

## PLATOON #1

British Reinforced Platoon  
Campeonato Nacional

## OFFICER

**Highlander Second Lieutenant (Italy: Soft Underbelly page 96)** **Veteran** **98**

**Qty Weapons Range Shots Pen Special**

1 Second Lieutenant  
with Pistol Assault  
with Submachine gun Assault  
with Rifle  
Bagpiper Bagpiper

## INFANTRY SQUADS

**Regular Infantry Section (Mid/Late War) (Armies of Great Britain page 22) full strength** **Regular** **103**

**Qty Weapons Range Shots Pen Special**

9 Infantry with Rifle 24" 1 n/a  
1 NCO with Submachine gun 12" 2 n/a Assault

**Regular Infantry Section (Mid/Late War) (Armies of Great Britain page 22) full strength** **Regular** **103**

**Qty Weapons Range Shots Pen Special**

9 Infantry with Rifle 24" 1 n/a  
1 NCO with Submachine gun 12" 2 n/a Assault

## FORWARD OBSERVER

**Forward Observer (Artillery) (Armies of Great Britain page 20)** **Regular** **100**

**Qty Weapons Range Shots Pen Special**

1 Artillery Forward Observer  
with Rifle  
with Pistol Assault  
with Submachine gun 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

**Regular Infantry Section (Mid/Late War) (Armies of Great Britain page 22) full strength** **Regular** **103**

**Qty Weapons Range Shots Pen Special**

9 Infantry with Rifle 24" 1 n/a  
1 NCO with Submachine gun 12" 2 n/a Assault

**Royal Engineers Section (D-Day: British & Canadian Sectors page 82)** **Regular** **93**

**Qty Weapons Range Shots Pen Special**

5 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

**Gurkha Section (Armies of Great Britain page 25) full strength** **Veteran** **144**

**Qty Weapons Range Shots Pen Special**

8 Infantry with Rifle 24" 1 n/a  
Tough Fighters Tough Fighters  
Scary Blighters! Scary Blighters!  
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**

Rapid Fire

## 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						
<b>Sniper team</b> (Armies of Great Britain page 28)					<b>Regular</b>	<b>50</b>
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						
<b>PIAT team</b> (Armies of Great Britain page 28)					<b>Regular</b>	<b>40</b>
Qty	Weapons	Range	Shots	Pen	Special	
1	PIAT team	12"	1	+5	Team (2 men), Shaped Charge	
ARTILLERY						
<b>Light Artillery</b> (Armies of Great Britain page 30)					<b>Regular</b>	<b>55</b>
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")	
ARMoured CARS						
<b>Humber Armoured Car Mk II</b> (Armies of Great Britain page 53)					<b>Regular</b>	<b>95</b>
Qty	Vehicle Weapons	Type Range	Trans Shots	DV Pen	Special	
1	Humber Armoured Car Mk II	Wheeled	-	7+	Recce	
	Turret-mounted light automatic cannon	48"	2	+2	HE (1")	
	Co-axial MMG	36"	5	n/a		
TANKS AND SP GUNS						
<b>M3 Stuart I</b> (Armies of Great Britain page 46)					<b>Regular</b>	<b>130</b>
Qty	Vehicle Weapons	Type Range	Trans Shots	DV 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

### 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.

### Bagpiper

The bagpiper effectively makes the platoon a Highland platoon. As long as the bagpiper is alive, Regular and Veteran Infantry sections in this platoon may reroll failed morale checks. FUBAR rolls cannot be rerolled.

### 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 flamerthrower, 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)

**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)

**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 Fighters**  
(p91) When a tough fighter scores a casualty in close quarters against infantry or artillery, it can immediately make a second damage roll.

**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	2
British Flamethrower (infantry) team	1
British Humber Armoured Car Mk II	1
British Infantry with Rifle	40
British Infantry with Submachine gun	1
British Light howitzer	1
British M3 Stuart I	1
British Medium Mortar team	1
British NCO with Submachine gun	5
British PIAT team	1
British Second Lieutenant	1
British Sniper team	1