

## 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)** **Regular** **80**

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
7	Infantry with Rifle	24"	1	n/a	

**Regular Infantry Section (Mid/Late War) (Armies of Great Britain page 22)** **Regular** **80**

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
7	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) full strength** **Veteran** **175**

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

**Airborne Royal Engineer Section (D-Day: Overlord page 136)** **Veteran** **93**

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

## 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

## ARMoured CARS

**British Airborne Recce Jeep (Armies of Great Britain page 57)** **Regular** **45**

Qty	Vehicle	Type	Trans	DV	
1	British Airborne Recce Jeep	Wheeled	-	6+	Recce
	Forward facing twin MMGs	36"	10	n/a	Front arc

## TANKS AND SP GUNS

**Sexton (Armies of Great Britain page 51)** **Regular** **130**

Qty	Vehicle	Type	Trans	DV

1	Sexton	Tracked	-	8+	Open-topped
	Forward-facing light howitzer/ light anti-tank gun	48"(24-60)	1	HE	Front arc, Howitzer, HE (2") / Light anti-tank gun 48"/1/+4/HE (1")
	Crew carried LMG	36"	4	n/a	360 degree arc, Crew-fired LMG

**Sherman V (75mm) (Armies of Great Britain page 48)**

**Regular**

**205**

Qty	Vehicle	Type	Trans	DV	Weapons
		Range	Shots	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

**TRANSPORTS**

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

**Regular**

**60**

Qty	Vehicle	Type	Trans	DV	Weapons
		Range	Shots	Pen	Special
1	Bren Carrier	Tracked	5	7+	Open-topped, Turn on the spot
	<b>Tow:</b> Light or medium anti-tank gun				
	Forward-facing LMG	36"	4	n/a	Front arc

**Utility Car (Armies of Great Britain page 60)**

**Inexperienced**

**17**

Qty	Vehicle	Type	Trans	DV	Weapons
		Range	Shots	Pen	Special
1	Utility Car	Wheeled	3	6+	
	0			+0	

**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.

**Crew-fired LMG**

The crew can either shoot the main gun or the LMG - but not both

**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.

**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.

**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)

**Shaped Charge**

(p73) Never suffer the -1 penetration modifier for firing at long range.

### 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.

### Turn on the spot

Can execute a full speed run rate 'reverse' finishing the move facing in direction of travel.

Pick List	
British Artillery Forward Observer	1
British Bren Carrier	1
British British Airborne Recce Jeep	1
British Infantry with Flamethrower (requires assistant)	1
British Infantry with Light Machine gun (requires loader)	1
British Infantry with Rifle	21
British Infantry with Submachine gun	4
British Medium Mortar team	1
British NCO with Rifle	2
British NCO with Submachine gun	2
British PIAT team	1
British Second Lieutenant	1
British Sexton	1
British Sherman V (75mm)	1
British Spotter	1
British Utility Car	1