

**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****591st Parachute Engineers (D-Day: Overlord page 142)** **Veteran** **102****Qty Weapons** **Range** **Shots Pen Special**

1	NCO with Submachine gun	12"	2	n/a	Assault
3	Infantry with Submachine gun	12"	2	n/a	Assault
	Stubborn (Paratroops)				Stubborn (British Paras)
	Engineers				Mine clearance experts, Engineers, Demolition charges
1	Infantry with Flamethrower (requires assistant)	6"	D6	+3	Flamethrower

**591st Parachute Engineers (D-Day: Overlord page 142)** **Veteran** **102****Qty Weapons** **Range** **Shots Pen Special**

1	NCO with Submachine gun	12"	2	n/a	Assault
3	Infantry with Submachine gun	12"	2	n/a	Assault
	Stubborn (Paratroops)				Stubborn (British Paras)
	Engineers				Mine clearance experts, Engineers, Demolition charges
1	Infantry with Flamethrower (requires assistant)	6"	D6	+3	Flamethrower

**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** **105****Qty Weapons** **Range** **Shots Pen Special**

1	NCO with Rifle	24"	1	n/a	
6	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** **105****Qty Weapons** **Range** **Shots Pen Special**

1	NCO with Rifle	24"	1	n/a	
6	Infantry with Rifle	24"	1	n/a	
	Tough Fighters				Tough Fighters
	Scary Blighters!				Scary Blighters!
	Stubborn (Paratroops)				Stubborn (British Paras)

**Chindit Section (Armies of Great Britain page 25)** **Veteran** **105****Qty Weapons** **Range** **Shots Pen Special**

1	NCO with Rifle	24"	1	n/a	
6	Infantry with Rifle	24"	1	n/a	
	Behind enemy lines				Behind enemy lines
	Fire & Manoeuvre				Fire & Manoeuvre

**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")				
<b>SNIPER</b>								
<b>Sniper team</b> (Armies of Great Britain page 28)							<b>Regular</b>	<b>50</b>
<b>Qty</b>	<b>Weapons</b>	<b>Range</b>	<b>Shots</b>	<b>Pen</b>	<b>Special</b>			
1	Sniper team	36"	1	n/a	Team (2 men), Sniper (Sniper with rifle & pistol- Spotter with pistol)			
<b>FLAMETHROWER</b>								
<b>Flamethrower team</b> (Armies of Great Britain page 29)							<b>Regular</b>	<b>50</b>
<b>Qty</b>	<b>Weapons</b>	<b>Range</b>	<b>Shots</b>	<b>Pen</b>	<b>Special</b>			
1	Flamethrower (infantry) team	6"	D6	+3	Team (2 men), Flamethrower			
<b>ARTILLERY</b>								
<b>Light Artillery</b> (Armies of Great Britain page 30)							<b>Regular</b>	<b>55</b>
<b>Qty</b>	<b>Weapons</b>	<b>Range</b>	<b>Shots</b>	<b>Pen</b>	<b>Special</b>			
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")			
<b>ARMOURED CARS</b>								
<b>Humber Armoured Car Mk IV</b> (Armies of Great Britain page 53)							<b>Regular</b>	<b>115</b>
<b>Qty</b>	<b>Vehicle</b>	<b>Type</b>	<b>Trans</b>	<b>DV</b>	<b>Weapons</b>			
1	Humber Armoured Car Mk IV	Wheeled	-	7+	Recce			
	Turret-mounted light anti-tank gun	48"	1	+4	HE (1")			
	Co-axial MMG	36"	5	n/a				
<b>TRANSPORTS</b>								
<b>Bren Carrier</b> (Armies of Great Britain page 57)							<b>Regular</b>	<b>70</b>
<b>Qty</b>	<b>Vehicle</b>	<b>Type</b>	<b>Trans</b>	<b>DV</b>	<b>Weapons</b>			
1	Bren Carrier	Tracked	5	7+	Open-topped, Turn on the spot			
	<b>Tow:</b> Light or medium anti-tank gun							
	Forward-facing LMG	36"	4	n/a	Front arc			
	Pintle-mounted LMG	36"	4	n/a	Flak, 360 degree arc			
<b>Bren Carrier</b> (Armies of Great Britain page 57)							<b>Regular</b>	<b>70</b>
<b>Qty</b>	<b>Vehicle</b>	<b>Type</b>	<b>Trans</b>	<b>DV</b>	<b>Weapons</b>			
1	Bren Carrier	Tracked	5	7+	Open-topped, Turn on the spot			
	<b>Tow:</b> Light or medium anti-tank gun							
	Forward-facing LMG	36"	4	n/a	Front arc			
	Pintle-mounted LMG	36"	4	n/a	Flak, 360 degree arc			
<b>Jeep</b> (Armies of Great Britain page 60)							<b>Regular</b>	<b>21</b>
<b>Qty</b>	<b>Vehicle</b>	<b>Type</b>	<b>Trans</b>	<b>DV</b>	<b>Weapons</b>			
1	Jeep	Wheeled	3	6+				
	<b>Tow:</b> Light anti-tank gun, light howitzer, light anti-aircraft gun							
	0			+0				
<b>TANKS AND SP GUNS</b>								
<b>M3 Stuart I/II</b> (Armies of Great Britain page 46)							<b>Regular</b>	<b>130</b>
<b>Qty</b>	<b>Vehicle</b>	<b>Type</b>	<b>Trans</b>	<b>DV</b>	<b>Weapons</b>			
1	M3 Stuart I/II	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

##### 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

### **Demolition charges**

Once per game, an engineer unit issued a Down order can place a demolition charge at any point adjacent to one of its members. Note an order test must be made to issue the Down order. The engineer unit may detonate the charge after being issued an Advance, Fire, or Ambush order. The charge may not be detonated if the placing unit is currently Down. The charge is treated as HE(3"). A demolition charge may be defused if at least one of its members is adjacent to the charge and a Down order has been issued. Note an order test must be made to issue the Down order.

### **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.

### **Fire & Manoeuvre**

Do not suffer the -1 to hit penalty for moving and shooting.

### **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.

### **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.

### **Indirect fire**

(p71)

### **Mine clearance experts**

The Unit is equipped with mine clearance equipment.

### **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)

### **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.

### **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.

### **Turn on the spot**

Can execute a full speed run rate 'reverse' finishing the move facing in direction of travel.

### **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

<b>Pick List</b>	
British Artillery Forward Observer	1
British Bren Carrier	2
British Flamethrower (infantry) team	1
British Humber Armoured Car Mk IV	1
British Infantry with Flamethrower (requires assistant)	2
British Infantry with Rifle	18
British Infantry with Submachine gun	6
British Jeep	1
British Light howitzer	1
British M3 Stuart I/II	1
British Medium Mortar team	1
British NCO with Rifle	3
British NCO with Submachine gun	2
British Second Lieutenant	1
British Sniper team	1