

1 Heavy howitzer 72"(36-84) 1 HE Team (5 men), Gun shield, Fixed, Howitzer, HE (4")

TOWS

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

Qty	Vehicle	Type	Trans	DV
	Weapons	Range	Shots	Pen Special
1	Horse-drawn limber	Wheeled	-	3+ Slow (only when towing)
	Tow: Any gun or howitzer			
	0			+0

ARMoured CARS

Staghound Heavy Armoured Car (Armies of Great Britain page 55) **Regular** **170**

Qty	Vehicle	Type	Trans	DV
	Weapons	Range	Shots	Pen Special
	Pintle-mounted MMG	36"	5	n/a Flak, 360 degree arc
1	Staghound Mk III Heavy Armoured Car	Wheeled	-	8+ Recce
	Turret-mounted medium anti-tank gun	60"	1	+5 HE (1")
	Co-axial MMG	36"	5	n/a

TRANSPORTS

Bren Carrier (Armies of Great Britain page 57) **Regular** **70**

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

30 CWT Truck (Armies of Great Britain page 59) **Regular** **50**

Qty	Vehicle	Type	Trans	DV
	Weapons	Range	Shots	Pen Special
1	30 CWT Truck	Wheeled	10	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

30 CWT Truck (Armies of Great Britain page 59) **Regular** **50**

Qty	Vehicle	Type	Trans	DV
	Weapons	Range	Shots	Pen Special
1	30 CWT Truck	Wheeled	10	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

TANKS AND SP GUNS

M3 Stuart I/II (Armies of Great Britain page 46) **Regular** **105**

Qty	Vehicle	Type	Trans	DV
	Weapons	Range	Shots	Pen Special
1	M3 Stuart I/II Recce	Tracked	-	8+ Vulnerable, Recce, Open-topped
	Pintle-mounted HMG	36"	3	+1 Flak, 360 degree arc
	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)

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.

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'

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 (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.

HE (4")

(p68) PEN: +4, PIN: D6 (3D6 if in building) - Infantry and artillery can go *down* to halve the hits taken. 10+ hits on building collapses it and kills all inside.

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.

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.

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 (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.

Team (5 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 30 CWT Truck	2
British Artillery Forward Observer	1
British Bren Carrier	1
British Flamethrower (infantry) team	1
British Heavy howitzer	1
British Heavy Mortar team	1
British Horse-drawn limber	1
British Infantry with Rifle	18
British M3 Stuart I/II Recce	1
British NCO with Rifle	3
British PIAT team	1
British Second Lieutenant	1
British Sniper team	1
British Staghound Mk III Heavy Armoured Car	1