

PLATOON #1

British Reinforced Platoon

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

90

Qty Weapons Range Shots Pen Special

1	NCO with Rifle	24"	1	n/a	
8	Infantry with Rifle	24"	1	n/a	

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

Regular

90

Qty Weapons Range Shots Pen Special

1	NCO with Rifle	24"	1	n/a	
8	Infantry with Rifle	24"	1	n/a	

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

SAS Infantry Section (Additional Units PDF page 9)

Veteran

156

Qty Weapons Range Shots Pen Special

	Entire section equipped with Pistols			Assault	
	Behind enemy lines			Behind enemy lines	
	Who Dares Wins!			Who Dares Wins!	
1	NCO with Submachine gun	12"	2	n/a	Assault
3	Infantry with Submachine gun	12"	2	n/a	Assault
2	Infantry with Light Machine gun (requires loader)	36"	4	n/a	

SPECIAL RULES

National Characteristic (Armies of Great Britain page 18)

0

Rapid Fire

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	

SNIPER

Commando Sniper Team (D-Day: British & Canadian Sectors page 127)

Veteran

68

Qty Weapons Range Shots Pen Special

1	Sniper	36"	1	n/a	Team (2 men), Sniper, (Sniper with rifle & pistol. Spotter with rifle & pistol)
	Commandos				Behind enemy lines, Tough Fighters

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
---	-----------	-----	---	----	-----------------------------

ARTILLERY

Light Artillery (Armies of Great Britain page 30)

Regular

65

Qty Weapons Range Shots Pen Special

1	Light howitzer	48"(24-60)	1	HE	Team (3 men), Gun shield, Fixed, Howitzer, HE (2"), 25-pdr AT shell
		48"	1	+4	HE (1")
1	Spotter			Spotter	

ARMoured CARS

Qty	Vehicle	Type	Trans	DV
	Weapons	Range	Shots	Pen Special
	Forward-facing LMG	36"	4	n/a Front arc
1	SAS Jeep	Wheeled	-	6+ Recce, Who Dares Wins!
	Forward-facing HMG	36"	3	+1 Front arc
	Rear-facing LMG	36"	4	n/a Rear arc
	Rear-facing LMG	36"	4	n/a Rear arc

TRANSPORTS

Qty	Vehicle	Type	Trans	DV
	Weapons	Range	Shots	Pen Special
1	3-ton Truck	Wheeled	12	6+
	Tow: Light howitzer, light or medium anti-tank gun, light or heavy anti-aircraft gun 0 +0			

TANKS AND SP GUNS

Qty	Vehicle	Type	Trans	DV
	Weapons	Range	Shots	Pen Special
1	Sherman VC Firefly	Tracked	-	9+
	Turret-mounted super-heavy anti-tank gun	84"	1	+7 HE (3")
	Co-axial MMG	36"	5	n/a

SPECIAL RULES

25-pdr AT shell

The 25-pdr can shoot either HE or AT - if put into ambush the player must specify which kind of shell is loaded

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

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.

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 (2")

(p68) PEN: +2, PIN: D3 (D6 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.

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)

Rapid Fire

If the army has this special rule then all rifle armed Regular and Veteran infantry units roll bonus dice when shooting. For every three men shooting rifles roll one extra die - so four riflemen would roll one extra die, for example. These extra shots can be assumed to come from any of the men fighting.

Recce

(p118)

Shaped Charge

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

Sniper

(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.

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).

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.

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.

Who Dares Wins!

Units of SAS have the Fanatics special rule - (p90) When a fanatic unit loses half of its numbers from enemy fire, it does not take a morale check so long as it has at least two men. Fanatic units with at least two men are not destroyed when they have a number of pin markers equal to their morale value. When a fanatic unit is defeated in close quarter fighting, the fight counts as a draw)

Pick List	
British 3-ton Truck	1
British Artillery Forward Observer	1
British Infantry with Light Machine gun (requires loader)	2
British Infantry with Rifle	16
British Infantry with Submachine gun	3
British Light howitzer	1
British Medium Mortar team	1
British NCO with Rifle	2
British NCO with Submachine gun	1
British PIAT team	1
British SAS Jeep	1
British Second Lieutenant	1
British Sherman VC Firefly	1
British Sniper	1
British Spotter	2