

**PLATOON #1**

## British Reinforced Platoon

**OFFICER****Second Lieutenant (Armies of Great Britain page 20)** **Inexperienced** **42****Qty Weapons Range Shots Pen Special**

1	Second Lieutenant with Pistol				Assault
	with Submachine gun				Assault
	with Rifle				
1	Infantry (equipped as modeled)	-	-		

**INFANTRY SQUADS****Gurkha Section (Armies of Great Britain page 25)** **Veteran** **116****Qty Weapons Range Shots Pen Special**

6	Infantry with Rifle Tough Fighters Scary Blighters!	24"	1	n/a	Tough Fighters Scary Blighters!
1	NCO with Submachine gun	12"	2	n/a	Assault
1	Infantry with Submachine gun	12"	2	n/a	Assault

**Gurkha Section (Armies of Great Britain page 25)** **Veteran** **114****Qty Weapons Range Shots Pen Special**

7	Infantry with Rifle Tough Fighters Scary Blighters!	24"	1	n/a	Tough Fighters Scary Blighters!
1	NCO with Submachine gun	12"	2	n/a	Assault

**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****Royal Engineers Section (D-Day: British & Canadian Sectors page 82)** **Regular** **73****Qty Weapons Range Shots Pen Special**

3	Infantry with Rifle	24"	1	n/a	
1	NCO with Submachine gun	12"	2	n/a	Assault
1	Flamethrower (infantry) team	6"	D6	+3	Team (2 men), Flamethrower

**Royal Canadian Engineer Section (MTO) (Italy: Soft Underbelly page 101)** **Regular** **76****Qty Weapons Range Shots Pen Special**

1	NCO with Rifle	24"	1	n/a	
1	Infantry with Rifle Royal Canadian Engineers	24"	1	n/a	Tough as Old Boots (Canadian), Engineers, Mine clearance experts
2	Infantry with Submachine gun	12"	2	n/a	Assault
1	Infantry with Flamethrower (requires assistant)	6"	D6	+3	Flamethrower

**Guards Infantry Section (Mid/Late-War) (Italy: Soft Underbelly page 99)** **Regular** **96****Qty Weapons Range Shots Pen Special**

7	Infantry with Rifle Guards Discipline	24"	1	n/a	Discipline
1	NCO with Submachine gun	12"	2	n/a	Assault
1	Infantry with Submachine gun	12"	2	n/a	Assault

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

Up and at em

**MORTAR****Medium Mortar team (Armies of Great Britain page 29)** **Inexperienced** **35****Qty Weapons Range Shots Pen Special**

1	Medium Mortar team	12"-60"	1	HE	Team (3 men), Fixed, Indirect fire, HE (2")
---	--------------------	---------	---	----	---

**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)	
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						
Land Mattress (Battleground Europe page 0)					Inexperienced	48
Qty	Weapons	Range	Shots	Pen Special		
1	Land Mattress launcher (heavy mortar)	12"-72"	1	HE	Team (3 men), Fixed, Indirect fire, HE (3"), Multiple launcher	
TOWS						
Jeep (Armies of Great Britain page 60)					Veteran	25
Qty	Vehicle	Type	Trans	DV		
Qty	Weapons	Range	Shots	Pen Special		
1	Jeep	Wheeled	3	6+		
	Tow: Light anti-tank gun, light howitzer, light anti-aircraft gun					
0				+0		
ARMOURED CARS						
Staghound Heavy Armoured Car (Armies of Great Britain page 55)					Regular	145
Qty	Vehicle	Type	Trans	DV		
Qty	Weapons	Range	Shots	Pen Special		
1	Staghound Mk 1 Heavy Armoured Car	Wheeled	-	8+	Recce	
	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						
India Pattern Armoured Carrier (Armies of Great Britain page 57)					Regular	80
Qty	Vehicle	Type	Trans	DV		
Qty	Weapons	Range	Shots	Pen Special		
	Pintle-mounted LMG	36"	4	n/a	Flak, 360 degree arc	
1	India Pattern Armoured Carrier	Wheeled	5	7+	Open-topped	
	Tow: Light or medium anti-tank gun					
	Forward-facing Boys anti-tank rifle	36"	1	+2	Front arc	
India Pattern Armoured Carrier (Armies of Great Britain page 57)					Regular	80
Qty	Vehicle	Type	Trans	DV		
Qty	Weapons	Range	Shots	Pen Special		
	Pintle-mounted LMG	36"	4	n/a	Flak, 360 degree arc	
1	India Pattern Armoured Carrier	Wheeled	5	7+	Open-topped	
	Tow: Light or medium anti-tank gun					
	Forward-facing Boys anti-tank rifle	36"	1	+2	Front arc	
TANKS AND SP GUNS						
M3 Stuart I (Armies of Great Britain page 46)					Regular	130
Qty	Vehicle	Type	Trans	DV		
Qty	Weapons	Range	Shots	Pen Special		
1	M3 Stuart I	Tracked	-	8+	Vulnerable	
	Turret-mounted light anti-tank gun	48"	1	+4	HE (1")	
	Co-axial MMG	36"	5	n/a		
	Forward facing hull-mounted MMG	36"	5	n/a	Front arc	
	Twin Forward facing hull-mounted LMGs	36"	4	n/a	Front arc, Must shoot at same target as hull-mounted MMG (4 shots each)	

## SPECIAL RULES

### 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.

### Discipline

Guards units do not benefit from the National Characteristic army special rule; instead, they may re-roll order tests. They must accept the second result. A re-roll may not be taken if a FUBAR result is rolled.

### 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.

### **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.

### **Indirect fire**

(p71)

### **Mine clearance experts**

The Unit is equipped with mine clearance equipment.

### **Multiple launcher**

(p72) Counts as a heavy mortar, but its chance of hitting never gets any better than a 6. All units with 6" of the target and not entirely within the weapon's minimum range can be hit.

### **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)

### **Scary Blighters!**

Any enemy unit fighting Ghurkas in close combat will halve its total number of attacks against the Ghurkas (rounding up)

### **Shaped Charge**

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

### **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.

### **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 Old Boots (Canadian)**

Canadian headquarters and infantry weapons teams use the Tough as Old Boots national characteristic. One other national characteristic may be picked for non-Canadian Infantry sections in the Reinforced Platoon. If Canadian infantry units are selected in non-Canadian reinforced platoons they keep the Tough as Old Boots characteristic rather than the national characteristic chosen for that force.

### **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.

### Up and at em

If the army has this rule then any order given to make an **assault** is automatically treated as having been passed - the unit is assumed to have rolled whatever order die score is needed to pass its order. This rule does not apply to Inexperienced troops - including any units that start out as 'green'

### Vulnerable

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

Pick List	
British Artillery Forward Observer	1
British Flamethrower (infantry) team	1
British India Pattern Armoured Carrier	2
British Infantry (equipped as modeled)	1
British Infantry with Flamethrower (requires assistant)	1
British Infantry with Rifle	24
British Infantry with Submachine gun	4
British Jeep	1
British Land Mattress launcher (heavy mortar)	1
British M3 Stuart I	1
British Medium Mortar team	1
British NCO with Rifle	1
British NCO with Submachine gun	4
British PIAT team	1
British Second Lieutenant	1
British Sniper team	1
British Staghound Mk 1 Heavy Armoured Car	1