

PLATOON #1

British Reinforced Platoon

OFFICER

Second Lieutenant (Armies of Great Britain page 20) Regular 50

Qty Weapons Range Shots Pen Special

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

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	
4	Infantry with Rifle	24"	1	n/a	
1	Infantry with Light Machine gun (requires loader)	36"	4	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	
4	Infantry with Rifle	24"	1	n/a	
1	Infantry with Light Machine gun (requires loader)	36"	4	n/a	

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

Veteran Infantry Section (Late War) (Armies of Great Britain page 24) full strength Veteran 130

Qty Weapons Range Shots Pen Special

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

Veteran Infantry Section (Late War) (Armies of Great Britain page 24) Veteran 117

Qty Weapons Range Shots Pen Special

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

Gurkha Section (Armies of Great Britain page 25) full strength Veteran 140

Qty Weapons Range Shots Pen Special

1	NCO with Rifle	24"	1	n/a	
9	Infantry with Rifle	24"	1	n/a	
	Tough Fighters			Tough Fighters	
	Scary Blighters!			Scary Blighters!	

SPECIAL RULES

National Characteristic (Armies of Great Britain page 18) 0

Rapid Fire

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	
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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

ARTILLERY

Medium Artillery (Armies of Great Britain page 32)					Regular	85
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Qty	Weapons	Range	Shots	Pen	Special
1	Medium howitzer	60"(30-72)	1	HE	Team (4 men), Gun shield, Fixed, Howitzer, HE (3")
1	Spotter				Spotter

TOWS

3-ton Truck (Armies of Great Britain page 58)					Regular	54
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Qty	Weapons	Range	Shots	Pen	Special
1	3-ton Truck	Wheeled	12	6+	
	Tow: 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

ARMoured CARS

SAS Jeep (Western Desert page 137)					Veteran	70
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Qty	Weapons	Range	Shots	Pen	Special
1	SAS Jeep	Wheeled	-	6+	Recce, Behind enemy lines, Deflate those tyres!, Hit and Run
	Forward-facing twin Vickers K LMG	36"	10	n/a	Front arc

TANKS AND SP GUNS

M3 Stuart I/II (Armies of Great Britain page 46)					Regular	115
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Qty	Weapons	Range	Shots	Pen	Special
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

SPECIAL RULES

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

Deflate those tyres!

All vehicles in this army may Advance through rough ground designated as sandy or rocky at a rate of 6", with a single 90-degree turn.

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

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.

Hit and Run

Any vehicle in this list that is currently assigned an Advance order may react to enemy shooting or assaulting by executing a single 9" move, with one 90-degree turn if it passes a special morale test. If the test is failed, the opposing player gets to choose what happens: either the driver loses control and the opposing player may move the vehicle instead, or the vehicle stalls, remaining stationary, and takes a pin. Either way, its dice is then changed to Down.

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)

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

(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.

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).

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.

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 3-ton Truck	1
British Artillery Forward Observer	1
British Flamethrower (infantry) team	1
British Infantry with Light Machine gun (requires loader)	2
British Infantry with Rifle	34
British M3 Stuart I/II	1
British Medium howitzer	1
British Medium Mortar team	1
British NCO with Rifle	5
British PIAT team	1
British SAS Jeep	1

British Second Lieutenant	1
British Sniper team	1
British Spotter	1