

PLATOON #1

8th Indian Division

OFFICER**Second Lieutenant (Armies of Great Britain page 20)** **Inexperienced** **42****Qty Weapons Range Shots Pen Special**

1	Second Lieutenant with Pistol				Assault
	with Submachine gun				Assault
	with Rifle				
1	Infantry (equipped as modeled)		-	-	

INFANTRY SQUADS**Indian Infantry Section (Italy, 1943) (Italy: Soft Underbelly page 100)** **Regular** **80****Qty Weapons Range Shots Pen Special**

1	NCO with Rifle	24"	1	n/a	
7	Infantry with Rifle	24"	1	n/a	

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

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

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**Royal Engineers Section (Italy: Soft Underbelly page 96)** **Veteran** **85****Qty Weapons Range Shots Pen Special**

1	NCO with Rifle	24"	1	n/a	
3	Infantry with Rifle Engineers	24"	1	n/a	Mine clearance experts, Engineers
1	Infantry with Flamethrower (requires assistant)	6"	D6	+3	Flamethrower

Irish Infantry Section (Italy: Soft Underbelly page 98) **Regular** **91****Qty Weapons Range Shots Pen Special**

1	NCO with Rifle	24"	1	n/a	
6	Infantry with Rifle Fagh a Ballagh!	24"	1	n/a	Fagh a Ballagh!, Vengeance
1	Infantry with Submachine gun Tough Fighters	12"	2	n/a	Assault Tough Fighters

Irish Infantry Section (Italy: Soft Underbelly page 98) **Regular** **88****Qty Weapons Range Shots Pen Special**

1	NCO with Rifle	24"	1	n/a	
7	Infantry with Rifle Fagh a Ballagh! Tough Fighters	24"	1	n/a	Fagh a Ballagh!, Vengeance Tough Fighters

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)** **Veteran** **65****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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SPECIAL RULES

National Characteristic (Armies of Great Britain page 18) 0

Vengeance

Commonwealth National Characteristic (Italy) (Italy: Soft Underbelly page 144) 0

Qty	Weapons	Range	Shots	Pen	Special
	Faugh a Ballagh!				Faugh a Ballagh!, Vengeance

Commonwealth National Characteristic (Italy) (Italy: Soft Underbelly page 144) 0

Qty	Weapons	Range	Shots	Pen	Special
	Indian: Blood Curdling Charge				Indian: Blood Curdling Charge, Blood curdling charge

ARTILLERY**40mm Bofors Gun (Armies of Great Britain page 35)** 72 Veteran

Qty	Weapons	Range	Shots	Pen	Special
1	40mm Bofors gun	72"	2	+3	Team (4 men), Fixed, Flak, HE (1")

Light Artillery (Armies of Great Britain page 30) 66 Veteran

Qty	Weapons	Range	Shots	Pen	Special
1	Light howitzer	48"(24-60) 48"	1	HE	Team (3 men), Gun shield, Fixed, Howitzer, HE (2"), 25-pdr AT shell HE (1")

ARMOURED CARS**Humber Armoured Car Mk IV (Armies of Great Britain page 53)** 115 Regular

Qty	Vehicle	Type	Trans	DV
Weapons	Range	Shots	Pen	Special
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

TANKS AND SP GUNS**M3A3 Stuart V (Armies of Great Britain page 46)** 135 Regular

Qty	Vehicle	Type	Trans	DV
Weapons	Range	Shots	Pen	Special
1	M3A3 Stuart V	Tracked	-	8+
	Turret-mounted light anti-tank gun	48"	1	+4 HE (1")
	Co-axial MMG	36"	5	n/a
	Forward facing MMG	36"	5	n/a Front arc

TRANSPORTS**15 CWT Truck (Armies of Great Britain page 59)** 37 Veteran

Qty	Vehicle	Type	Trans	DV
Weapons	Range	Shots	Pen	Special
1	15 CWT Truck	Wheeled	8	6+
	Tow: Light howitzer, light or medium anti-tank gun, light or heavy anti-aircraft gun			
	0			+0

Universal Carrier (Late-War) (Italy: Soft Underbelly page 102) 72 Veteran

Qty	Vehicle	Type	Trans	DV
Weapons	Range	Shots	Pen	Special
1	Universal 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

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.

Blood curdling charge

If the army has this special rule then enemy units cannot react to an **assault** by shooting at them - they are simply transfixed with horror at the sight of their foe. This rule does not apply if the units launching the assault are Inexperienced - including any units that start out as 'green'

Engineers

The unit gains a +1 mine clearing modifier. Engineers can choose to remove a section of barbed wire 6" wide when they cross it. Count as engineers in scenarios where barbed wire and minefield special rules are used.

Faugh a Ballagh!

Irish units do not benefit from the National Characteristic you have chosen for the rest of your army; they instead use the Vengeance national characteristic.

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.

Indian: Blood Curdling Charge

All HQ units, Gurkha sections, Indian Infantry sections (Italy, 1943) and infantry weapons teams (e.g. snipers and mortars etc) have Blood Curdling Charge as their national characteristic. The rest of the force may choose another National Characteristic. If Indian infantry units are selected in non-Indian reinforced platoons they keep the Blood Curdling Charge national characteristic rather than the national characteristic chosen for that force.

Indirect fire

(p71)

Mine clearance experts

The Unit is equipped with mine clearance equipment.

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

Reece

(p118)

Scary Blighters!

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

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.

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.

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.

Turn on the spot

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

Vengeance

If the army has this special rule then every Regular or Veteran unit that has one or more pin markers can make a test to lose one pin marker if there are any enemy within 12" immediately before an order is given to it. For example, a unit of infantry has two pin markers and there is a German tank within 12" - when the infantry are allocated an order they can test to lose one pin marker immediately before the order test is taken. Roll a die: on a roll of 4, 5 or 6 the test is passed and the unit loses one pin marker; on a 1, 2 or 3 the test is failed and the unit retains the pin markers it has. Once this has been done, continue to test to see if the unit obeys its order in the usual way, even if they have lost their last pin marker (in which case the Order test is taken without negative modifiers from the pin markers).

8th Indian Division

SELECTOR SPECIAL RULES

0-4 Infantry squads: maximum of 2 Irish Infantry sections, Veteran Infantry sections (Early/Mid-war), Royal Engineers sections, Recce Corps Assault Troop sections

Indian Army Reinforced Platoons

Mountain Warriors

Headquarters, Gurkha sections and infantry weapons teams may be given the Mountain Warriors special rule for +1pt per man in the section or team.

Pick List	
British 15 CWT Truck	1
British 40mm Bofors gun	1
British Artillery Forward Observer	1
British Humber Armoured Car Mk IV	1
British Infantry (equipped as modeled)	1
British Infantry with Flamethrower (requires assistant)	1
British Infantry with Rifle	29
British Infantry with Submachine gun	2
British Light howitzer	1
British M3A3 Stuart V	1
British Medium Mortar team	1
British NCO with Rifle	4
British NCO with Submachine gun	1
British Second Lieutenant	1
British Sniper team	1
British Universal Carrier	1