

PLATOON #1

1942-45 - Burma

OFFICER**Second Lieutenant** (Armies of Great Britain page 20)**Regular****60****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**Chindit Section** (Armies of Great Britain page 25)**Veteran****105****Qty Weapons Range Shots Pen Special**

1	NCO with Rifle	24"	1	n/a	
6	Infantry with Rifle	24"	1	n/a	
	Behind enemy lines				Behind enemy lines
	Fire & Manoeuvre				Fire & Manoeuvre

Chindit Section (Armies of Great Britain page 25)**Veteran****105****Qty Weapons Range Shots Pen Special**

1	NCO with Rifle	24"	1	n/a	
6	Infantry with Rifle	24"	1	n/a	
	Behind enemy lines				Behind enemy lines
	Fire & Manoeuvre				Fire & Manoeuvre

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**Gurkha Paratroops** (Armies of Great Britain page 81)**Veteran****80****Qty Weapons Range Shots Pen Special**

	Tough Fighters				Tough Fighters
	Scary Blighters!				Scary Blighters!
	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

Gurkha Paratroops (Armies of Great Britain page 81)**Veteran****79****Qty Weapons Range Shots Pen Special**

1	NCO with Rifle	24"	1	n/a	
	Tough Fighters				Tough Fighters
	Scary Blighters!				Scary Blighters!
	Stubborn (Paratroops)				Stubborn (British Paras)
4	Infantry with Submachine gun	12"	2	n/a	Assault

Gurkha Paratroops (Armies of Great Britain page 81)**Veteran****80****Qty Weapons Range Shots Pen Special**

	Tough Fighters				Tough Fighters
	Scary Blighters!				Scary Blighters!
	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

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

Blood curdling charge

MORTAR**Medium Mortar team** (Armies of Great Britain page 29)**Regular****60****Qty Weapons Range Shots Pen Special**

1	Medium Mortar team	12"-60"	1	HE Team (3 men), Fixed, Indirect fire, HE (2")
1	Spotter			Spotter

ANTI-TANK

PIAT team (Armies of Great Britain page 28)				Regular	40
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Qty	Weapons	Range	Shots	Pen	Special
1	PIAT team	12"	1	+5	Team (2 men), Shaped Charge

SNIPER

Sniper team (Armies of Great Britain page 28)				Regular	50
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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)

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
		48"	1	+4	HE (1")
1	Spotter				Spotter

TANKS & SP GUNS

M3 Stuart I/II (Armies of Great Britain page 46)				Regular	145
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Qty	Vehicle	Weapons	Type	Range	Trans	DV
1	M3 Stuart I/II		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
		Pintle-mounted MMG		36"	5	n/a Flak, 360 degree 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)

TOWS

Jeep (Armies of Great Britain page 60)				Regular	21
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Qty	Vehicle	Weapons	Type	Range	Trans	DV
1	Jeep		Wheeled		3	6+
		Tow: Light anti-tank gun, light howitzer, light anti-aircraft gun				
		0				+0

TRANSPORTS

Bren Carrier (Armies of Great Britain page 57)				Regular	70
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Qty	Vehicle	Weapons	Type	Range	Trans	DV
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

Bren Carrier (Armies of Great Britain page 57)				Regular	70
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Qty	Vehicle	Weapons	Type	Range	Trans	DV
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

Bren Carrier (Armies of Great Britain page 57)				Regular	70
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Qty	Vehicle	Weapons	Type	Range	Trans	DV
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

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.

Behind enemy lines

When Outflanking, ignore the -1 modifier to the Order test for coming onto the table

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'

Fire & Manoeuvre

Do not suffer the -1 to hit penalty for moving and shooting.

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)

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

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.

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.

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.

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 Artillery Forward Observer	1
British Bren Carrier	3
British Infantry (equipped as modeled)	1
British Infantry with Rifle	12
British Infantry with Submachine gun	12
British Jeep	1
British Light howitzer	1
British M3 Stuart I/II	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
British Spotter	2