

**PLATOON #1**

British Reinforced Platoon

**OFFICER****Second Lieutenant (Armies of Great Britain page 20)** **Inexperienced** **35****Qty Weapons** **Range** **Shots** **Pen** **Special**

1	Second Lieutenant				
	with Pistol			Assault	
	with Submachine gun			Assault	
	with Rifle				

**INFANTRY SQUADS****Guards Infantry Section (Mid/Late-War) (Italy: Soft Underbelly page 99) full strength** **Regular** **103****Qty Weapons** **Range** **Shots** **Pen** **Special**

9	Infantry with Rifle	24"	1	n/a	
	Guards Discipline				Discipline
1	NCO with Submachine gun	12"	2	n/a	Assault

**Guards Infantry Section (Mid/Late-War) (Italy: Soft Underbelly page 99) full strength** **Regular** **100****Qty Weapons** **Range** **Shots** **Pen** **Special**

1	NCO with Rifle	24"	1	n/a	
9	Infantry with Rifle	24"	1	n/a	
	Guards Discipline				Discipline

**FREE OBSERVER****Free Forward Observer (Artillery) (Armies of Great Britain page 20)** **Regular** **0****Qty Weapons** **Range** **Shots** **Pen** **Special**

1	Artillery Forward Observer				
	with Rifle				
	with Pistol			Assault	
	with Submachine gun			Assault	

**INFANTRY****Guards Infantry Section (Mid/Late-War) (Italy: Soft Underbelly page 99) full strength** **Regular** **100****Qty Weapons** **Range** **Shots** **Pen** **Special**

1	NCO with Rifle	24"	1	n/a	
9	Infantry with Rifle	24"	1	n/a	
	Guards Discipline				Discipline

**Gurkha Section (Armies of Great Britain page 25)** **Veteran** **116****Qty Weapons** **Range** **Shots** **Pen** **Special**

6	Infantry with Rifle	24"	1	n/a	
	Tough Fighters				Tough Fighters
	Scary Blighters!				Scary Blighters!
1	NCO with Submachine gun	12"	2	n/a	Assault
1	Infantry with Submachine gun	12"	2	n/a	Assault

**Royal Engineers Section (Battle of France page 83)** **Regular** **100****Qty Weapons** **Range** **Shots** **Pen** **Special**

1	NCO with Rifle	24"	1	n/a	
6	Infantry with Rifle	24"	1	n/a	
1	Flamethrower (infantry) team	6"	D6	+3	Team (2 men), Flamethrower

**SPECIAL RULES****National Characteristic (Armies of Great Britain page 18)** **0**

Up and at em

**MORTAR****Medium Mortar team (Armies of Great Britain page 29)** **Inexperienced** **35****Qty Weapons** **Range** **Shots** **Pen** **Special**

1	Medium Mortar team	12"-60"	1	HE	Team (3 men), Fixed, Indirect fire, HE (2")
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**SNIPER****Sniper team (Armies of Great Britain page 28)** **Regular** **50****Qty Weapons** **Range** **Shots** **Pen** **Special**

1	Sniper team	36"	1	n/a	Team (2 men), Sniper (Sniper with rifle & pistol- Spotter with pistol)
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**FLAMETHROWER****Flamethrower team (Armies of Great Britain page 29)** **Regular** **50**

Qty	Weapons	Range	Shots	Pen	Special		
1	Flamethrower (infantry) team	6"	D6	+3	Team (2 men), Flamethrower		
<b>ANTI-TANK</b>							
<b>PIAT team (Armies of Great Britain page 28)</b>						<b>Regular</b>	<b>40</b>
Qty	Weapons	Range	Shots	Pen	Special		
1	PIAT team	12"	1	+5	Team (2 men), Shaped Charge		
<b>ARTILLERY</b>							
<b>Light Artillery (Armies of Great Britain page 30)</b>						<b>Regular</b>	<b>55</b>
Qty	Weapons	Range	Shots	Pen	Special		
1	Light howitzer	48"(24-60)	1	HE	Team (3 men), Gun shield, Fixed, Howitzer, HE (2"), 25-pdr AT shell		
		48"	1	+4	HE (1")		
<b>TOWS</b>							
<b>Jeep (Armies of Great Britain page 60)</b>						<b>Regular</b>	<b>21</b>
Qty	Vehicle	Type	Trans	DV	Weapons		
1	Jeep	Wheeled	3	6+			
	<b>Tow:</b> Light anti-tank gun, light howitzer, light anti-aircraft gun						
	0			+0			
<b>ARMOURED CARS</b>							
<b>Humber Armoured Car Mk IV (Armies of Great Britain page 53)</b>						<b>Regular</b>	<b>115</b>
Qty	Vehicle	Type	Trans	DV	Weapons		
1	Humber Armoured Car Mk IV	Wheeled	-	7+	Recce		
	Turret-mounted light anti-tank gun	48"	1	+4	HE (1")		
	Co-axial MMG	36"	5	n/a			
<b>TRANSPORTS</b>							
<b>30 CWT Truck (Armies of Great Britain page 59)</b>						<b>Regular</b>	<b>50</b>
Qty	Vehicle	Type	Trans	DV	Weapons		
1	30 CWT Truck	Wheeled	10	6+			
	<b>Tow:</b> Light howitzer, light or medium anti-tank gun, light or heavy anti-aircraft gun						
	0			+0			
	Pintle-mounted MMG	36"	5	n/a	Flak, 360 degree arc		
<b>TANKS AND SP GUNS</b>							
<b>M3 Stuart I (Armies of Great Britain page 46)</b>						<b>Regular</b>	<b>130</b>
Qty	Vehicle	Type	Trans	DV	Weapons		
1	M3 Stuart I	Tracked	-	8+	Vulnerable		
	Turret-mounted light anti-tank gun	48"	1	+4	HE (1")		
	Co-axial MMG	36"	5	n/a			
	Forward facing hull-mounted MMG	36"	5	n/a	Front arc		
	Twin Forward facing hull-mounted LMGs	36"	4	n/a	Front arc, Must shoot at same target as hull-mounted MMG (4 shots each)		

### SPECIAL RULES

#### 25-pdr AT shell

The 25-pdr can shoot either HE or AT - if put into ambush the player must specify which kind of shell is loaded

#### 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.

#### Discipline

Guards units do not benefit from the National Characteristic army special rule; instead, they may re-roll order tests. They must accept the second result. A re-roll may not be taken if a FUBAR result is rolled.

#### 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.

#### Flak

All enemy units not currently down automatically fire at the attacking aircraft if it is within their firing arc and range, regardless of whether they have already taken an action or not that turn. Flak fire does not require an action. Line of site ignored. Rolls to hit aircraft are always at a -2 penalty. Friendly flak units must test to hold their fire (page 67)

### Flamethrower

(p67) Flamethrowers never suffer to-hit penalties for cover or Down. Hits multiplied into D6 (D6+1 for vehicle flamethrower). Always hits top armour. No -1 PEN for long range. Gun shield and extra protection rules do not apply. Units hit take D3+1 pins and must always check morale (if fail, then destroyed). Flamethrower rolls D6 - on 1 it runs out of fuel. When rolling to damage vehicle equipped with flamethrower, add +1 to damage effects chart.

### 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

### 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.

### Indirect fire

(p71)

### Recce

(p118)

### Scary Blighters!

Any enemy unit fighting Ghurkas in close combat will halve its total number of attacks against the Ghurkas (rounding up)

### Shaped Charge

(p73) Never suffer the -1 penetration modifier for firing at long range.

### Sniper (Sniper with rifle & pistol- Spotter with pistol)

(p91) When a sniper shoots using a Fire or Ambush order, the player can decide to use his scope. Rifle range changes to 36". If target is within 12" the shot misses automatically. Shot ignores negative to-hit modifiers except pinning markers and for missing assistant. Shot ignores gun shield and extra protection rules. If successful, always counts as exceptional damage and can pick any model in the unit. When not using scope, all members of team can fire any weapon they have and in assault can use the assault rule if pistol/submachine gun.

### 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.

### 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.

### Up and at em

If the army has this rule then any order given to make an **assault** is automatically treated as having been passed - the unit is assumed to have rolled whatever order die score is needed to pass its order. This rule does not apply to Inexperienced troops - including any units that start out as 'green'

### Vulnerable

Because of the riveted construction, all shots to the side and rear of the vehicle get an additional +1 penetration modifier

Pick List	
British 30 CWT Truck	1
British Artillery Forward Observer	1
British Flamethrower (infantry) team	2
British Humber Armoured Car Mk IV	1
British Infantry with Rifle	39
British Infantry with Submachine gun	1
British Jeep	1
British Light howitzer	1
British M3 Stuart I	1
British Medium Mortar team	1
British NCO with Rifle	3
British NCO with Submachine gun	2

British PIAT team	1
British Second Lieutenant	1
British Sniper team	1