



<b>Light Artillery</b> (Armies of Great Britain page 30)	<b>Regular</b>	<b>65</b>
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Qty	Vehicle	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

**TOWS**

<b>Mule team</b> (Italy: Soft Underbelly page 164)	<b>Regular</b>	<b>5</b>
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Qty	Vehicle	Range	Shots	Pen	Special
1	Mule team	Infantry	-	3+	Move as infantry, Stubborn (Mule), Gun assembly
	<b>Tow:</b> Any light gun or light howitzer				
0				+0	

<b>Mule team</b> (Italy: Soft Underbelly page 164)	<b>Regular</b>	<b>5</b>
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Qty	Vehicle	Range	Shots	Pen	Special
1	Mule team	Infantry	-	3+	Move as infantry, Stubborn (Mule), Gun assembly
	<b>Tow:</b> Any light gun or light howitzer				
0				+0	

**ARMoured CARS**

<b>British Airborne Recce Jeep</b> (Armies of Great Britain page 57)	<b>Regular</b>	<b>45</b>
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Qty	Vehicle	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**

<b>M3A1 Stuart III</b> (Armies of Great Britain page 46)	<b>Regular</b>	<b>115</b>
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Qty	Vehicle	Range	Shots	Pen	Special
1	M3A1 Stuart III	Tracked	-	8+	Vulnerable
	Turret-mounted light anti-tank gun	48"	1	+4	HE (1")
	Co-axial MMG	36"	5	n/a	
	Forward facing MMG	36"	5	n/a	Front arc

<b>M3A1 Stuart III</b> (Armies of Great Britain page 46)	<b>Regular</b>	<b>115</b>
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Qty	Vehicle	Range	Shots	Pen	Special
1	M3A1 Stuart III	Tracked	-	8+	Vulnerable
	Turret-mounted light anti-tank gun	48"	1	+4	HE (1")
	Co-axial MMG	36"	5	n/a	
	Forward facing MMG	36"	5	n/a	Front arc

**TRANSPORTS**

<b>30 CWT Truck</b> (Armies of Great Britain page 59)	<b>Regular</b>	<b>50</b>
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Qty	Vehicle	Range	Shots	Pen	Special
1	30 CWT Truck	Wheeled	10	6+	
	<b>Tow:</b> Light howitzer, light or medium anti-tank gun, light or heavy anti-aircraft gun				
0				+0	
	Pintle-mounted MMG	36"	5	n/a	Flak, 360 degree arc

**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.

**Blood curdling charge**

If the army has this special rule then enemy units cannot react to an **assault** by shooting at them - they are simply transfixed with horror at the sight of their foe. This rule does not apply if the units launching the assault are Inexperienced - including any units that start out as 'green'

**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.

### **Flak**

All enemy units not currently down automatically fire at the attacking aircraft if it is within their firing arc and range, regardless of whether they have already taken an action or not that turn. Flak fire does not require an action. Line of site ignored. Rolls to hit aircraft are always at a -2 penalty. Friendly flak units must test to hold their fire (page 67)

### **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.

### **Formidable Fighters (Italy)**

The Maori do not benefit from the National characteristic you have chosen for the army. Instead, they always have the following three National characteristics: Blood curdling charge, and Tough as Boots.

### **Gun assembly**

To simulate the fact that the gun was actually transported disassembled, when the gun is unlimbered the artillery unit receives a pin marker. When the gun is limbered, the mule team (and consequently the transported artillery unit) receives a pin marker.

### **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

### **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.

### **Intelligence**

Once per game, at the beginning of any turn before the first die is drawn from the dice bag. Roll a D6 and apply modifiers: Inexperienced -1, Veteran +1. On a 4+, the player activating the Intelligence Officer may choose a die from the bag for the first activation. If both players attempt to activate this ability simultaneously, each must roll 1D6. The higher score wins and immediately uses this ability, but the losing player may attempt to use his ability on another turn instead.

### **Mine clearance experts**

The Unit is equipped with mine clearance equipment.

### **New Zealand: Steadfast Under Fire**

After rolling for the number of pins caused by HE fire, if the target is New Zealand infantry or artillery, halve the number of pins rounding down.

### **New Zealand: Superb Junior Officers**

New Zealander First and Second Lieutenants have a morale bonus range of 12". Snap to Action ranges remain 6".

### **Recce**

(p118)

### **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 (Mule)**

When taking an order test and doubles are rolled, the mules become stubborn and refuse to cooperate even if the order test was passed. Place the order dice to Down and add 1 pin marker to the team. This rule does not apply if Fubar is rolled.

### **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 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.

#### **Vulnerable**

Because of the riveted construction, all shots to the side and rear of the vehicle get an additional +1 penetration modifier

#### **Eighth Army (Italy, 1943)**

##### **SELECTOR SPECIAL RULES**

0-4 Infantry squads: maximum of 2 1st Airborne Division Paratroop sections (Sicily and Italy), Royal Engineers sections, Royal Canadian Engineers sections (MTO), Commando/RMC subsections (MTO, 1943), Special Raiding Squadron subsections, a maximum of 1 Recce Corps Assault Troops section and 1st ParaSquadron, Royal Engineer team.

#### **New Zealand Reinforced Platoons**

##### **Irish Reinforced Platoon**

#### **Mountain Warriors**

Gurkha sections may have the Mountain Warriors special rule for +1pt per man in the section.

#### **SAS Saboteur teams**

See campaign special rules on page 165.

<b>Pick List</b>	
British 30 CWT Truck	1
British Artillery Forward Observer	1
British British Airborne Recce Jeep	1
British Infantry with Flamethrower (requires assistant)	1
British Infantry with Rifle	21
British Infantry with Submachine gun	3
British Intelligence Officer (equipped as modelled)	1
British Light howitzer	2
British M3A1 Stuart III	2
British men have Maori Formidable Fighters special rules (Italy).	25
British Mule team	2
British NCO with Rifle	1
British NCO with Submachine gun	3
British Second Lieutenant	1
British Spotter	2