

**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	6"	1	n/a	Assault
	with Submachine gun	12"	2	n/a	Assault
	with Rifle	24"	1	n/a	

**INFANTRY SQUADS****Gurkha Paratroops (Armies of Great Britain page 81)** **Veteran** **106**

Qty	Weapons	Range	Shots	Pen	Special
6	Infantry with Rifle	24"	1	n/a	
	Tough Fighters				Tough Fighters
	Scary Blighters!				Scary Blighters!
	Stubborn (Paratroops)				Stubborn (British Paras)
1	NCO with Submachine gun	12"	2	n/a	Assault

**Gurkha Paratroops (Armies of Great Britain page 81)** **Veteran** **105**

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
6	Infantry with Rifle	24"	1	n/a	
	Tough Fighters				Tough Fighters
	Scary Blighters!				Scary Blighters!
	Stubborn (Paratroops)				Stubborn (British Paras)

**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	24"	1	n/a	
	with Pistol	6"	1	n/a	Assault
	with Submachine gun	12"	2	n/a	Assault

**INFANTRY****Gurkha Paratroops (Armies of Great Britain page 81)** **Veteran** **105**

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
6	Infantry with Rifle	24"	1	n/a	
	Tough Fighters				Tough Fighters
	Scary Blighters!				Scary Blighters!
	Stubborn (Paratroops)				Stubborn (British Paras)

**Gurkha Paratroops (Armies of Great Britain page 81)** **Veteran** **105**

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
6	Infantry with Rifle	24"	1	n/a	
	Tough Fighters				Tough Fighters
	Scary Blighters!				Scary Blighters!
	Stubborn (Paratroops)				Stubborn (British Paras)

**Gurkha Paratroops (Armies of Great Britain page 81)** **Veteran** **80**

Qty	Weapons	Range	Shots	Pen	Special
-----	---------	-------	-------	-----	---------

Tough Fighters  
 Scary Blighters!  
 Stubborn (Paratroops)

Tough Fighters  
 Scary Blighters!  
 Stubborn (British Paras)

1	NCO with Submachine gun	12"	2	n/a	Assault
4	Infantry with Submachine gun	12"	2	n/a	Assault

### 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")

### 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)

### 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

### ANTI-TANK

**Boys anti-tank rifle team** (Armies of Great Britain page 27) **Regular** **30**

Qty	Weapons	Range	Shots	Pen	Special
1	Boys anti-tank rifle team	36"	1	+2	Team (2 men)

### ARTILLERY

**Light Artillery** (Armies of Great Britain page 30) **Regular** **55**

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")

### TOWS

**Horse-drawn limber** (Italy: Soft Underbelly page 164) **Inexperienced** **8**

Qty	Vehicle	Type	Trans	DV	Special
Qty	Weapons	Range	Shots	Pen	Special
1	Horse-drawn limber	Wheeled	-	3+	Slow (only when towing)

**Tow:** Any gun or howitzer

### ARMoured CARS

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

Qty	Vehicle	Type	Trans	DV	Special
Qty	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	

### TRANSPORTS

**Jeep** (Armies of Great Britain page 60) **Regular** **21**

Qty	Vehicle	Type	Trans	DV	Special
Qty	Weapons	Range	Shots	Pen	Special
1	Jeep	Wheeled	3	6+	

**Tow:** Light anti-tank gun, light howitzer, light anti-aircraft gun

<b>India Pattern Armoured Carrier</b> (Armies of Great Britain page 57)	<b>Regular</b>	<b>70</b>
---	----------------	-----------

Qty	Vehicle Weapons	Type Range	Trans Shots	DV Pen	Special
1	India Pattern Armoured Carrier	Wheeled	5	7+	Open-topped
		<b>Tow:</b> 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

**TANKS AND SP GUNS**

<b>M3 Stuart I</b> (Armies of Great Britain page 46)	<b>Regular</b>	<b>130</b>
--	----------------	------------

Qty	Vehicle Weapons	Type Range	Trans Shots	DV Pen	Special
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)

### 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.

### 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 flamerthrower, 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)

### **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

### **Recce**

(p118)

### **Scary Blighters!**

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

### **Slow (only when towing)**

(p119) A vehicle designated as slow has a basic move rate of 6" when Advancing and 12" at a Run - only applies when towing.

### **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.

### **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.

### **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



**PickList**

British Artillery Forward Observer	1
British Boys anti-tank rifle team	1
British Flamethrower (infantry) team	1
British Horse-drawn limber	1
British Humber Armoured Car Mk IV	1
British India Pattern Armoured Carrier	1
British Infantry with Rifle	24
British Infantry with Submachine gun	4
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 Second Lieutenant	1
British Sniper team	1

---