

PLATOON #1British Reinforced Platoon
Lista torneo junio**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**Gurkha Paratroops (Armies of Great Britain page 81)** **Veteran** **120**

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
7	Infantry with Rifle	24"	1	n/a	
	Tough Fighters				Tough Fighters
	Scary Blighters!				Scary Blighters!
	Stubborn (Paratroops)				Stubborn (British Paras)

Gurkha Paratroops (Armies of Great Britain page 81) **Veteran** **120**

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
7	Infantry with Rifle	24"	1	n/a	
	Tough Fighters				Tough Fighters
	Scary Blighters!				Scary Blighters!
	Stubborn (Paratroops)				Stubborn (British Paras)

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**Gurkha Paratroops (Armies of Great Britain page 81)** **Veteran** **120**

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
7	Infantry with Rifle	24"	1	n/a	
	Tough Fighters				Tough Fighters
	Scary Blighters!				Scary Blighters!
	Stubborn (Paratroops)				Stubborn (British Paras)

Gurkha Paratroops (Armies of Great Britain page 81) **Veteran** **120**

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
7	Infantry with Rifle	24"	1	n/a	
	Tough Fighters				Tough Fighters
	Scary Blighters!				Scary Blighters!
	Stubborn (Paratroops)				Stubborn (British Paras)

Royal Canadian Engineer Section (MTO) (Italy: Soft Underbelly page 101) **Regular** **70**

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
3	Infantry with Rifle	24"	1	n/a	
	Royal Canadian Engineers				Tough as Old Boots (Canadian), Engineers, Mine clearance experts
1	Infantry with Flamethrower (requires assistant)	6"	D6	+3	Flamethrower

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)		
FLAMETHROWER							
Flamethrower team (Armies of Great Britain page 29)						Regular	50
Qty	Weapons	Range	Shots	Pen	Special		
1	Flamethrower (infantry) team	6"	D6	+3	Team (2 men), Flamethrower		
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							
Heavy Artillery (Armies of Great Britain page 32)						Regular	115
Qty	Weapons	Range	Shots	Pen	Special		
1	Heavy howitzer	72"(36-84)	1	HE	Team (5 men), Gun shield, Fixed, Howitzer, HE (4")		
ARMOURED CARS							
British Airborne Recce Jeep (Veteran) (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		
TRANSPORTS							
15 CWT Truck (Armies of Great Britain page 59)						Regular	31
Qty	Vehicle	Type	Trans	DV			
1	15 CWT Truck	Wheeled	8	6+			
	Tow: Light howitzer, light or medium anti-tank gun, light or heavy anti-aircraft gun						
	0			+0			
Jeep (Armies of Great Britain page 60)						Inexperienced	17
Qty	Vehicle	Type	Trans	DV			
1	Jeep	Wheeled	3	6+			
	Tow: Light anti-tank gun, light howitzer, light anti-aircraft gun						
	0			+0			
Jeep (Armies of Great Britain page 60)						Regular	21
Qty	Vehicle	Type	Trans	DV			
1	Jeep	Wheeled	3	6+			
	Tow: Light anti-tank gun, light howitzer, light anti-aircraft gun						
	0			+0			
TANKS AND SP GUNS							
M24 Chaffee (Armies of Great Britain page 49)						Regular	160
Qty	Vehicle	Type	Trans	DV			
1	M24 Chaffee Recce	Tracked	-	8+	Vulnerable, Recce		
	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		

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.

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.

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 (2")

(p68) PEN: +2, PIN: D3 (D6 if in building) - Infantry and artillery can go *down* to halve the hits taken

HE (4")

(p68) PEN: +4, PIN: D6 (3D6 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)

Mine clearance experts

The Unit is equipped with mine clearance equipment.

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.

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.

Team (5 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 15 CWT Truck	1
British Artillery Forward Observer	1
British British Airborne Recce Jeep	1
British Flamethrower (infantry) team	1
British Heavy howitzer	1
British Infantry with Flamethrower (requires assistant)	1
British Infantry with Rifle	31
British Jeep	2
British M24 Chaffee Recce	1
British Medium Mortar team	1
British NCO with Rifle	5
British PIAT team	1
British Second Lieutenant	1
British Sniper team	1