

## PLATOON #1

British/Canadian D-Day (Off the Beaches)

## OFFICER

**Second Lieutenant (Armies of Great Britain page 20)** **Inexperienced** **35****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) full strength** **Regular** **100****Qty Weapons** **Range** **Shots** **Pen** **Special**

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

**Regular Infantry Section (Mid/Late War) (Armies of Great Britain page 22) full strength** **Regular** **100****Qty Weapons** **Range** **Shots** **Pen** **Special**

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

## FORWARD 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

**Paratroop Section (Armies of Great Britain page 24)** **Veteran** **70****Qty Weapons** **Range** **Shots** **Pen** **Special**

1	NCO with Rifle	24"	1	n/a	
4	Infantry with Rifle	24"	1	n/a	
	Stubborn (Paratroops)				Stubborn (British Paras)

**Paratroop Section (Armies of Great Britain page 24)** **Veteran** **70****Qty Weapons** **Range** **Shots** **Pen** **Special**

1	NCO with Rifle	24"	1	n/a	
4	Infantry with Rifle	24"	1	n/a	
	Stubborn (Paratroops)				Stubborn (British Paras)

**Paratroop Section (Armies of Great Britain page 24)** **Veteran** **70****Qty Weapons** **Range** **Shots** **Pen** **Special**

1	NCO with Rifle	24"	1	n/a	
4	Infantry with Rifle	24"	1	n/a	
	Stubborn (Paratroops)				Stubborn (British Paras)

**Airborne Royal Engineer Section (D-Day: Overlord page 136)** **Veteran** **96****Qty Weapons** **Range** **Shots** **Pen** **Special**

2	Infantry with Rifle	24"	1	n/a	
	Engineers				Engineers
1	NCO with Submachine gun	12"	2	n/a	Assault
1	Infantry with Submachine gun	12"	2	n/a	Assault
1	Infantry with Flamethrower (requires assistant)	6"	D6	+3	Flamethrower

## 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

## 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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## ARTILLERY

<b>20mm Polsten Cannon</b> (Armies of Great Britain page 35)					<b>Regular</b>	<b>50</b>
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Qty	Weapons	Range	Shots	Pen	Special
1	20mm Polsten Cannon (platform-mounted)	48"	2	+2	Team (3 men), Fixed, Flak, HE (1")

#### ARMoured CARS

<b>British Airborne Recce Jeep</b> (Armies of Great Britain page 57)					<b>Regular</b>	<b>45</b>
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Qty	Vehicle	Weapons	Type	Trans	DV
Qty	Weapons	Range	Shots	Pen	Special
1	British Airborne Recce Jeep		Wheeled	-	6+ Recce
	Forward facing twin MMGs	36"	10	n/a	Front arc

#### TANKS AND SP GUNS

<b>Light Tank Mk VII Tetrarch</b> (Armies of Great Britain page 39)					<b>Regular</b>	<b>105</b>
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Qty	Vehicle	Weapons	Type	Trans	DV
Qty	Weapons	Range	Shots	Pen	Special
1	Light Tank Mk VII Tetrarch		Tracked	-	7+
	Turret-mounted light anti-tank gun	48"	1	+4	HE (1")
	Co-axial MMG	36"	5	n/a	

<b>M10 Wolverine</b> (Armies of Great Britain page 50)					<b>Regular</b>	<b>180</b>
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Qty	Vehicle	Weapons	Type	Trans	DV
Qty	Weapons	Range	Shots	Pen	Special
1	M10 Wolverine		Tracked	-	8+ Open-topped
	Turret-mounted heavy anti-tank gun	72"	1	+6	HE (2")

#### TRANSPORTS

<b>3-ton Truck</b> (Armies of Great Britain page 58)					<b>Regular</b>	<b>54</b>
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Qty	Vehicle	Weapons	Type	Trans	DV
Qty	Weapons	Range	Shots	Pen	Special
1	3-ton Truck		Wheeled	12	6+
	<b>Tow:</b> 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

#### 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.

##### 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.

##### 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.

##### 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

##### 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)

#### **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.

<b>Pick List</b>	
British 20mm Polsten Cannon (platform-mounted)	1
British 3-ton Truck	1
British Artillery Forward Observer	1
British British Airborne Recce Jeep	1
British Infantry with Flamethrower (requires assistant)	1
British Infantry with Rifle	32
British Infantry with Submachine gun	1
British Light Tank Mk VII Tetrarch	1
British M10 Wolverine	1
British Medium Mortar team	1
British NCO with Rifle	5
British NCO with Submachine gun	1
British Second Lieutenant	1
British Sniper team	1
British Spotter	1