

# D-Day: British Force

| Support                                       |       | British | 61 |
|---|-------|---------|----|
| Crocodile Flame-tank Platoon                  | LB172 | 21      |    |
| 3x Crocodile (75mm & Flame-thrower)           | 21    |         |    |
| M10 SP Anti-tank Platoon                      | LB122 | 18      |    |
| 4x M10 (17 pdr)                               | 18    |         |    |
| M10 SP Anti-tank Platoon                      | LB122 | 18      |    |
| 4x M10 (17 pdr)                               | 18    |         |    |
| Bofors SP AA Troop                            | LB211 | 4       |    |
| 3x Bofors SP (40mm)                           | 4     |         |    |
| D-Day British Command Cards                   |       | British | 1  |
| Lucky   |       | 1       |    |
| Command Card Lucky                            | 1     |         |    |
| Recce Squadron                                |       | British | 15 |
| Recce Squadron                                |       | 1       |    |
| 1x Daimler (2 pdr)                            | 1     |         |    |
| Daimler Armoured Car Troop                    | LB178 | 2       |    |
| 2x Daimler (2 pdr)                            |       |         |    |
| 1x Dingo (MG)                                 | 2     |         |    |
| Daimler Armoured Car Troop                    | LB178 | 2       |    |
| 2x Daimler (2 pdr)                            |       |         |    |
| 1x Dingo (MG)                                 | 2     |         |    |
| Universal Carrier Patrol                      | LB144 | 2       |    |
| 3x Universal Carrier (MG)                     | 2     |         |    |
| Universal Carrier Patrol                      | LB144 | 2       |    |
| 3x Universal Carrier (MG)                     | 2     |         |    |
| 3-inch Mortar Platoon                         | LB109 | 6       |    |
| 4x 3-inch mortar                              | 6     |         |    |
| Battle Weary Rifle Company (Allied Formation) |       | U.S.    | 28 |
| Battle Weary Rifle Company HQ                 | LU205 | 2       |    |
| 2x Thompson SMG team                          | 2     |         |    |
| Battle Weary Rifle Platoon                    | LU206 | 6       |    |
| 7x M1 Garand rifle team                       |       |         |    |
| 1x M1 Bazooka team                            | 6     |         |    |
| Battle Weary Rifle Platoon                    | LU206 | 6       |    |
| 7x M1 Garand rifle team                       |       |         |    |
| 1x M1 Bazooka team                            | 6     |         |    |
| Battle Weary Mortar Platoon                   | LU208 | 2       |    |
| 3x 60mm mortar                                | 2     |         |    |
| Battle Weary Mortar Platoon                   | LU208 | 2       |    |
| 3x 60mm mortar                                | 2     |         |    |
| Battle Weary 57mm Anti-tank Platoon           | LU209 | 5       |    |
| 3x 57mm gun                                   | 5     |         |    |
| Battle Weary 57mm Anti-tank Platoon           | LU209 | 5       |    |
| 3x 57mm gun                                   | 5     |         |    |

D-Day-British Unit Count: 18 Total Points : 105

## Card List:

Lucky  
 Recce Squadron  
 LB109 3-inch Mortar Platoon  
 LB122 M10 SP Anti-tank Platoon  
 LB144 Universal Carrier Patrol  
 LB172 Crocodile Flame-tank Platoon  
 LB178 Daimler Armoured Car Troop  
 LB211 Bofors SP AA Troop  
 LU205 Battle Weary Rifle Company HQ  
 LU206 Battle Weary Rifle Platoon  
 LU208 Battle Weary Mortar Platoon  
 LU209 Battle Weary 57mm Anti-tank Platoon

## Pick List:

4 3-inch mortar  
 6 57mm gun  
 6 60mm mortar  
 3 Bofors SP (40mm)  
 3 Crocodile (75mm & Flame-thrower)  
 5 Daimler (2 pdr)  
 2 Dingo (MG)  
 2 M1 Bazooka team  
 14 M1 Garand rifle team  
 8 M10 (17 pdr)  
 2 Thompson SMG team  
 6 Universal Carrier (MG)

# LUCKY

*I'd rather have a lucky general than a good one.*

Discard this card to re-roll any one die. The second result must be used.

**British, Force, Limited**

**1 POINTS**

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# RECCE SQUADRON

*The infantry division's reconnaissance regiment had an interesting organisation with each squadron having a mix of armoured car patrols and scout carrier patrols backed up by an assault troop of motorised infantry.*

Your Force includes one Recce Squadron, which is a Formation containing:

- 1 HQ Unit of 1x Daimler (2 pdr) armoured cars from (LB178) for +1 points.
- 2-3 Daimler Armoured Car Troop (LB178).
- 2-6 Universal Carrier Patrol (LB144).
- 0-1 Motor Platoon (LB153).
- 0-1 Motor 6pdr Anti-tank Platoon (LB154).
- 0-1 3-inch Mortar Platoon (LB109).

**British, Build, Formation, Limited**

**0 POINTS**

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## 3-INCH MORTAR PLATOON

• INFANTRY UNIT • HEAVY WEAPON •

MOTIVATION  
**CONFIDENT 4+**

SKILL  
**VETERAN 3+**  
Heavy Weapon Assault  
**5+**

IS HIT ON  
**CAREFUL 4+**

SAVE  
**3+**  
Infantry

|               |              |                    |           |                   |
|---------------|--------------|--------------------|-----------|-------------------|
| TACTICAL      | TERRAIN DASH | CROSS COUNTRY DASH | ROAD DASH | CROSS             |
| 4"/10CM       | 4"/10CM      | 6"/15CM            | 8"/20CM   | AUTO              |
| WEAPON        | RANGE        | HALTED MOVING      | ROF       | ANTI-TANK POWER   |
| 3-inch mortar | 40"/100CM    | ARTILLERY          | 1         | 4+                |
|               |              | NOTES              |           | Smoke Bombardment |

## 3-INCH MORTAR PLATOON



**3-INCH MORTAR PLATOON**

6x 3-inch mortar  
4x 3-inch mortar  
2x 3-inch mortar

**9 POINTS**  
**6 POINTS**  
**3 POINTS**

### SPECIAL RULES

**Heavy Weapon:** Team cannot Charge Into Contact.  
**Smoke Bombardment:** Once per game can fire a Smoke Bombardment.

**LB109**

# UNIVERSAL CARRIER PATROL

• TANK UNIT • SCOUT • SPEARHEAD •

**MOTIVATION**  
**CONFIDENT 4+**

Scout  
**Counterattack 6**  
Scout  
**Least Stand 5+**

**SKILL**  
**TRAINED 4+**  
Scout  
**Assault 5+**



IS HIT ON  
**CAREFUL 4+**

**ARMOUR**  
**FRONT 1**  
**SIDE & REAR 0**  
**TOP 0**

|          |              |                    |           |       |
|----------|--------------|--------------------|-----------|-------|
| TACTICAL | TERRAIN DASH | CROSS COUNTRY DASH | ROAD DASH | CROSS |
| 10"/25CM | 14"/35CM     | 20"/50CM           | 24"/60CM  | 4+    |

|  |                     |        |     |        |           |            |  |
|--|---------------------|--------|-----|--------|-----------|------------|--|
| WEAPON   | RANGE               | HALTED | ROF | MOVING | ANTI-TANK | FIRE-POWER | NOTES                                    |
| Universal Carrier (MG)<br>OPTIONAL<br>PIAT anti-tank | 16"/40CM<br>8"/20CM | 3      | 1   | 3      | 1         | 2          | 6<br>Forward Firing<br>Slow Firing<br>5+ |

# UNIVERSAL CARRIER PATROL

## UNIVERSAL CARRIER PATROL

3x Universal Carrier (MG) **2 POINTS**

### OPTIONS

• Arm any or all Universal Carrier (MG) with PIAT anti-tank for +1 point each.

### SPECIAL RULES

**Forward Firing:** Weapon can only hit targets fully in front of the Team.  
**Scout:** Team can remain Gone to Ground while moving.  
**Slow Firing:** +1 To Hit for Moving ROF.  
**Spearhead:** Unit can move before the game to expand the Deployment Area.

B1144

# M10 SP ANTI-TANK TROOP

• TANK UNIT •

**MOTIVATION**  
**CONFIDENT 4+**

SP Gun  
**Counterattack 6**

**SKILL**  
**TRAINED 4+**  
SP Gun  
**Assault 5+**



IS HIT ON  
**CAREFUL 4+**

**ARMOUR**  
**FRONT 5**  
**SIDE & REAR 2**  
**TOP 0**

|          |              |                    |           |       |
|----------|--------------|--------------------|-----------|-------|
| TACTICAL | TERRAIN DASH | CROSS COUNTRY DASH | ROAD DASH | CROSS |
| 10"/25CM | 14"/35CM     | 18"/45CM           | 20"/50CM  | 3+    |

|  |                                  |        |     |        |           |            |                                   |
|--|----------------------------------|--------|-----|--------|-----------|------------|-----------------------------------|
| WEAPON   | RANGE                            | HALTED | ROF | MOVING | ANTI-TANK | FIRE-POWER | NOTES                             |
| M10 (17 pdr)<br>M10 (3-inch)<br>M10 (.50 cal MG) | 36"/90CM<br>36"/90CM<br>20"/50CM | 2      | 1   | 2      | 14        | 3+         | No HE<br>No HE<br>Self-defence AA |

# M10 SP ANTI-TANK TROOP

## M10 SP ANTI-TANK TROOP

4x M10 (17 pdr) **18 POINTS**  
2x M10 (17 pdr) **9 POINTS**  
4x M10 (3-inch) **16 POINTS**  
2x M10 (3-inch) **8 POINTS**

### SPECIAL RULES

**No HE:** No HE targeting Infantry or Guns adds +1 to the score needed To Hit.  
**Self-defence AA:** Weapon can fire at Aircraft with ROF 1.

B1122



# DAIMLER

ARMOURD CAR TROOP

MOTIVATION

**CONFIDENT 4+**

Scout  
Counterattack

Scout  
Last Stand

6  
5+

**VETERAN 3+**

Scout  
Assault

4+



IS HIT ON

**CAREFUL 4+**

ARMOUR

FRONT 1

SIDE & REAR 1

TOP 0

• TANK UNIT • SCOUT • SPEARHEAD •

TACTICAL

8"/20CM

TERRAIN DASH

10"/25CM

CROSS COUNTRY DASH

14"/35CM

ROAD DASH

36"/90CM

CROSS

4+

WEAPON

Daimler (2 pdr)

24"/60CM

Daimler (Littlejohn)

24"/60CM

Daimler & Dingo (MG)

16"/40CM

RANGE

2

2

3

HALTED

1

1

3

MOVING

7

8

2

ANTI-TANK

4+

4+

6

FIRE POWER

Overworked

No HE, Overworked

NOTES

Overworked

No HE, Overworked



# DAIMLER

ARMOURD CAR TROOP



## DAIMLER ARMOURD CART TROOP

1x Daimler (2 pdr)

1x Daimler (Littlejohn)

1x Dingo (MG)

2x Daimler (2 pdr)

1x Dingo (MG)

**3 POINTS**

**2 POINTS**

**OPTIONS**  
• Add one Dingo (MG) for +1 point.

### SPECIAL RULES

**No HE:** No HE targeting. Infantry or Guns adds +1 to the score needed To Hit.

**Overworked:** +1 To Hit for Moving ROF. Scout: Team can remain Gone to Ground while moving.

**Spearhead:** Unit can move before the game to expand the Deployment Area.



**B178**



# CROCODILE

FLAME-TANK PLATOON

MOTIVATION

**CONFIDENT 4+**

Flame Tank  
Counterattack

Protected Ammo  
Remount

6  
3+

**TRAINED 4+**

Flame Tank  
Assault

6



• TANK UNIT • FLAME TRAILERS •



IS HIT ON

**CAREFUL 4+**

ARMOUR

FRONT 11

SIDE & REAR 8

TOP 1

TACTICAL

8"/20CM

TERRAIN DASH

10"/25CM

CROSS COUNTRY DASH

14"/35CM

ROAD DASH

14"/35CM

CROSS

3+

WEAPON

Crocodile (75mm)

28"/70CM

Crocodile (Flame-thrower)

6"/15CM

Crocodile (MG)

16"/40CM

RANGE

2

6

3

HALTED

1

6

3

MOVING

10

3+

2

ANTI-TANK

3+

AUTO

Flame-thrower, Forward Firing

FIRE POWER

Smoke

NOTES

Smoke

Flame-thrower, Forward Firing



# CROCODILE

FLAME-TANK PLATOON



## CROCODILE FLAME-TANK PLATOON

3x Crocodile (75mm & Flame-thrower) **21 POINTS**

2x Crocodile (75mm & Flame-thrower) **14 POINTS**

### SPECIAL RULES

**Flame Trailers:** Crocodiles cannot Charge into Contact and cannot Hold Objectives.

**Flame-thrower:** Infantry, Gun, and Unarmoured Tank Teams re-roll successful Saves. Armoured Tank Teams use Top armour for Saves. Unit is Pinned Down if Hit.

**Forward Firing:** Weapon can only hit targets fully in front of the Team.

**Smoke:** Can Shoot Smoke ammunition.



**B172**



# BATTLE WEARY RIFLE COMPANY HQ



MOTIVATION

**RELUCTANT 5+**  
Blood 'n' Guts  
Rally

SKILL

**TRAINED 4+**  
Yankee Ingenuity  
Tactics

IS HIT ON

**CAREFUL 4+**

SAVE

**3+**  
Infantry

• INFANTRY FORMATION •



|          |              |                    |           |       |
|----------|--------------|--------------------|-----------|-------|
| TACTICAL | TERRAIN DASH | GROSS COUNTRY DASH | ROAD DASH | GROSS |
| 8"/20CM  | 8"/20CM      | 14"/35CM           | 14"/35CM  | AUTO  |

|                   |         |        |     |        |           |            |              |
|-------------------|---------|--------|-----|--------|-----------|------------|--------------|
| WEAPON            | RANGE   | HALTED | ROF | MOVING | ANTI-TANK | FIRE-POWER | NOTES        |
| Thompson SMG team | 4"/10CM | 3      | 3   | 3      | 1         | 6          | Pinned ROF 1 |



# BATTLE WEARY RIFLE COMPANY HQ



**BATTLE WEARY  
RIFLE COMPANY HQ**

2x Thompson SMG team **2 POINTS**

## SPECIAL RULES

**Pinned ROF 1:** Reduce ROF to 1 when Pinned Down.



**BULGE  
BATTLE WEARY  
RIFLE COMPANY**

FORMATION CONTAINS:

- 1 Battle Weary Rifle Company HQ (U205)
- 2-3 Battle Weary Rifle Platoon (U206)
- 0-1 Battle Weary M1917 Machine-gun Platoon (U207)
- 0-2 Battle Weary Mortar Platoon (U208)
- 0-2 Battle Weary 57mm Anti-tank Platoon (U209)
- 0-1 Battle Weary 105mm Cannon Platoon (U210) or Veteran M4 Sherman (late) Assault Gun Platoon (U191)

**U205**



# BOFORS SP AA TROOP



MOTIVATION

**CONFIDENT 4+**

SKILL

**VETERAN 3+**

• UNARMoured TANK UNIT •  
• GIGANTIC • GUN SHIELD •

IS HIT ON  
**CAREFUL 4+**

SAVE

**4+**  
Unarmoured Tank



|          |              |                    |           |       |
|----------|--------------|--------------------|-----------|-------|
| TACTICAL | TERRAIN DASH | GROSS COUNTRY DASH | ROAD DASH | GROSS |
| 8"/20CM  | 8"/20CM      | 14"/35CM           | 36"/90CM  | 5+    |

|                  |          |        |     |        |           |              |       |
|------------------|----------|--------|-----|--------|-----------|--------------|-------|
| WEAPON           | RANGE    | HALTED | ROF | MOVING | ANTI-TANK | FIRE-POWER   | NOTES |
| Bofors SP (40mm) | 24"/60CM | 3      | 2   | 7      | 4+        | Dedicated AA |       |



# BOFORS SP AA TROOP



**BOFORS  
SP AA TROOP**

6x Bofors SP (40mm) **8 POINTS**  
3x Bofors SP (40mm) **4 POINTS**

## SPECIAL RULES

**Dedicated AA:** Use full ROF when Shooting at Aircraft.  
**Gigantic:** Cannot be placed from Ambush within 16"/40cm of the enemy.  
**Gun Shield:** In Bulletproof Cover when shot at from in front of the turret. Does not apply to Bombardments or if the Team moved at Dash speed.  
**Unarmoured:** Team cannot Charge into Contact and must Break Off if Assaulted.

**B206**



## BATTLE WEARY MORTAR PLATOON



• INFANTRY UNIT • HEAVY WEAPON •

**MOTIVATION**  
**RELUCTANT 5+**  
*Blood 'n' Guts Rally*

**4+**

**SKILL**  
**TRAINED 4+**  
*Heavy Weapon Assault*  
*Yankee Ingenuity Tactics*

**5+**

**3+**

IS HIT ON

**CAREFUL 4+**

SAVE

**3+**

| TACTICAL | TERRAIN DASH | CROSS COUNTRY DASH | ROAD DASH | CROSS |
|----------|--------------|--------------------|-----------|-------|
| 4"/10CM  | 4"/10CM      | 6"/15CM            | 8"/20CM   | AUTO  |

| WEAPON      | RANGE     | HALTED MOVING | ANTI-TANK POWER | FIRE | NOTES             |
|-------------|-----------|---------------|-----------------|------|-------------------|
| 81mm mortar | 40"/100CM | ARTILLERY     | 1               | 4+   | Smoke Bombardment |
| 60mm mortar | 32"/80CM  | ARTILLERY     | 1               | 4+   | Smoke Bombardment |



## BATTLE WEARY MORTAR PLATOON



### BATTLE WEARY MORTAR PLATOON

|                |                 |
|----------------|-----------------|
| 6x 81mm mortar | <b>7 POINTS</b> |
| 4x 81mm mortar | <b>4 POINTS</b> |
| 2x 81mm mortar | <b>2 POINTS</b> |
| 3x 60mm mortar | <b>2 POINTS</b> |

**SPECIAL RULES**

**Heavy Weapon:** Team cannot Charge into Contact.

**Smoke Bombardment:** Once per game can fire a Smoke Bombardment.

U208



## BATTLE WEARY RIFLE PLATOON



• INFANTRY UNIT • OBSERVER •

**MOTIVATION**  
**RELUCTANT 5+**  
*Blood 'n' Guts Rally*

**4+**

**SKILL**  
**TRAINED 4+**  
*Yankee Ingenuity Tactics*

**3+**

IS HIT ON

**CAREFUL 4+**

SAVE

**3+**

| TACTICAL | TERRAIN DASH | CROSS COUNTRY DASH | ROAD DASH | CROSS |
|----------|--------------|--------------------|-----------|-------|
| 8"/20CM  | 8"/20CM      | 14"/35CM           | 14"/35CM  | AUTO  |

| WEAPON                     | RANGE    | HALTED MOVING | ANTI-TANK POWER | FIRE | NOTES                    |
|----------------------------|----------|---------------|-----------------|------|--------------------------|
| M1 Garand rifle team       | 16"/40CM | 1             | 2               | 6    |                          |
| M1 Bazooka team            | 8"/20CM  | 1             | 1               | 10   | Assault 5+, Slow Firing  |
| OPTIONAL<br>M1919 LMG team | 16"/40CM | 5             | 2               | 6    | Assault 5+, Heavy Weapon |
| OPTIONAL<br>M1917 HMG team | 24"/60CM | 6             | 2               | 6    | Assault 5+, Heavy Weapon |



## BATTLE WEARY RIFLE PLATOON



### BATTLE WEARY RIFLE PLATOON

|                          |                 |
|--------------------------|-----------------|
| 10x M1 Garand rifle team | <b>9 POINTS</b> |
| 1x M1 Bazooka team       |                 |
| 7x M1 Garand rifle team  |                 |
| 1x M1 Bazooka team       | <b>6 POINTS</b> |

**SPECIAL RULES**

**Assault 5+:** Team hits on 5+ in Assaults.

**Heavy Weapon:** Team cannot Charge into Contact.

**Observer:** Unit Leader can Spot for any friendly Artillery Unit.

**Slow Firing:** +1 To Hit for Moving ROF.

- OPTIONS**
- Add one M1 Bazooka team for +1 point.
  - Add up to two M1919 LMG teams for +1 point per team.
  - Add one M1917 HMG team for +2 points.

U206



# BATTLE WEARY 57MM ANTI-TANK PLATOON



• GUN UNIT • GUN SHIELD •

**MOTIVATION**  
**RELUCTANT 5+**  
Blood 'n' Guts Rally

**SKILL**  
**TRAINED 4+**  
Gun Assault  
Yankee Ingenuity Tactics



**IS HIT ON**  
**CAREFUL 4+**

**SAVE**  
Gun  
**3+**

|          |              |                    |           |       |
|----------|--------------|--------------------|-----------|-------|
| TACTICAL | TERRAIN DASH | CROSS COUNTRY DASH | ROAD DASH | CROSS |
| 2"/5CM   | 2"/5CM       | 4"/10CM            | 6"/15CM   | 5+    |

|          |          |        |     |           |            |                       |
|----------|----------|--------|-----|-----------|------------|-----------------------|
| WEAPON   | RANGE    | HALTED | ROF | ANTI-TANK | FIRE POWER | NOTES                 |
| 57mm gun | 28"/70CM | 2      | 1   | 10        | 4+         | Forward Firing, No HE |



# BATTLE WEARY 57MM ANTI-TANK PLATOON



**BATTLE WEARY**  
**57MM ANTI-TANK PLATOON**

3x 57mm gun  
2x 57mm gun

**5 POINTS**  
**3 POINTS**

**SPECIAL RULES**

**Forward Firing:** Weapon can only hit targets fully in front of the Team.

**Gun Shield:** In Bulletproof Cover when shot at from in front of the Team's base. Does not apply to Bombardments or if the Team moved at Dash speed.

**No HE:** No HE targeting Infantry or Guns adds +1 to the score needed To Hit.

U209

