

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**

	Vehicle	Type	Trans	DV	
Qty	Weapons	Range	Shots	Pen	Special
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**

	Vehicle	Type	Trans	DV	
Qty	Weapons	Range	Shots	Pen	Special

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
	Tow: 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