"

Troupe Spirou

Artillery Platoon

Required

Platoon Commander (1st or 2nd Lieutenant) (Officer)

Inexperienced (28pts)

Composition: 1 Officer + 1 Soldier

Weapon	Range (")	Shots	Pen	Special Rules
2 x Submachine gun (SMG)	12	2	-	Assault

Options: Submachine gun (SMG) x 2, Additional men

Special Rules: Assault, Tough Fighters

Light Howitzer (Howitzers)

Regular (45pts)

Composition: 3 Soldiers

Weapon	Range (")	Shots	Pen	Special Rules
1 x Light howitzer	48 (or 30-60)	1	-	Team Weapon, Fixed, Howitzer, HE 2"

Special Rules: Team Weapon, Fixed, Howitzer, HE 2"

Optional

Light Howitzer (Howitzers)

Regular (45pts)

Composition: 3 Soldiers

Weapon	Range (")	Shots	Pen	Special Rules
1 x Light howitzer	48 (or 30-60)	1	-	Team Weapon, Fixed, Howitzer, HE 2"

Special Rules: Team Weapon, Fixed, Howitzer, HE 2"

Medium Howitzer (Howitzers)

Regular (85pts)

Composition: 4 Soldiers

Weapon	Range (")	Shots	Pen	Special Rules
1 x Medium howitzer	60 (or 36-72)	1	-	Team Weapon, Fixed, Howitzer, HE 3"

Options: Medium Howitzer

Special Rules: Team Weapon, Fixed, Howitzer, HE 3"

Name	Description
Assault	This weapon suffers no penalty 'to hit' when moving and shooting. In addition, infantry models armed with an assault weapon count as Tough Fighters.
Fixed	Only targets enemies within front arc. On Advance, doesn't move, but can rotate and fire at -1 to hit. Run order as normal. Run order as normal.
HE 2"	This weapon fires an explosive shot 2" in diameter.
HE 3"	This weapon fires an explosive shot 3" in diameter.
Howitzer	When firing directly it has no minimum range. When indirect fire, has a minimum range (shown on the weapon chart). If switching from indirect to direct and then returning to indirect, always against the same target, the zeroing-in sequence is reset.
Indirect Fire	The 'Indirect Fire' special rule refers to weapons that shoot HE shells 'indirectly', lobbing a shot high in the air to land on top of a target.
Infiltrator	Units with the 'Infiltrator' special rule deploy ahead of the main force, like scouts, snipers, and other small specialist teams.
Sniper	Sniper units have a rifle with a high-power telescopic sight.
Spotter	A spotter is always a single, unarmed, model. The spotter is part of the mortar or artillery unit, but is always treated separately and is not one of the crew. His role is to lie in some forward position from where he can relay target coordinates to the crew, directing their fire using either a radio or fixed line.
Team Weapon	The 'Team Weapon' special rule indicates that this weapon requires two or more men to shoot at full effect.
Tough Fighters	When a unit with the 'Tough Fighters' special rule fails to damage units in close quarters it can reroll the failed rolls to damage.