

**PLATOON #1**

British Reinforced Platoon

**OFFICER****Second Lieutenant (Armies of Great Britain page 20)** **Inexperienced** **42**

Qty	Weapons	Range	Shots	Pen	Special
1	Second Lieutenant with Pistol				Assault
	with Submachine gun				Assault
	with Rifle				
1	Infantry (equipped as modeled)		-	-	

**INFANTRY SQUADS****Paratroop Section (Armies of Great Britain page 24)** **Veteran** **101**

Qty	Weapons	Range	Shots	Pen	Special
6	Infantry with Rifle Stubborn (Paratroops)	24"	1	n/a	Stubborn (British Paras)
1	NCO with Submachine gun	12"	2	n/a	Assault

**Paratroop Section (Armies of Great Britain page 24)** **Veteran** **101**

Qty	Weapons	Range	Shots	Pen	Special
6	Infantry with Rifle Stubborn (Paratroops)	24"	1	n/a	Stubborn (British Paras)
1	NCO with Submachine gun	12"	2	n/a	Assault

**FREE OBSERVER****Free Forward Observer (Artillery) (Armies of Great Britain page 20)** **Regular** **90**

Qty	Weapons	Range	Shots	Pen	Special
	with Rifle				
	with Pistol				Assault
	with Submachine gun				Assault
1	Infantry (equipped as modeled)		-	-	
1	Forward Naval Observer				

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

Qty	Weapons	Range	Shots	Pen	Special
3	Infantry with Rifle	24"	1	n/a	
1	NCO with Submachine gun	12"	2	n/a	Assault
1	Flamethrower (infantry) team Stubborn (Paratroops)	6"	D6	+3	Team (2 men), Flamethrower Stubborn (British Paras)

**Home Guard Section (Armies of Great Britain page 23)** **Inexperienced** **44**

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
4	Infantry with Rifle Entire squad is Green	24"	1	n/a	Green
1	Infantry with BAR Automatic rifle	30"	2	n/a	

**Home Guard Section (Armies of Great Britain page 23)** **Inexperienced** **44**

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
4	Infantry with Rifle Entire squad is Green	24"	1	n/a	Green
1	Infantry with BAR Automatic rifle	30"	2	n/a	

**SPECIAL RULES****National Characteristic (Armies of Great Britain page 18)** **0**

Tough as boots

**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")

**ANTI-TANK****Boys anti-tank rifle team (Armies of Great Britain page 27)** **Regular** **30**

Qty	Weapons	Range	Shots	Pen	Special
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1 Boys anti-tank rifle team 36" 1 +2 Team (2 men)

### ARTILLERY

**Land Mattress (Battleground Europe page 0)** **Inexperienced** **48**

Qty	Weapons	Range	Shots	Pen	Special
1	Land Mattress launcher (heavy mortar)	12"-72"	1	HE	Team (3 men), Fixed, Indirect fire, HE (3"), Multiple launcher

### ARMoured CARS

**Staghound Heavy Armoured Car (Armies of Great Britain page 55)** **Regular** **160**

Qty	Vehicle	Type	Trans	DV
Qty	Weapons	Range	Shots	Pen Special
1	Staghound Mk 1 Heavy Armoured Car	Wheeled	-	8+ Recce
	Turret-mounted light anti-tank gun	48"	1	+4 HE (1")
	Co-axial MMG	36"	5	n/a
	Forward facing MMG	36"	5	n/a Front arc
	Pintle-mounted MMG	36"	5	n/a Flak, 360 degree arc

### TRANSPORTS

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

Qty	Vehicle	Type	Trans	DV
Qty	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

**Churchill AVRE (Armies of Great Britain page 45)** **Regular** **290**

Qty	Vehicle	Type	Trans	DV
Qty	Weapons	Range	Shots	Pen Special
1	Churchill AVRE	Tracked	-	10+ Slow, Petard Mortar
	Turret-mounted heavy howitzer	72"(36-84)	1	HE Howitzer, HE (4")
	Co-axial MMG	36"	5	n/a
	Forward-facing MMG	36"	5	n/a Front arc

### 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.

#### 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 flamerthrower, add +1 to damage effects chart.

#### Forward Naval Observer

The naval forward observer uses the same rules as a forward artillery observer with the following modifications:

- Fire for effect: When first for effect is rolled on the artillery barrage chart follow these rules: Roll a die for each unit, friend or foe within D6+9" of the aiming point.

On a result of 1-4 the unit is not hit directly but takes D3 pin markers from shock and blind terror.

On a roll of 5 the unit suffers a near miss. Infantry and artillery units suffer wounds. Place a 2" template over the target, resolve damage rolls with +2 penetration. If a vehicle suffers a near miss, the shock wave from the explosion either causes superficial damage or flips the vehicle over. After rolling a near miss result, the player conducting the barrage rolls another die. On a roll of 1 the near miss does nothing. On a roll of 2, 3, or 4 the near miss causes superficial damage. Roll on the 'Damage Results on Vehicles' chart at a -3 to the roll and apply the result. On a roll of 5 or 6, the vehicle has flipped over. This renders the vehicle useless and is counted as destroyed. All units suffering a near miss receive D6 pin markers.

On a result of 6 the unit takes a direct hit from a very large calibre naval shell. Place a 4" template on the target unit in the same way as HE shells and resolve hits with a Pen value of +6. If the unit survives, it takes D6+2 pin markers. Infantry and Artillery can go Down to halve the hits taken from both a near miss or a direct hit. Armoured targets are hit on the top armour. Near misses do not affect units in buildings or bunkers. If buildings or bunkers are hit directly from a Naval Artillery Barrage follow the same rules laid out on page 125 of the Bolt Action rule book with the following difference: A Naval Artillery Barrage causes 3D6+2 damage.

## Green

(p90) Green units are inexperienced with morale rating of 8. The first time the unit suffers a casualty roll a die. On a roll of a 1 the unit suffers an additional D6 pin markers and goes *Down*. On a 2, 3, 4 the unit fights on. On a 5 or 6 the unit is immediately up rated to Regular with morale value 9 for the rest of the battle. There is no further effect.

## 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

## HE (3")

(p68) PEN: +3, PIN: D3 (2D6 if in building) - Infantry and artillery can go *down* to halve the hits taken. 10+ hits on building collapses it and kills all inside.

## HE (4")

(p68) PEN: +4, PIN: D6 (3D6 if in building) - Infantry and artillery can go *down* to halve the hits taken. 10+ hits on building collapses it and kills all inside.

## 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)

## Multiple launcher

(p72) Counts as a heavy mortar, but its chance of hitting never gets any better than a 6. All units with 6" of the target and not entirely within the weapon's minimum range can be hit.

## 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

## Petard Mortar

The heavy howitzer fitted on the Churchill AVRE cannot fire at long range.

## Recce

(p118)

## Slow

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

## 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 as boots

If the army has this special rule then all Regular or Veteran infantry units roll bonus attack dice when fighting at close quarters. For every three men fighting in the combat roll one extra die - so seven men would roll two extra dice, and ten men would roll three extra, and so on. This extra attack can be assumed to come from any of the men fighting.

## Turn on the spot

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

Pick List	
British Boys anti-tank rifle team	1
British Bren Carrier	1
British Churchill AVRE	1
British Flamethrower (infantry) team	1
British Forward Naval Observer	1
British Infantry (equipped as modeled)	2

British Infantry with BAR Automatic rifle	2
British Infantry with Rifle	23
British Land Mattress launcher (heavy mortar)	1
British Medium Mortar team	1
British NCO with Rifle	2
British NCO with Submachine gun	3
British Second Lieutenant	1
British Staghound Mk 1 Heavy Armoured Car	1