

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) OPTIONAL PIAT anti-tank	16"/40CM	3	3	2	6	Forward Firing	
	8"/20CM	1	1	10	5+	Slow Firing	



UNIVERSAL CARRIER PATROL



UNIVERSAL CARRIER PATROL
2 POINTS

3x Universal Carrier (MG)
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)	36"/90CM	2	1	14	3+	No HE	
M10 (3-inch)	36"/90CM	2	1	12	3+	No HE	
M10 (.50 cal MG)	20"/50CM	3	2	4	5+	Self-defence AA	



M10 SP ANTI-TANK TROOP



M10 SP ANTI-TANK TROOP
18 POINTS

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

ARMOUR



MOTIVATION

CONFIDENT 4+

Scout
Counterattack

6

Scout
Last Stand

5+

SKILL

VETERAN 3+

Scout
Assault

4+



• TANK UNIT • SCOUT • SPEARHEAD •

IS HIT ON
CAREFUL 4+

ARMOUR

FRONT 1

SIDE & REAR 1

TOP 0

TACTICAL

8"/20CM

TERRAIN DASH

10"/25CM

CROSS COUNTRY DASH

14"/35CM

ROAD DASH

36"/90CM

CROSS

4+

WEAPON

Daimler (2 pdr)

RANGE

24"/60CM

HALTED

2

MOVING

1

ANTI-TANK

7

FIRE POWER

4+

NOTES

Overworked

Daimler (Littlejohn)

RANGE

24"/60CM

HALTED

2

MOVING

1

ANTI-TANK

8

FIRE POWER

4+

NOTES

No HE, Overworked

Daimler & Dingo (MG)

RANGE

16"/40CM

HALTED

3

MOVING

3

ANTI-TANK

2

FIRE POWER

6

NOTES

6



DAIMLER

ARMOUR



DAIMLER ARMOURD CARTROOP



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

ARMOUR



MOTIVATION

CONFIDENT 4+

Flame Tank
Counterattack

6

Protected Ammo
Remount

3+

SKILL

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)

RANGE

28"/70CM

HALTED

2

MOVING

1

ANTI-TANK

10

FIRE POWER

3+

NOTES

Smoke

Crocodile (Flame-thrower)

RANGE

6"/15CM

HALTED

6

MOVING

6

ANTI-TANK

2

FIRE POWER

AUTO

NOTES

Flame-thrower, Forward Firing

Crocodile (MG)

RANGE

16"/40CM

HALTED

3

MOVING

3

ANTI-TANK

2

FIRE POWER

6

NOTES

6



CROCODILE

ARMOUR



CROCODILE FLAME-TANK PLATOON



3x Crocodile (75mm & Flame-thrower)

2x Crocodile (75mm & Flame-thrower)

21 POINTS

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

4+

SKILL

TRAINED 4+

Yankee Ingenuity Tactics

3+

• INFANTRY FORMATION •

IS HIT ON

CAREFUL 4+

SAVE

3+

Infantry



TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
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.

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	CROSS COUNTRY DASH	ROAD DASH	CROSS
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	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

IS HIT ON
CAREFUL 4+

SKILL
TRAINED 4+
Heavy Weapon Assault
Yankee Ingenuity Tactics

SAVE
 3+

TACTICAL	4"/10CM	TERRAIN DASH	4"/10CM	GROSS COUNTRY DASH	6"/15CM	ROAD DASH	8"/20CM	GROSS	AUTO
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WEAPON	81mm mortar	RANGE	40"/100CM	HALTED MOVING	ARTILLERY	ANTI-TANK POWER	1	FIRE	4+	NOTES	Smoke Bombardment
	60mm mortar		32"/80CM		ARTILLERY		1		4+		Smoke Bombardment



BATTLE WEARY MORTAR PLATOON



SPECIAL RULES

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

	BATTLE WEARY MORTAR PLATOON
6x 81mm mortar	7 POINTS
4x 81mm mortar	4 POINTS
2x 81mm mortar	2 POINTS
3x 60mm mortar	2 POINTS

U208



BATTLE WEARY RIFLE PLATOON



• INFANTRY UNIT • OBSERVER •

MOTIVATION
RELUCTANT 5+
Blood 'n' Guts Rally

IS HIT ON
CAREFUL 4+

SKILL
TRAINED 4+
Yankee Ingenuity Tactics

SAVE
 3+

TACTICAL	8"/20CM	TERRAIN DASH	8"/20CM	GROSS COUNTRY DASH	14"/35CM	ROAD DASH	14"/35CM	GROSS	AUTO
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WEAPON	M1 Garand rifle team	RANGE	16"/40CM	HALTED MOVING	1	ANTI-TANK POWER	2	FIRE	6	NOTES	
	M1 Bazooka team		8"/20CM		1		1		10		Assault 5+, Slow Firing
OPTIONAL	M1919 LMG team		16"/40CM		5		2		6		Assault 5+, Heavy Weapon
OPTIONAL	M1917 HMG team		24"/60CM		6		2		6		Assault 5+, Heavy Weapon



BATTLE WEARY RIFLE PLATOON



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.

	BATTLE WEARY RIFLE PLATOON
10x M1 Garand rifle team	9 POINTS
1x M1 Bazooka team	6 POINTS
7x M1 Garand rifle team	
1x M1 Bazooka team	

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
3+
Gun

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

WEAPON	RANGE	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
57mm gun
57mm gun
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

