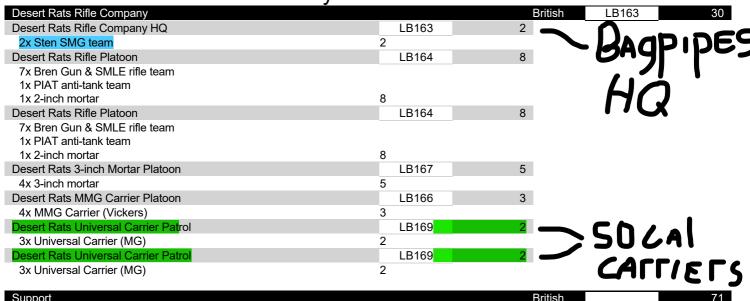
Landsknecht\_Koziel\_Mateusz
D-Day: British Force



| British  |
|----------|
| LB172 21 |
| 21       |
| LB209 12 |
| 12       |
| LB122 18 |
| 18       |
| LB147 20 |
| 18       |
|          |

• Replace one Churchill (75mm) with a Churchill (late 75mm) for +2 points.

| D-Day British Command Cards                   |   | British | 4 |
|---|---|---------|---|
| .50 cal Carrier                               |   | 2       |   |
| Command Card .50 cal Carrier                  | 1 |         |   |
| <ul> <li>Total cards: (2 selected)</li> </ul> |   |         |   |
| 51st Highland Division Bagpipes               |   | 2       |   |
| Command Card 51st Highland Division Bagpipes  | 2 |         |   |
| Total cards: (1 selected)                     |   |         |   |

D-Day-British Unit Count: 13 Total Points : 105

### Card List:

.50 cal Carrier
51st Highland Division Bagpipes

LB122 M10 SP Anti-tank Platoon

LB147 Churchill Armoured Troop

LB163 Desert Rats Rifle Company HQ

LB164 Desert Rats Rifle Platoon

LB166 Desert Rats MMG Carrier Platoon

LB167 Desert Rats 3-inch Mortar Platoon

LB169 Desert Rats Universal Carrier Patrol

LB172 Crocodile Flame-tank Platoon

LB209 Sexton Field Troop

### Pick List:

- 2 2-inch mortar team
- 4 3-inch mortar
- 14 Bren Gun & SMLE rifle team
- 2 Churchill (75mm)
- 1 Churchill (late 75mm)
- 3 Crocodile (75mm & Flame-thrower)
- 4 M10 (17 pdr)
- 4 MMG Carrier (Vickers)
- 2 PIAT anti-tank team
- 4 Sexton (25 pdr)
- 2 Sten SMG team
- 6 Universal Carrier (MG)



Some units of Universal Carriers were equipped with .50cal machine-guns replacing their normal machine-gun.

Universal Carriers in this Universal Carrier Patrol loose their normal Universal Carrier (MGs) weapon and gains the following weapon:

| WEAPON     | RANGE    |   |   |   | FIRE-<br>POWER |
|------------|----------|---|---|---|----------------|
| .50 cal MG | 20"/50см | 3 | 2 | 4 | 5+             |

.50 cal MGs have the Self-defence AA rule.
Self-defence AA: Weapon can Shoot at Aircraft with ROF 1.

British, Build, Upgrade, Unit (any Universal Carrier Patrol)

1 POINTS

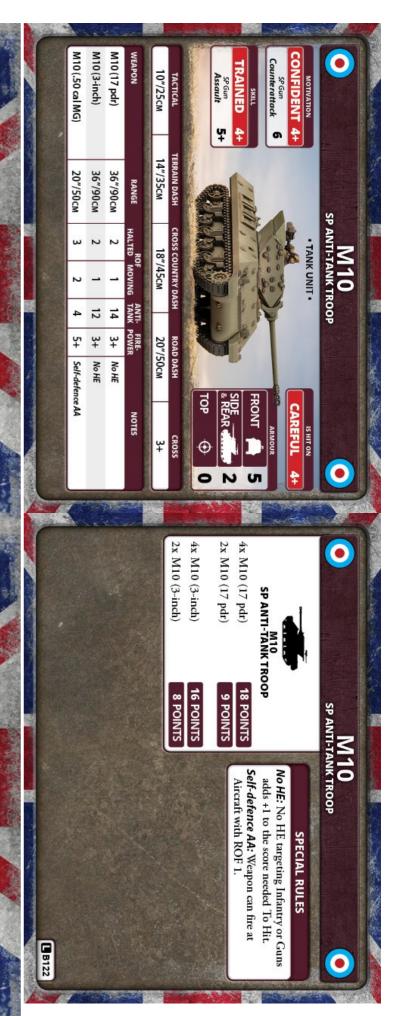
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### 51<sup>ST</sup> HIGHLAND DIVISION BAGPIPES

Some think that bagpipes are a terror weapon, designed to break the enemy's morale, but the Scots find them inspiring and will follow a piper into the heart of danger.

The Formation HQ Unit and any Infantry or Gun Unit from this Formation whose Unit Leader is within 6"/15cm of the Formation Commander Rally on a 4+.

British, Build, Formation (any Rifle Company), Title **2**POINTS



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# RIFLE COMPANY HQ



### 李

## DESERT RATS RIFLE COMPANY HQ

D-DAY DESERT RATS RIFLE COMPANY

李

FORMATION CONTAINS:

Other Units cannot move out of Attack Formations move freely. Minefields. Use Night Fighting Attack if the defender has Dawn rules. Units from Night

2 POINTS

Night Attack: May make a Night

# Desert Rats Rifle Company HQ (LB163)

- 2-3 Desert Rats Rifle Platoon (LB164)
- Desert Rats 3-inch Mortar Platoon (LB167) Desert Rats
- 0-2

0-1

- Vickers Machine-gun Platoon (LB165) or Desert Rats MMG Carrier Platoon (LB166)
- Desert Rats 6 pdr Anti-tank Platoon (LB168)

0-1

0-2 0-2 Desert Rats Universal Carrier Patrol (18169) Desert Rats Universal Carrier Patrol (LB169) or Desert Rats Wasp Carrier Patrol (LB170)

■B163





## ARMOURED TROOP CHURCHILL ARMOURED TROOP

3x Churchill (75mm)

18 POINTS

Smoke: Can Shoot Smoke ammunition.

SPECIAL RULES

18 POINTS

Churchill 75mm

See page 38 of D-Day British for a detailed Churchill identification guide

1x Churchill (6 pdr) 2x Churchill (75mm)

## OPTIONS

Replace one Churchill (75mm) with a Churchill (late 75mm) for +2 points.



Churchill (MGs) Churchill (6 pdr) Churchill (75mm

16"/40cm 28"/70cm 8"/20cm

TACTICAL

TERRAIN DASH

CROSS COUNTRY DASH

ROAD DASH

CROSS

2+

14"/35cm

14"/35cm

10"/25cm

28"/70cm

RANGE

ROF HALTED MOVING

TANK POWER 10 =

NOTES

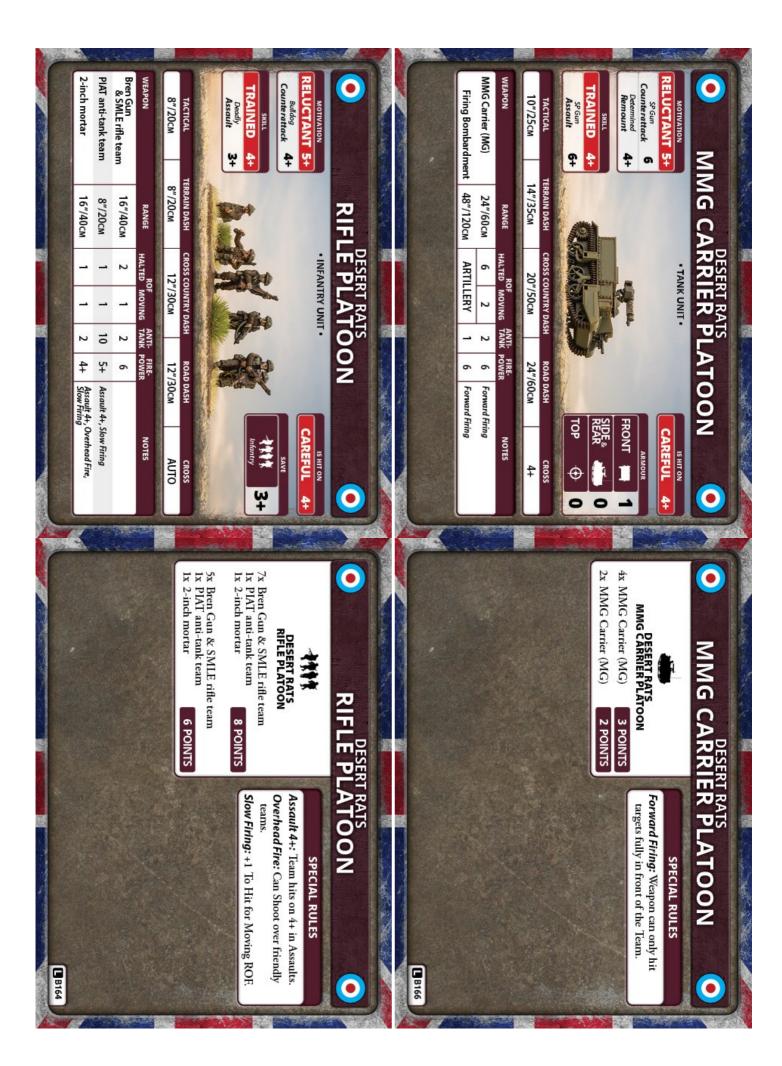
4 4

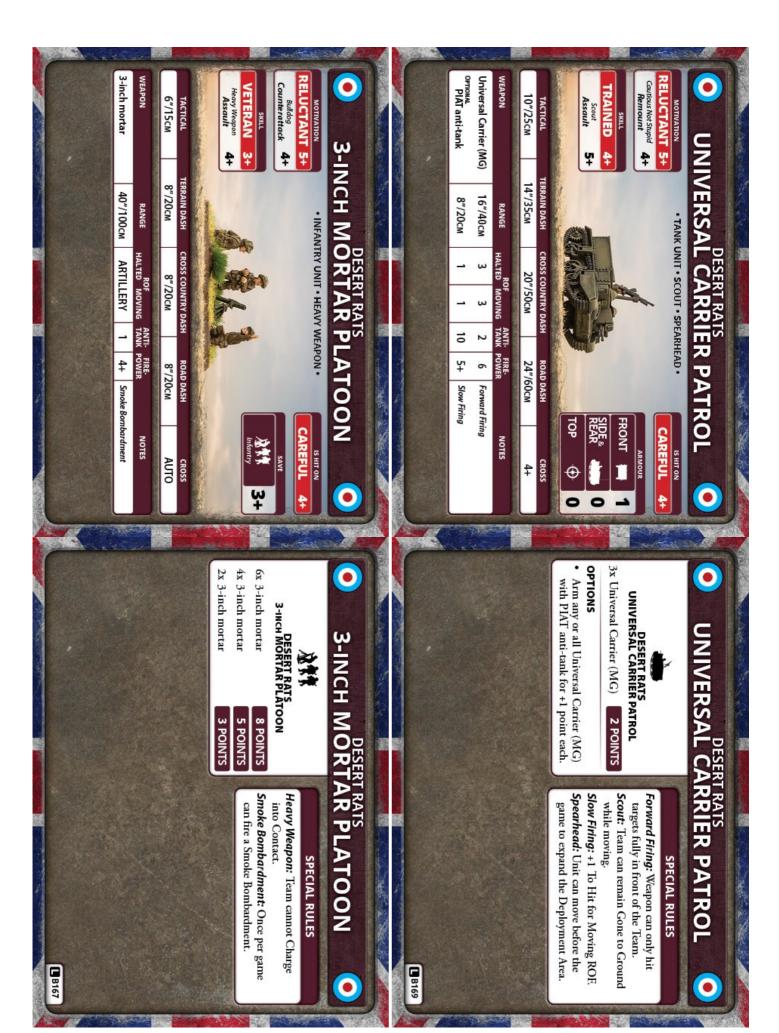
Smoke

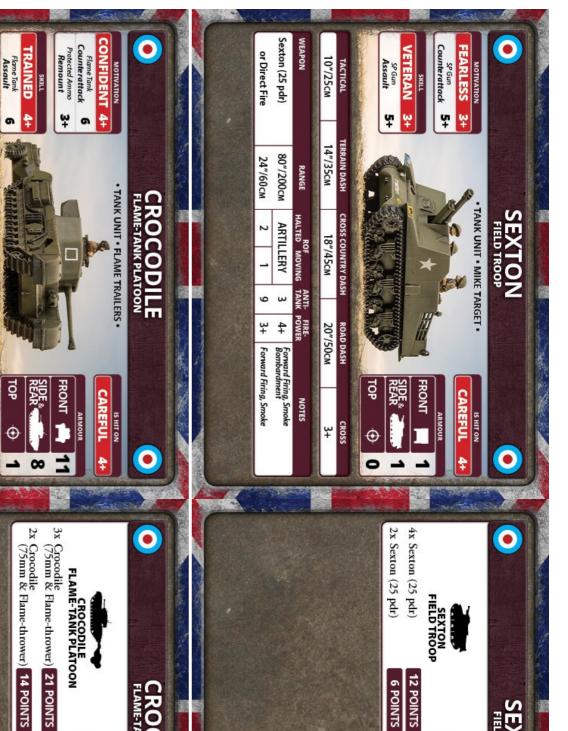


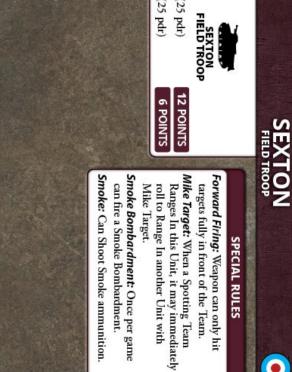
■B147

777









## CROCODILE FLAME-TANK PLATOON

**■** B209

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

Crocodile (75mm)
Crocodile
(Flame-thrower)

28"/70cm

6

AUTO Flame-thrower, Forward Firing

ROF HALTED MOVING

TANK

POWER.

NOTES

10

3+ Smoke

WEAPON

8"/20cm

10"/25cm

CROSS COUNTRY DASH

ROAD DASH

CROSS

4

14"/35cm

14"/35cm

Crocodile (MG)

6"/15cm 16"/40cm

■ B172