

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**Paratroop Section (Armies of Great Britain page 24)** **Veteran** **126****Qty Weapons Range Shots Pen Special**

1	NCO with Rifle	24"	1	n/a	
8	Infantry with Rifle	24"	1	n/a	
	Stubborn (Paratroops)				Stubborn (British Paras)

Paratroop Section (Armies of Great Britain page 24) **Veteran** **126****Qty Weapons Range Shots Pen Special**

1	NCO with Rifle	24"	1	n/a	
8	Infantry with Rifle	24"	1	n/a	
	Stubborn (Paratroops)				Stubborn (British Paras)

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

CHAPLAIN**Chaplain (D-Day: British & Canadian Sectors page 115)** **Veteran** **30****Qty Weapons Range Shots Pen Special**

1	Chaplain				
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INFANTRY**Paratroop Section (Armies of Great Britain page 24)** **Veteran** **126****Qty Weapons Range Shots Pen Special**

1	NCO with Rifle	24"	1	n/a	
8	Infantry with Rifle	24"	1	n/a	
	Stubborn (Paratroops)				Stubborn (British Paras)

Paratroop Section (Armies of Great Britain page 24) **Veteran** **126****Qty Weapons Range Shots Pen Special**

1	NCO with Rifle	24"	1	n/a	
8	Infantry with Rifle	24"	1	n/a	
	Stubborn (Paratroops)				Stubborn (British Paras)

Airborne Royal Engineer Section (D-Day: Overlord page 136) **Veteran** **124****Qty Weapons Range Shots Pen Special**

4	Infantry with Rifle	24"	1	n/a	
	Engineers				Engineers
1	NCO with Submachine gun	12"	2	n/a	Assault
1	Infantry 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**

Rapid Fire

MORTAR**Medium Mortar team (Armies of Great Britain page 29)** **Regular** **60****Qty Weapons Range Shots Pen Special**

1	Medium Mortar team	12"-60"	1	HE	Team (3 men), Fixed, Indirect fire, HE (2")
1	Spotter				Spotter

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)		
ANTI-TANK							
PIAT 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		
ARTILLERY							
Light Artillery (Armies of Great Britain page 30)						Regular	65
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")		
1	Spotter				Spotter		
ARMOURED CARS							
British Airborne Recce Jeep (Veteran) (Armies of Great Britain page 57)						Regular	45
Qty	Vehicle	Type	Trans	DV	Weapons	Range	Shots Pen Special
1	British Airborne Recce Jeep	Wheeled	-	6+	Recce		
	Forward facing twin MMGs	36"	10	n/a	Front arc		
TRANSPORTS							
30 CWT Truck (Armies of Great Britain page 59)						Regular	50
Qty	Vehicle	Type	Trans	DV	Weapons	Range	Shots Pen Special
1	30 CWT Truck	Wheeled	10	6+			
	Tow: Light howitzer, light or medium anti-tank gun, light or heavy anti-aircraft gun						
	0			+0			
	Pintle-mounted MMG	36"	5	n/a	Flak, 360 degree arc		
Utility Car (Armies of Great Britain page 60)						Regular	21
Qty	Vehicle	Type	Trans	DV	Weapons	Range	Shots Pen Special
1	Utility Car	Wheeled	3	6+			
	0			+0			
TANKS AND SP GUNS							
M22 Locust (Armies of Great Britain page 49)						Regular	125
Qty	Vehicle	Type	Trans	DV	Weapons	Range	Shots Pen Special
1	M22 Locust Recce	Tracked	-	7+	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		

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.

Chaplain

-Self-defence only: Clergymen are not soldiers and will not take part in hostile actions - they cannot fire any weapon, nor assault enemy units. If your chaplain is equipped with a pistol, it can only be used in close quarters if the enemy assaults him (including firing it at the assaulting enemies as a reaction, if applicable).
-Non-combatant: The chaplain is there to support the soldiers, not win battles. A chaplain unit cannot be used to claim or contest objectives.
-Inspiring presence: Upon receiving his order dice (except for Down), a chaplain may select one friendly unit within 6" and roll a D6, applying the following modifiers: Inexperienced -1, Veteran +1. On a 4+, the chaplain may remove 1 pin from the selected unit.

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.

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 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)

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.

Spotter

Spotters rules on page 71. Inexperienced Spotters cannot spot for inexperienced indirect fire weapon. Errata: Note that spotters are always ignored for the purpose of victory conditions (e.g. they cannot capture/control/hold objectives and areas of the table, move out of the table to score points, etc).

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.

Pick List

British 30 CWT Truck	1
British Artillery Forward Observer	1
British British Airborne Recce Jeep	1
British Chaplain	1
British Infantry with Flamethrower (requires assistant)	1
British Infantry with Rifle	36
British Infantry with Submachine gun	1
British Light howitzer	1
British M22 Locust Recce	1
British Medium Mortar team	1

British NCO with Rifle	4
British NCO with Submachine gun	1
British PIAT team	1
British Second Lieutenant	1
British Sniper team	1
British Spotter	2
British Utility Car	1