

## PLATOON #1

British Reinforced Platoon  
españa2024-2

## OFFICER

**Second Lieutenant (Support) (D-Day: British & Canadian Sectors page 113)** **Inexperienced** **35**

Qty	Weapons	Range	Shots	Pen	Special
1	First Lieutenant				
	with Pistol				Assault
	with Submachine gun				Assault
	with Rifle				
	Support Officer				Trained Gunners, Gun Commander

## INFANTRY SQUADS

**Gurkha Section (Armies of Great Britain page 25)** **Veteran** **112**

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!

**Regular Infantry Section (Mid/Late War) (Armies of Great Britain page 22)** **Regular** **60**

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
5	Infantry with Rifle	24"	1	n/a	

## 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 (Early War) (Armies of Great Britain page 22) full strength** **Regular** **140**

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
9	Infantry with Rifle	24"	1	n/a	
	Entire squad equipped with anti-tank grenades				Tank hunters
	Entire squad mounted upon camels				Cavalry

**Commando Engineer Section (D-Day: British & Canadian Sectors page 125)** **Veteran** **90**

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
3	Infantry with Rifle	24"	1	n/a	
	Commandos				Behind enemy lines, Tough Fighters
1	Infantry with Flamethrower (requires assistant)	6"	D6	+3	Flamethrower

**Commando Engineer Section (D-Day: British & Canadian Sectors page 125)** **Veteran** **92**

Qty	Weapons	Range	Shots	Pen	Special
3	Infantry with Rifle	24"	1	n/a	
	Commandos				Behind enemy lines, Tough Fighters
1	NCO with Submachine gun	12"	2	n/a	Assault
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
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1 Sniper team 36" 1 n/a Team (2 men), Sniper (Sniper with rifle & pistol- Spotter with pistol)

#### ARTILLERY

**40mm Bofors Gun** (Armies of Great Britain page 35) **Regular** **60**

Qty	Weapons	Range	Shots	Pen	Special
1	40mm Bofors gun	72"	2	+3	Team (4 men), Fixed, Flak, HE (1")

#### TOWS

**Horse-drawn limber** (Italy: Soft Underbelly page 164) **Regular** **10**

Qty	Vehicle	Type	Trans	DV
Weapons	Range	Shots	Pen	Special
1	Horse-drawn limber	Wheeled	-	3+ Slow (only when towing)
	<b>Tow:</b> Any gun or howitzer			
	0			+0

#### ARMoured CARS

**AEC Heavy Armoured Car Mk III** (Armies of Great Britain page 55) **Regular** **165**

Qty	Vehicle	Type	Trans	DV
Weapons	Range	Shots	Pen	Special
1	AEC Heavy Armoured Car Mk III	Wheeled	-	8+ Recce
	Turret-mounted medium anti-tank gun	60"	1	+5 (75mm) HE (2")
	Co-axial MMG	36"	5	n/a

#### TRANSPORTS

**Bren Carrier** (Armies of Great Britain page 57) **Regular** **70**

Qty	Vehicle	Type	Trans	DV
Weapons	Range	Shots	Pen	Special
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

**Bren Carrier** (Armies of Great Britain page 57) **Regular** **70**

Qty	Vehicle	Type	Trans	DV
Weapons	Range	Shots	Pen	Special
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

#### TANKS AND SP GUNS

**M24 Chaffee** (Armies of Great Britain page 49) **Regular** **160**

Qty	Vehicle	Type	Trans	DV
Weapons	Range	Shots	Pen	Special
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.

##### Behind enemy lines

When Outflanking, ignore the -1 modifier to the Order test for coming onto the table

##### Cavalry

(p89) Moves 9" at Advance, 18" at Run. Cannot enter buildings unless they have dismounted. Can dismount as part of Advance move - cannot remount. Cannot go Down. Can Escape as a recce vehicle (at normal speed, not double speed)(p98). Can only fire pistol or carbine (rifle) when mounted. While mounted, cavalry have tough fighters special rule (p90- When a tough fighter scores a casualty in close quarters against infantry or artillery, it can immediately make a second damage roll). Can regroup up to 2D6".

##### 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 Commander**

Heavy Weapon Officers still confer the morale bonus described on page 82 of the *Bolt Action* rulebook, but may only use the You Men, Snap to Action! Rules on page 83 with fixed weapons. In addition, any fixed weapons he activates may re-roll a failed order check.

## **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)

## **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

## **Reece**

(p118)

## **Scary Blighters!**

Any enemy unit fighting Ghurkas in close combat will halve its total number of attacks against the Ghurkas (rounding up)

## **Slow (only when towing)**

(p119) A vehicle designated as slow has a basic move rate of 6" when Advancing and 12" at a Run - only applies when towing.

## **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.

## **Tank hunters**

(p91) If a tank hunter unit wins an assault and scores damage against an armoured vehicle, the effect is resolved on the Damage Result table as for a normal anti-tank penetration rather than as for superficial damage.

## **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 (4 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.

## **Trained Gunners**

The unit counts as an artillery unit for the purposes of the Re-Crewing Guns rule on page 96 of the Bolt Action rulebook.

## **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 40mm Bofors gun	1
British AEC Heavy Armoured Car Mk III	1
British Artillery Forward Observer	1
British Bren Carrier	2
British First Lieutenant	1
British Horse-drawn limber	1
British Infantry with Flamethrower (requires assistant)	2
British Infantry with Rifle	27
British M24 Chaffee Recce	1
British Medium Mortar team	1
British NCO with Rifle	4
British NCO with Submachine gun	1
British Sniper team	1