Medium Mortar team

Order Dice: 14

Total Points: 1149

# PLATOON #1

British Reinforced Platoon Campeonato Nacional

with Petal with Subreachine gun with Rife  Bugpiper				Car	npeo	nato Nacional							
Second Listemate   Second List					OF	FICER							
Second Fautaward with Subrachine gen	High	nlander Second Lieutenant (Italy: Soft Underbell	y page 96)				Veteran	98					
with Pated with Schemakinine gain with Right Paggiper  Regular Infantry Section (Mid/I ate War) (semies of Great Britain page 29; full strength years   Note   Pen Special	Qty	Weapons	Range	Shots	Pen	Special							
Assault   Assault   Assault   Assault   Assault   Bagriper   Assault   Assault   Bagriper   Bag	1	Second Lieutenant											
Regular   Regu		with Pistol				Assault							
Regular Infuntry Section (Mid-Late War) (Armies of Great Britans page 2)   Infuntry War (Mid-Late War) (Armies of Great Britans page 2)   Infundry War (Mi		with Submachine gun				Assault							
Segular Infantry Section (Mid/Late War) (Armies of Great Britain page 22) full strength   Regular   103		with Rifle											
Regular Infantry Section (Mid/Late War) (Armics of Great Britain page 22) full strength   Regular   103		Bagpiper				Bagpiper							
Note   Pear		INFANTRY SQUADS											
9	Regular Infantry Section (Mid/Late War) (Armies of Great Britain page 22) full strength  Regular												
N.CO with Submachine gun	Qty	Weapons	Range	Shots	Pen	Special							
Regular   Infantry Section (Mid/Late War) (Armies of Great Britain page 23) foll strength   Special	9	Infantry with Rifle	24"	1	n/a								
New Norm   Suppose   Sup	1	NCO with Submachine gun	12"	2	n/a	Assault							
9 Infanty with Rille	Reg	ular Infantry Section (Mid/Late War) (Armies	of Great Brita	ain page 22	2) ful	strength	Regular	103					
N.CO with Submachine gun	Qty	Weapons	Range	Shots	Pen	Special							
Forward Observer (Artillery) (Armies of Great Britain page 20)   Veragons   Regular   100	9	Infantry with Rifle	24"	1	n/a								
Conversion   Con	1	NCO with Submachine gun	12"	2	n/a	Assault							
Continue				FORV	WAR	D OBSERVER							
Artillery Forward Observer   with Rifle   with Pistol   with Distonachine gun	Forv	vard Observer (Artillery) (Armies of Great Brita	in page 20)				Regular	100					
with Rifle   with Pistol   with Pistol   with Pistol   with Submachine gun   with Pistol   with Submachine gun   with Submachine gun   with Pistol   with Submachine gun   with Rifle   with Pistol   with Pistol	Qty	Weapons	Range	Shots	Pen	Special							
With Pistol   With Submachine gun	1	Artillery Forward Observer											
Second   Submachine gun		with Rifle											
Prec   Forward Observer (Artillery) (Armies of Great Britain page 20)   Regular   Regular		with Pistol				Assault							
Proceed   Proceed   Proceed   Proceed   Proceded   Proceed   Proceded   Pro		with Submachine gun				Assault							
Qty         Weapons         Range         Shots         Pen Special           1         Aritllery Forward Observer         Assault           ***********************************				FR	REE (	DBSERVER							
1 Artillery Forward Observer	Free	Forward Observer (Artillery) (Armies of Great	t Britain page	20)			Regular	0					
with Pistol   Assault	Qty	Weapons	Range	Shots	Pen	Special							
Second   S	1	Artillery Forward Observer											
Section   Companie		with Rifle											
Regular   Infantry   Section   (Mid/Late   War)   (Armies of Great Britain page 22)   full   strength   Regular   103		with Pistol				Assault							
Regular   Infantry Section (Mid/Late War) (Armies of Great Britain page 25)   Isl strength   Regular   Regular		with Submachine gun				Assault							
Qty         Weapons         Range         Shots         Pen         Special           9         Infantry with Rifle         24"         1         n/a         Assault           Royal Engineers Section (D-Day: British & Canadian Sectors page 82)         Shots         Pen         Special         Regular         93           Qty         Weapons         Range         Shots         Pen         Special         Fen         Special         Fe					INF	ANTRY							
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"    Nagure 93   Oty Weapons   Range   Shots   Pen Special	Reg	ular Infantry Section (Mid/Late War) (Armies	of Great Brita	ain page 22	2) ful	strength	Regular	103					
1	Qty	Weapons	Range	Shots	Pen	Special							
Regular Pogular Pog	9	Infantry with Rifle	24"	1	n/a								
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   1 Infantry with Submachine gun 12" 2 n/a   1 Infantry with Submachine gun 12" 2 n/a   1 Nassault   1 Infantry with Submachine gun 12" 2 n/a   Assault   1 Infantry with Submachine gun 12" 2 n/a   Assault   1 Infantry with Submachine gun 12" 2 n/a   Assault   1 Inexperienced 35	1	NCO with Submachine gun	12"	2	n/a	Assault							
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  Qty Weapons Range Shots Pen Special  8 Infantry with Rifle 24" 1 n/a  Tough Fighters 5 cary Blighters! Tough Fighters 5 cary Blighters! Scary Blighters! 1 NCO with Submachine gun 12" 2 n/a Assault 1 Infantry with Submachine gun 12" 2 n/a Assault 1 Infantry with Submachine gun 12" 2 n/a Assault  STECIAL RULES  National Characteristic (Armies of Great Britain page 18) Rapid Fire  MORTAR  Medium Mortar team (Armies of Great Britain page 29)  Inexperienced 35	Roy	al Engineers Section (D-Day: British & Canadian	Sectors page	82)			Regular	93					
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  Oty Weapons Range Infantry with Rifle 24" 1 n/a  Tough Fighters Scary Blighters! 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  1 Infantry with Submachine gun 12" 2 n/a Assault  SPECIAL RULES  National Characteristic (Armies of Great Britain page 18) Rapid Fire  MORTAR  Medium Mortar team (Armies of Great Britain page 29) Inexperienced 35	Qty	Weapons	Range	Shots	Pen	Special							
1 Flamethrower (infantry) team 6" D6 +3 Team (2 men), Flamethrower  Gurkha Section (Armies of Great Britain page 25) full strength  Qty Weapons Range Shots Pen Special  8 Infantry with Rifle 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  1 Infantry with Submachine gun 12" 2 n/a Assault  1 Infantry with Submachine gun 12" 3 n/a Assault  1 Infantry with Submachine gun 12" 3 n/a Assault  SECIAL RULES  National Characteristic (Armies of Great Britain page 18)  0  Rapid Fire  MORTAR  Medium Mortar team (Armies of Great Britain page 29)  Inexperienced 35	5	Infantry with Rifle	24"	1	n/a								
Gurkha Section (Armies of Great Britain page 25) full strength  Qty Weapons  Range Shots Pen Special  8 Infantry with Rifle Tough Fighters Scary Blighters! 1 NCO with Submachine gun 12" 2 n/a Assault 1 Infantry with Submachine gun 12" 2 n/a Assault 2 n/a Assault  SPECIAL RULES  National Characteristic (Armies of Great Britain page 18) Rapid Fire  MORTAR  Medium Mortar team (Armies of Great Britain page 29)  National Characteristic (Armies of Great Britain page 29)  Inexperienced 35	1	NCO with Submachine gun	12"	2	n/a	Assault							
Qty Weapons Range Shots Pen Special   8 Infantry with Rifle 24" 1 n/a   Tough Fighters Tough Fighters Scary Blighters!   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   MORTAR   Mortar team (Armies of Great Britain page 29) Inexperienced 35	1	Flamethrower (infantry) team	6"	D6	+3	Team (2 men), Flamethrower							
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  1 Infantry with Submachine gun 12" 2 n/a Assault  SPECIAL RULES  National Characteristic (Armies of Great Britain page 18) Rapid Fire  MORTAR  Medium Mortar team (Armies of Great Britain page 29)  Inexperienced 35	Gur	kha Section (Armies of Great Britain page 25) full	strength				Veteran	144					
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 1 Infantry with Submachine gun 12" 2 n/a Assault  SPECIAL RULES  National Characteristic (Armies of Great Britain page 18) Rapid Fire  MORTAR  Medium Mortar team (Armies of Great Britain page 29)  Inexperienced 35	Qty	Weapons	Range	Shots	Pen	Special							
Tough Fighters 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) Rapid Fire  MORTAR  Medium Mortar team (Armies of Great Britain page 29)  Inexperienced 35	8	Infantry with Rifle											
Scary Blighters!  Scary Blighters!  Scary Blighters!  NCO with Submachine gun  12"  2 n/a Assault  Infantry with Submachine gun  12"  2 n/a Assault  SPECIAL RULES  National Characteristic (Armies of Great Britain page 18)  Rapid Fire  MORTAR  Medium Mortar team (Armies of Great Britain page 29)  Inexperienced  35						Tough Fighters							
1 Infantry with Submachine gun 12" 2 n/a Assault  SPECIAL RULES  National Characteristic (Armies of Great Britain page 18) Rapid Fire  MORTAR  Medium Mortar team (Armies of Great Britain page 29)  Inexperienced 35		Scary Blighters!				Scary Blighters!							
1 Infantry with Submachine gun 12" 2 n/a Assault  SPECIAL RULES  National Characteristic (Armies of Great Britain page 18) Rapid Fire  MORTAR  Medium Mortar team (Armies of Great Britain page 29)  Inexperienced 35	1	NCO with Submachine gun	12"	2	n/a	Assault							
SPECIAL RULES  National Characteristic (Armies of Great Britain page 18)  Rapid Fire  MORTAR  Medium Mortar team (Armies of Great Britain page 29)  Inexperienced 35	1	_	12"	2	n/a	Assault							
National Characteristic (Armies of Great Britain page 18)  Rapid Fire  MORTAR  Medium Mortar team (Armies of Great Britain page 29)  Inexperienced 35				SI	PECI	AL RULES							
Rapid Fire  MORTAR  Medium Mortar team (Armies of Great Britain page 29)  Inexperienced 35	Nati	onal Characteristic (Armies of Great Britain page	2 18)					0					
MORTAR  Medium Mortar team (Armies of Great Britain page 29)  Inexperienced 35													
Medium Mortar team (Armies of Great Britain page 29)  Inexperienced 35					M	ORTAR							
	Med	lium Mortar team (Armies of Great Britain page 2	29)				Inexperienced	35					
				Shots	Pen	Special							

12"-60"

HE Team (3 men), Fixed, Indirect fire, HE (2")

				21.	IPER	
Snij	per 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)	
				ANT	I-TANK	
PIA	T 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	
				ART	ILLERY	
Ligl	ht Artillery (Armies of Great Britain page 30)				Regular	55
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 shel	1
		48"	1	+4	HE (1")	
			AR	MOU	RED CARS	
Hui	nber Armoured Car Mk II (Armies of Great Br	ritain page 53)			Regular	95
	Vehicle	Type	Trans	DV		
Qty	Weapons	Range	Shots	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		
			TAN	KS A	ND SP GUNS	
М3	Stuart I (Armies of Great Britain page 46)				Regular	130
	Vehicle	Type	Trans			
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	s each)
_						
			C.	DECT	I DIUEC	

## 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

## Howitze

(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