

**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****Gurkha Section (Armies of Great Britain page 25)** **Veteran** **100****Qty Weapons Range Shots Pen Special**

6	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

**Gurkha Section (Armies of Great Britain page 25)** **Veteran** **100****Qty Weapons Range Shots Pen Special**

6	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

**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****Guards Infantry Section (Mid/Late-War) (Italy: Soft Underbelly page 99)** **Regular** **90****Qty Weapons Range Shots Pen Special**

1	NCO with Rifle	24"	1	n/a	
8	Infantry with Rifle	24"	1	n/a	
	Guards Discipline				Discipline

**Guards Infantry Section (Mid/Late-War) (Italy: Soft Underbelly page 99)** **Regular** **90****Qty Weapons Range Shots Pen Special**

1	NCO with Rifle	24"	1	n/a	
8	Infantry with Rifle	24"	1	n/a	
	Guards Discipline				Discipline

**Royal Engineers Infantry Section (Western Desert page 85)** **Veteran** **90****Qty Weapons Range Shots Pen Special**

1	NCO with Rifle	24"	1	n/a	
3	Infantry with Rifle	24"	1	n/a	
	Engineers				Mine clearance experts, Engineers, Demolition charges
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")
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**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)
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**FLAMETHROWER**

<b>Flamethrower team (Armies of Great Britain page 29)</b>					<b>Regular</b>	<b>50</b>
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Qty	Weapons	Range	Shots	Pen	Special
1	Flamethrower (infantry) team	6"	D6	+3	Team (2 men), Flamethrower

**ANTI-TANK**

<b>PIAT team (Armies of Great Britain page 28)</b>					<b>Regular</b>	<b>40</b>
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Qty	Weapons	Range	Shots	Pen	Special
1	PIAT team	12"	1	+5	Team (2 men), Shaped Charge

**ARTILLERY**

<b>20mm Polsten Cannon (Armies of Great Britain page 35)</b>					<b>Regular</b>	<b>80</b>
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Qty	Weapons	Range	Shots	Pen	Special
1	20mm Polsten Cannon (x2) (platform-mounted)	48"	4	+2	Team (3 men), Fixed, Flak, HE (1")

**TOWS**

<b>30 CWT Truck (Armies of Great Britain page 59)</b>					<b>Regular</b>	<b>50</b>
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Qty	Vehicle	Type	Trans	DV	Weapons	Range	Shots	Pen	Special
1	30 CWT Truck	Wheeled	10	6+					
	<b>Tow:</b> Light howitzer, light or medium anti-tank gun, light or heavy anti-aircraft gun								
	Pintle-mounted MMG	36"	5	n/a	Flak, 360 degree arc				

**ARMOURED CARS**

<b>Early War Motorcycle and Sidecar (Battle of France page 84)</b>					<b>Regular</b>	<b>45</b>
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Qty	Vehicle	Type	Trans	DV	Weapons	Range	Shots	Pen	Special
1	Motorcycle and sidecar (AT Rifle)	Wheeled	-	6+	Recce, Turn on the spot, Extra selection				
	Forward-facing Anti-tank rifle	36"	1	+2	Front arc				

<b>Early War Motorcycle and Sidecar (Battle of France page 84)</b>					<b>Regular</b>	<b>35</b>
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Qty	Vehicle	Type	Trans	DV	Weapons	Range	Shots	Pen	Special
1	Motorcycle and sidecar (LMG)	Wheeled	-	6+	Recce, Turn on the spot, Extra selection				
	Forward facing LMG	36"	4	n/a	Front arc				

<b>Early War Motorcycle and Sidecar (Battle of France page 84)</b>					<b>Regular</b>	<b>35</b>
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Qty	Vehicle	Type	Trans	DV	Weapons	Range	Shots	Pen	Special
1	Motorcycle and sidecar (LMG)	Wheeled	-	6+	Recce, Turn on the spot, Extra selection				
	Forward facing LMG	36"	4	n/a	Front arc				

**TRANSPORTS**

<b>India Pattern Armoured Carrier (Armies of Great Britain page 57)</b>					<b>Regular</b>	<b>80</b>
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Qty	Vehicle	Type	Trans	DV	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				
	<b>Tow:</b> Light or medium anti-tank gun								
	Forward-facing Boys anti-tank rifle	36"	1	+2	Front arc				

**TANKS AND SP GUNS**

<b>M3 Stuart I (Armies of Great Britain page 46)</b>					<b>Regular</b>	<b>145</b>
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Qty	Vehicle	Type	Trans	DV	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				
	Pintle-mounted MMG	36"	5	n/a	Flak, 360 degree 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.

**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.

### **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.

### **Extra selection**

You may take up to three Motorcycle and Sidecars as one selection in each reinforced platoon. A maximum of one light mortar and one anti-tank rifle may be taken in each reinforced platoon. If you take any Motorcycle and Sidecars, you may not take a different armoured car in the same platoon (except in The Phoney War selector)

### **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

### **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-skinned 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-skinned.

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

### **Reece**

(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.

### **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

### **Pick List**

British 20mm Polsten Cannon (x2) (platform-mounted)	1
British 30 CWT Truck	1
British Artillery Forward Observer	1
British Flamethrower (infantry) team	1
British India Pattern Armoured Carrier	1
British Infantry with Flamethrower (requires assistant)	1
British Infantry with Rifle	31
British M3 Stuart I	1
British Medium Mortar team	1
British Motorcycle and sidecar (AT Rifle)	1
British Motorcycle and sidecar (LMG)	2
British NCO with Rifle	3
British NCO with Submachine gun	2
British PIAT team	1
British Second Lieutenant	1
British Sniper team	1