

Order Dice: 14

Total Points: 1100

PLATOON #1

1945 - Into The Reich

OFFICER**Second Lieutenant (Armies of Great Britain page 20)** **Inexperienced** **35**

Qty	Weapons	Range	Shots	Pen	Special
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 (Mid/Late War) (Armies of Great Britain page 22)** **Regular** **80**

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
7	Infantry with Rifle	24"	1	n/a	

Regular Infantry Section (Mid/Late War) (Armies of Great Britain page 22) **Regular** **80**

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
7	Infantry with Rifle	24"	1	n/a	

HEADQUARTERS**Free Forward Observer (Artillery) (Armies of Great Britain page 20)** **Regular** **0**

Qty	Weapons	Range	Shots	Pen	Special
1	Artillery Forward Observer				
	with Rifle	24"	1	n/a	
	with Pistol	6"	1	n/a	Assault
	with Submachine gun	12"	2	n/a	Assault

INFANTRY**Paratroop Section (Armies of Great Britain page 24)** **Veteran** **127**

Qty	Weapons	Range	Shots	Pen	Special
3	Infantry with Rifle	24"	1	n/a	
	Stubborn (Paratroops)				Stubborn (British Paras)
1	NCO with Submachine gun	12"	2	n/a	Assault
4	Infantry with Submachine gun	12"	2	n/a	Assault

Veteran Infantry Section (Late War) (Armies of Great Britain page 24) **Veteran** **104**

Qty	Weapons	Range	Shots	Pen	Special
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1	NCO with Rifle	24"	1	n/a
7	Infantry with Rifle	24"	1	n/a

Veteran Infantry Section (Late War) (Armies of Great Britain page 24)	Veteran	104
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Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
7	Infantry with Rifle	24"	1	n/a	

SPECIAL RULES

National Characteristic (Armies of Great Britain page 18)	0
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Rapid Fire

MORTAR

Medium Mortar team (Armies of Great Britain page 29)	Inexperienced	35
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Qty	Weapons	Range	Shots	Pen	Special
1	Medium Mortar team	12"-60"	1	HE	Team (3 men), Fixed, Indirect fire, HE (2")

SNIPER

Sniper team (Armies of Great Britain page 28)	Veteran	65
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Qty	Weapons	Range	Shots	Pen	Special
1	Sniper team	36"	1	n/a	Team (2 men), Sniper (Sniper with rifle & pistol- Spotter with pistol)

FLAMETHROWER

Flamethrower team (Armies of Great Britain page 29)	Regular	50
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Qty	Weapons	Range	Shots	Pen	Special
1	Flamethrower (infantry) team	6"	D6	+3	Team (2 men), Flamethrower

ARTILLERY

Light Artillery (Armies of Great Britain page 30)	Regular	65
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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
	Spotter	48"	1	+4	HE (1") Spotter

ARMoured CARS

M8 Greyhound (Armies of Great Britain page 56)	Regular	110
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	Vehicle	Type	Trans	DV
Qty	Weapons	Range	Shots	Pen Special
1	M8 Greyhound			
		Tracked	-	7+ Recce, Open-topped
	Turret-mounted light anti-tank gun	48"	1	+4 HE (1")
	Co-axial MMG	36"	5	n/a

TANKS & SP GUNS

Qty	Vehicle	Weapons	Type	Range	Trans	DV	Shots	Pen	Special
1	Sherman IB (105mm Howitzer)								
			Tracked		-	9+			Easily catches fire, Thin sides
		Turret-mounted medium howitzer		60"(30-72)	1	HE			Howitzer, HE (3")
		Co-axial MMG		36"	5	n/a			
		Forward facing MMG		36"	5	n/a			Front arc

TRANSPORTS

Qty	Vehicle	Weapons	Type	Range	Trans	DV	Shots	Pen	Special
1	Bren Carrier								
			Tracked		5	7+			Open-topped, Turn on the spot
			Tow: Light or medium anti-tank gun						
		Forward-facing LMG		36"	4	n/a			Front arc
		Pintle-mounted LMG		36"	4	n/a			Flak, 360 degree arc

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.

Easily catches fire

If a roll on the vehicle damage table results in the vehicle catching fire add D3 pin markers rather than just 1 before taking a morale test

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

HE (3")

(p68) PEN: +3, PIN: D3 (2D6 if in building) - Infantry and artillery can go *down* to halve the hits taken. 10+ hits on building collapses it and kills all inside.

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)

Open-topped

(p118) Pinned by hits from small arms in the same way as soft-skins and infantry. If assaulted by infantry open-topped armoured vehicles are destroyed automatically if the vehicle is damaged, in the same way as for soft-skins.

If hit by indirect fire then add +1 to the damage result roll. Note that all hits upon the upper surface of armoured vehicles count +1 penetration regardless of whether the target is open or not - so open-topped armoured vehicles suffer a double penalty: +1 penetration and +1 damage result

Rapid Fire

If the army has this special rule then all rifle armed Regular and Veteran infantry units roll bonus dice when shooting. For every three men shooting rifles roll one extra die - so four riflemen would roll one extra die, for example. These extra shots can be assumed to come from any of the men fighting.

Recce

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.

Spotter

Spotters rules on page 71. Inexperienced Spotters cannot spot for inexperienced indirect fire weapon. Errata: Note that spotters are always ignored for the purpose of victory conditions (e.g. they cannot capture/control/hold objectives and areas of the table, move out of the table to score points, etc).

Stubborn (British Paras)

(p91) If forced to take a morale check, they ignore negative morale modifiers from pin markers. Remember that order tests are not morale checks.

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.

Thin sides

All shots to the side of the vehicle get an additional +1 penetration modifier (i.e. +2 in total).

Turn on the spot

Can execute a full speed run rate 'reverse' finishing the move facing in direction of travel.

PickList

British Artillery Forward Observer	1
British Bren Carrier	1
British Flamethrower (infantry) team	1
British Infantry with Rifle	31

British Infantry with Submachine gun	4
British Light howitzer	1
British M8 Greyhound	1
British Medium Mortar team	1
British NCO with Rifle	4
British NCO with Submachine gun	1
British Second Lieutenant	1
British Sherman IB (105mm Howitzer)	1
British Sniper team	1
British Spotter	1