

PLATOON #1

British Reinforced Platoon

OFFICER

First Lieutenant (Armies of Great Britain page 20) **Regular** **85**

Qty	Weapons	Range	Shots	Pen	Special
1	First Lieutenant				
	with Pistol				Assault
	with Submachine gun				Assault
	with Rifle				
1	Infantry (equipped as modeled)		-	-	

INFANTRY SQUADS

Regular Infantry Section (Mid/Late War) (Armies of Great Britain page 22) **Regular** **103**

Qty	Weapons	Range	Shots	Pen	Special
6	Infantry with Rifle	24"	1	n/a	
1	NCO with Submachine gun	12"	2	n/a	Assault
1	Infantry with Light Machine gun (requires loader)	36"	4	n/a	

Inexperienced Infantry Section (Mid/Late War) (Armies of Great Britain page 22) **Inexperienced** **41**

Qty	Weapons	Range	Shots	Pen	Special
3	Infantry with Rifle	24"	1	n/a	
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** **10**

Qty	Weapons	Range	Shots	Pen	Special
1	Artillery Forward Observer				
	with Rifle				
	with Pistol				Assault
	with Submachine gun				Assault
1	Infantry (equipped as modeled)		-	-	

INFANTRY

Gurkha Section (Armies of Great Britain page 25) **Veteran** **116**

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

Royal Engineers Section (Battle of France page 83) **Regular** **73**

Qty	Weapons	Range	Shots	Pen	Special
3	Infantry with Rifle	24"	1	n/a	
1	NCO with Submachine gun	12"	2	n/a	Assault
1	Flamethrower (infantry) team	6"	D6	+3	Team (2 men), Flamethrower

SPECIAL RULES

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

Vengeance

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)

ANTI-TANK

PIAT team (Armies of Great Britain page 28) **Regular** **40**

Qty	Weapons	Range	Shots	Pen	Special
1	PIAT team	12"	1	+5	Team (2 men), Shaped Charge

ARTILLERY

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")

ARMoured CARS

Qty	Vehicle	Type	Trans	DV
Weapons	Range	Shots	Pen	Special
1	AEC Heavy Armoured Car Mk III	Wheeled	-	8+ Recce
	Turret-mounted medium anti-tank gun	60"	1	+5 (75mm) HE (2")
	Co-axial MMG	36"	5	n/a

TRANSPORTS

Qty	Vehicle	Type	Trans	DV
Weapons	Range	Shots	Pen	Special
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

Qty	Vehicle	Type	Trans	DV
Weapons	Range	Shots	Pen	Special
1	Jeep	Wheeled	3	6+
	Tow: Light anti-tank gun, light howitzer, light anti-aircraft gun			
	0			+0

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

Qty	Vehicle	Type	Trans	DV
Weapons	Range	Shots	Pen	Special
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

TANKS AND SP GUNS

Qty	Vehicle	Type	Trans	DV
Weapons	Range	Shots	Pen	Special
1	Crusader III AA Mk II	Tracked	-	8+
	2 paired turret-mounted light automatic cannon	48"	4	+2 Flak, HE (1") each

SPECIAL RULES

(75mm) HE (2")

Instead of using the 1" template, use the 2" template (75mm gun tanks)

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 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.

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)

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.

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.

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).

Pick List

British 15 CWT Truck	1
British AEC Heavy Armoured Car Mk III	1

British Artillery Forward Observer	1
British Bren Carrier	2
British Crusader III AA Mk II	1
British First Lieutenant	1
British Flamethrower (infantry) team	1
British Infantry (equipped as modeled)	2
British Infantry with Light Machine gun (requires loader)	1
British Infantry with Rifle	18
British Infantry with Submachine gun	2
British Jeep	1
British Light howitzer	1
British Medium Mortar team	1
British NCO with Submachine gun	4
British PIAT team	1
British Sniper team	1