

**PLATOON #1**

British Reinforced Platoon

**OFFICER****Second Lieutenant (Armies of Great Britain page 20)** **Veteran** **65****Qty Weapons Range Shots Pen Special**

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

**INFANTRY SQUADS****Commando Section (Armies of Great Britain page 25)** **Veteran** **96****Qty Weapons Range Shots Pen Special**

Commandos Behind enemy lines, Tough Fighters  
1 NCO with Submachine gun 12" 2 n/a Assault  
5 Infantry with Submachine gun 12" 2 n/a Assault

**Commando Section (Armies of Great Britain page 25)** **Veteran** **96****Qty Weapons Range Shots Pen Special**

Commandos Behind enemy lines, Tough Fighters  
1 NCO with Submachine gun 12" 2 n/a Assault  
5 Infantry with Submachine gun 12" 2 n/a Assault

**MEDIC****Medic (Armies of Great Britain page 20)** **Regular** **23****Qty Weapons Range Shots Pen Special**

1 Medic Assault  
with Pistol

**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****Commando Section (Armies of Great Britain page 25)** **Veteran** **96****Qty Weapons Range Shots Pen Special**

Commandos Behind enemy lines, Tough Fighters  
1 NCO with Submachine gun 12" 2 n/a Assault  
5 Infantry with Submachine gun 12" 2 n/a Assault

**Commando Section (Armies of Great Britain page 25)** **Veteran** **96****Qty Weapons Range Shots Pen Special**

Commandos Behind enemy lines, Tough Fighters  
1 NCO with Submachine gun 12" 2 n/a Assault  
5 Infantry with Submachine gun 12" 2 n/a Assault

**RM Commando Sub Section (Armies of Great Britain page 0)** **Veteran** **120****Qty Weapons Range Shots Pen Special**

1 NCO with Rifle 24" 1 n/a  
2 Infantry with Rifle 24" 1 n/a  
Commandos Behind enemy lines, Tough Fighters  
2 Infantry with Vickers K LMG (requires loader) 36" 5 n/a

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

Tough as boots

**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)

**TANKS AND SP GUNS****Sherman V (75mm) (Armies of Great Britain page 48)** **Regular** **205**

Qty	Vehicle Weapons	Type Range	Trans Shots	DV Pen	Special
1	Sherman V (75mm)	Tracked	-	9+	
	Turret-mounted medium anti-tank gun	60"	1	+5	(75mm) HE (2")
	Co-axial MMG	36"	5	n/a	
	Forward facing MMG	36"	5	n/a	Front arc

### SPECIAL RULES

#### (75mm) HE (2")

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

#### 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

#### 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.

#### Tough as boots

If the army has this special rule then all Regular or Veteran infantry units roll bonus attack dice when fighting at close quarters. For every three men fighting in the combat roll one extra die - so seven men would roll two extra dice, and ten men would roll three extra, and so on. This extra attack can be assumed to come from any of the men fighting.

#### 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.

#### Pick List

British Artillery Forward Observer	1
British Infantry with Rifle	2
British Infantry with Submachine gun	20
British Infantry with Vickers K LMG (requires loader)	2
British Medic	1
British NCO with Rifle	1
British NCO with Submachine gun	4
British Second Lieutenant	1
British Sherman V (75mm)	1
British Sniper team	1