



# Gentelman 1250 pkt

Reinforced Platoon

1250 pts

14 Order Dice

## Platoon #1

### Special

Artillery Forward Observer (Forward Observer)

*Regular (free)*

Composition: 1 Soldiers

Weapon	Range (")	Shots	Pen	Special Rules
1 x Pistol	6	1	-	Assault

Special Rules: Assault

### Required

2nd Lieutenant (Officer)

*Regular (60pts)*

Composition: 1 Officer + 1 Soldiers

Weapon	Range (")	Shots	Pen	Special Rules
2 x Rifle	24	1	-	-

Options: Attendant, Rifle x 2

Paratroop Section

*Veteran (183pts)*

Composition: 1 NCO + 9 Soldiers

Weapon	Range (")	Shots	Pen	Special Rules
7 x Rifle	24	1	-	-
1 x Submachine gun (SMG)	12	2	-	Assault
1 x Light machine gun (LMG)	36	4	-	Team Weapon

Options: Additional Soldiers x 5, Light machine gun (LMG), NCO: Submachine gun (SMG), Anti-tank Grenades

Special Rules: Stubborn, Tank Hunters, Assault, Team Weapon

Regular Infantry Section (Mid/Late War)

*Regular (123pts)*

Composition: 1 NCO + 9 Soldiers

Weapon	Range (")	Shots	Pen	Special Rules
7 x Rifle	24	1	-	-
1 x Submachine gun (SMG)	12	2	-	Assault

Weapon	Range (")	Shots	Pen	Special Rules
1 x Light machine gun (LMG)	36	4	-	Team Weapon

**Options:** Additional Soldiers x 5, Light machine gun (LMG), NCO: Submachine gun (SMG)

**Special Rules:** Assault, Team Weapon

## Infantry

### SAS Infantry Section

*Veteran (212pts)*

**Composition:** 1 NCO + 7 Soldiers

Weapon	Range (")	Shots	Pen	Special Rules
8 x Pistol	6	1	-	Assault
3 x Rifle	24	1	-	-
1 x Submachine gun (SMG)	12	2	-	Assault
2 x Vickers K gun	36	5	-	Team Weapon, Vickers K

**Options:** Light machine gun (LMG) x 2, Additional Soldiers x 4, Upgrade LMG to Vickers K LMG x 2, NCO: Submachine gun (SMG), Anti-tank Grenades

**Special Rules:** Fanatics, Behind Enemy Lines, Tank Hunters, Assault, Team Weapon, Vickers K

### Regular Infantry Section (Early War)

*Regular (120pts)*

**Composition:** 1 NCO + 9 Soldiers

Weapon	Range (")	Shots	Pen	Special Rules
8 x Rifle	24	1	-	-
1 x Light machine gun (LMG)	36	4	-	Team Weapon

**Options:** Additional Soldiers x 5, Light machine gun (LMG)

**Special Rules:** Team Weapon

### Medium Mortar Team

*Regular (60pts)*

**Composition:** 4 Soldiers

Weapon	Range (")	Shots	Pen	Special Rules
1 x Medium mortar	12-60	1	-	Team Weapon, Fixed, Indirect Fire, HE (2")

**Options:** Spotter

**Special Rules:** Team Weapon, Fixed, Indirect Fire, HE (2"), Spotter

### Flamethrower Team

*Veteran (65pts)*

**Composition:** 2 Soldiers

Weapon	Range (")	Shots	Pen	Special Rules
1 x Flamethrower (infantry)	6	D6+3	3	Team Weapon, Flamethrower

**Special Rules:** Flamethrower, Team Weapon

### PIAT Anti-Tank Team

*Veteran (52pts)*

**Composition:** 2 Soldiers

Weapon	Range (")	Shots	Pen	Special Rules
1 x PIAT	12	1	5	Team Weapon, Shaped Charge

**Special Rules:** Team Weapon, Shaped Charge

## Headquarters

### Chaplain

*Veteran (30pts)*

**Composition:** 1 Soldiers

No weapons

**Special Rules:** Self Defence Only, Non-combatant, Inspiring Presence

## Artillery

### Light Artillery

*Veteran (76pts)*

**Composition:** 4 Soldiers

Weapon	Range (")	Shots	Pen	Special Rules
1 x Light howitzer	48 (or 24-60)	1	-	Team Weapon, Fixed, Howitzer, HE (2")

**Options:** Spotter

**Special Rules:** Gun Shield, Team Weapon, Fixed, Howitzer, HE (2"), 25-pdr AT Shell, Spotter

## Armoured Cars

### British Airborne Recce Jeep

*Veteran (52pts)*

**Damage Value:** All soft-skinned vehicles (6+)

Weapon	Range (")	Shots	Pen	Special Rules
1 x Double, forward-facing medium machine gun (MMG)	36	5	-	-

**Options:** Upgrade Forward-facing MMG to Twin Forward-facing MMG

**Special Rules:** Recce

## Tanks and Tank Destroyers

### Crusader AA MK I (Crusader III AA MK I & MK II)

*Regular (135pts)*

**Damage Value:** Light tank (8+)

Weapon	Range (")	Shots	Pen	Special Rules
1 x Double, enclosed, turret-	48	2	2	HE (1")

Weapon	Range (")	Shots	Pen	Special Rules
mounted light automatic cannon				

**Options:** Crusader AA MK II

**Special Rules:** Flak, HE (1")

## Transports and Tows

**Bren Carrier**

*Veteran (82pts)*

**Damage Value:** Armoured car/carrier (7+)

**Transport:** 5

**Tow:** Light AT gun, Medium AT gun

Weapon	Range (")	Shots	Pen	Special Rules
1 x Hull-mounted, forward-facing light machine gun (LMG)	36	4	-	-
1 x Pintle-mounted light machine gun (LMG)	36	4	-	-

**Options:** Pintle-mounted light machine gun (LMG)

**Special Rules:** Open-topped