

Landsknecht_Koziel_Mateusz

D-Day: British Force

Desert Rats Rifle Company		British	LB163	30
Desert Rats Rifle Company HQ	LB163	2		
2x Sten SMG team		2		
Desert Rats Rifle Platoon	LB164	8		
7x Bren Gun & SMLE rifle team				
1x PIAT anti-tank team				
1x 2-inch mortar		8		
Desert Rats Rifle Platoon	LB164	8		
7x Bren Gun & SMLE rifle team				
1x PIAT anti-tank team				
1x 2-inch mortar		8		
Desert Rats 3-inch Mortar Platoon	LB167	5		
4x 3-inch mortar		5		
Desert Rats MMG Carrier Platoon	LB166	3		
4x MMG Carrier (Vickers)		3		
Desert Rats Universal Carrier Patrol	LB169	2		
3x Universal Carrier (MG)		2		
Desert Rats Universal Carrier Patrol	LB169	2		
3x Universal Carrier (MG)		2		

~ BAGPIPES HQ

= 50 CAL CARRIERS

Support		British		71
Crocodile Flame-tank Platoon	LB172	21		
3x Crocodile (75mm & Flame-thrower)		21		
Sexton Field Troop	LB209	12		
4x Sexton (25 pdr)		12		
M10 SP Anti-tank Platoon	LB122	18		
4x M10 (17 pdr)		18		
Churchill Armoured Troop	LB147	20		
3x Churchill (75mm)		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		
• Total cards: (2 selected)				
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)

.50CAL CARRIER

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

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

WEAPON	RANGE	ROF HALT	ANTI- MOVE	TANK	FIRE- POWER
.50 cal MG	20"/50cm	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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51ST 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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M10
SP ANTI-TANK TROOP

MOTIVATION
CONFIDENT 4+
SP Gun
Counterattack
6

SKILL
TRAINED 4+
SP Gun
Assault
5+

TACTICAL
10"/25cm

TERRAIN DASH
14"/35cm


CROSS COUNTRY DASH
18"/45cm

ROAD DASH
20"/50cm

CROSS
3+

WEAPON

WEAPON	RANGE	HALTED	ROF	MOVING	ANTI-TANK	FIRE-POWER	NOTES
M10 (17 pdr)	36"/90cm	2	1	1	14	3+	No HE
M10 (3-inch)	36"/90cm	2	1	1	12	3+	No HE
M10 (.50 cal MG)	20"/50cm	3	2	2	4	5+	Self-defence AA



• TANK UNIT •

IS HIT ON
CAREFUL 4+

ARMOUR

FRONT
5

SLIDE & REAR
2

TOP
0

M10
SP ANTI-TANK TROOP

M10
SP ANTI-TANK TROOP

4x M10 (17 pdr)
2x M10 (17 pdr)
4x M10 (3-inch)
2x M10 (3-inch)

18 POINTS

9 POINTS

16 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.


1 B122



HO

DESERT RATS

RIFLE COMPANY HQ



HO

• INFANTRY FORMATION • NIGHT ATTACK •

MOTIVATION


RELUCTANT 5+

Buildog
Counterattack **4+**

SKILL

TRAINED 4+

Deadly
Assault **3+**



TACTICAL

8"/20CM

TERRAIN DASH

8"/20CM

CROSS COUNTRY DASH

12"/30CM

WEAPON

Sten SMG team

RANGE

4"/10CM

ROF

3

HALTED MOVING

3

ANTI-TANK

1

FIRE-POWER

6

ROAD DASH

12"/30CM


CROSS

AUTO

IS HIT ON

CAREFUL 4+

SAVE

 **3+**

NOTES

Pinned ROF 1



HO

CHURCHILL

ARMoured TROOP



HO

• TANK UNIT •

MOTIVATION

CONFIDENT 4+

Assault Tank
Counterattack **3+**

Protected Ammo
Remount **3+**

SKILL

TRAINED 4+



TACTICAL

8"/20CM

TERRAIN DASH

10"/25CM

CROSS COUNTRY DASH

14"/35CM

WEAPON

Churchill (75mm)

Churchill (6 pdr)

Churchill (Mgs)

RANGE

28"/70CM

28"/70CM

16"/40CM

ROF

2

2

4

HALTED MOVING

1

1

4

ANTI-TANK

10

11

2

FIRE-POWER

3+

4+

6

ROAD DASH

14"/35CM

CROSS

2+

IS HIT ON

CAREFUL 4+

ARMOUR

FRONT 9


LATE 75MM 11

SIDE 8

TOP 2

NOTES


Smoke



HO

DESERT RATS

RIFLE COMPANY HQ



HO

DESERT RATS

RIFLE COMPANY HQ

2x Sten SMG team

2 POINTS



SPECIAL RULES

Night Attack: May make a Night Attack if the defender has Minefields. Use Night Fighting Dawn rules. Units from Night Attack Formations move freely. Other Units cannot move out of Deployment Area until dawn.

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

FORMATION CONTAINS:

1 Desert Rats Rifle Company HQ (LB163)

2-3 Desert Rats Rifle Platoon (LB164)


0-1 Desert Rats 3-inch Mortar Platoon (LB167)

0-2 Desert Rats Vickers Machine-gun Platoon (LB165) or Desert Rats MMG Carrier Platoon (LB166)

0-1 Desert Rats 6 pdr Anti-tank Platoon (LB168)

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


0-2 Desert Rats Universal Carrier Patrol (LB169)



HO

CHURCHILL

ARMoured TROOP



HO

CHURCHILL


ARMoured TROOP

3x Churchill (75mm)

2x Churchill (75mm)

1x Churchill (6 pdr)

18 POINTS



OPTIONS


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

SPECIAL RULES


Smoke: Can Shoot Smoke ammunition.

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


Churchill 75mm



Churchill (6pdr)



Churchill (Late 75mm)



B147



DESERT RATS MMG CARRIER PLATOON



MOTIVATION

RELUCTANT 5+

SP Gun
Counterattack
Determined
Remount
4+

SKILL

TRAINED 4+
SP Gun
Assault
6+



IS HIT ON

CAREFUL 4+

ARMOUR

FRONT 1

SIDE & REAR 0

TOP 0

• TANK UNIT •

TACTICAL

10"/25CM

TERRAIN DASH

14"/35CM

CROSS COUNTRY DASH

20"/50CM

ROAD DASH

24"/60CM

CROSS

4+

WEAPON

MMG Carrier (MG)

24"/60CM

RANGE

6

ROF

2

ANTI-TANK

2

FIRE POWER

6

NOTES

Forward Firing

Firing Bombardment

48"/120CM

ARTILLERY

1

6

Forward Firing



DESERT RATS RIFLE PLATOON



• INFANTRY UNIT •

IS HIT ON

CAREFUL 4+

SAVE

Infantry 3+

TRAINED 4+
Deadly
Assault
3+



TACTICAL

8"/20CM

TERRAIN DASH

8"/20CM

CROSS COUNTRY DASH

12"/30CM

ROAD DASH

12"/30CM

CROSS

AUTO

WEAPON

Bren Gun & SMLE rifle team

16"/40CM

RANGE

2

ROF

1

ANTI-TANK

2

FIRE POWER

6

NOTES

Assault 4+, Slow Firing

PLAT anti-tank team

8"/20CM

1

1

10

5+

Assault 4+, Overhead Fire, Slow Firing

2-inch mortar

16"/40CM

1

1

2

4+

Assault 4+, Overhead Fire, Slow Firing



DESERT RATS MMG CARRIER PLATOON



**DESERT RATS
MMG CARRIER PLATOON**

4x MMG Carrier (MG)

3 POINTS

2x MMG Carrier (MG)

2 POINTS

SPECIAL RULES

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

B166



DESERT RATS RIFLE PLATOON



**DESERT RATS
RIFLE PLATOON**

7x Bren Gun & SMLE rifle team

8 POINTS

1x PLAT anti-tank team

6 POINTS

1x 2-inch mortar

6 POINTS

5x Bren Gun & SMLE rifle team

6 POINTS

1x PLAT anti-tank team

6 POINTS

1x 2-inch mortar

6 POINTS

SPECIAL RULES

Assault 4+: Team hits on 4+ in Assaults.
Overhead Fire: Can Shoot over friendly teams.

Slow Firing: +1 To Hit for Moving ROF.

B164

DESERT RATS UNIVERSAL CARRIER PATROL

• TANK UNIT • SCOUT • SPEARHEAD •

IS HIT ON
CAREFUL 4+

MOTIVATION
RELUCTANT 5+
*Cautious Not Stupid
Remount*

SKILL

TRAINED 4+
*Scout
Assault*



ARMOUR

FRONT	1
SLIDE & REAR	0
TOP	0

TACTICAL	10"/25CM	TERRAIN DASH	14"/35CM	CROSS COUNTRY DASH	20"/50CM	ROAD DASH	24"/60CM	CROSS	4+
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WEAPON	UNIVERSAL CARRIER (MG) OPTIONAL PIAT anti-tank	RANGE	16"/40CM 8"/20CM	HALTED	3 1	MOVING	3 1	ANTI-TANK	2 10	FIRE POWER	6 5+	NOTES	Forward Firing Slow Firing
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1 B169

DESERT RATS UNIVERSAL CARRIER PATROL



DESERT RATS
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.

DESERT RATS 3-INCH MORTAR PLATOON

• INFANTRY UNIT • HEAVY WEAPON •

IS HIT ON
CAREFUL 4+

MOTIVATION
RELUCTANT 5+
*Buildup
Counterattack*

SKILL

VETERAN 3+
*Heavy Weapon
Assault*



SAVE

3+

TACTICAL	6"/15CM	TERRAIN DASH	8"/20CM	CROSS COUNTRY DASH	8"/20CM	ROAD DASH	8"/20CM	CROSS	AUTO
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WEAPON	3-inch mortar	RANGE	40"/100CM	HALTED	ARTILLERY	MOVING	1	ANTI-TANK	4+	FIRE POWER	Smoke Bombardment	NOTES	
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DESERT RATS 3-INCH MORTAR PLATOON



DESERT RATS
3-INCH MORTAR PLATOON

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

8 POINTS
5 POINTS
3 POINTS

SPECIAL RULES

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

1 B167



SEXTON FIELD TROOP



MOTIVATION

FEARLESS 3+

SP Gun
Counterattack
5+

SKILL

VETERAN 3+

SP Gun
Assault
5+

• TANK UNIT • MIKE TARGET •



IS HIT ON
CAREFUL 4+

ARMOUR

FRONT **1**

SIDE & REAR **1**

TOP **0**

TACTICAL

10"/25CM

TERRAIN DASH

14"/35CM

CROSS COUNTRY DASH

18"/45CM

ROAD DASH

20"/50CM

CROSS

3+

WEAPON

Sexton (25 pdr)
or Direct Fire

RANGE

80"/200CM

HALTED MOVING

ARTILLERY

ANTI-TANK POWER

3

FIRE

4+

NOTES

Forward Firing, Smoke Bombardment

Forward Firing, Smoke



SEXTON FIELD TROOP



SEXTON
FIELD TROOP

4x Sexton (25 pdr)

2x Sexton (25 pdr)

12 POINTS

6 POINTS

SPECIAL RULES

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

Mike Target: When a Spotting Team Ranges In this Unit, it may immediately roll to Range In another Unit with Mike Target.

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

Smoke: Can Shoot Smoke ammunition.

B B209



CROCODILE FLAME-TANK PLATOON



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)
Crocodile (Flame-thrower)
Crocodile (MG)

RANGE

28"/70CM

6"/15CM

16"/40CM

HALTED MOVING

2

6

3

ANTI-TANK POWER

1

10

3+

FIRE

3+

AUTO

Smoke

NOTES

Flame-thrower, Forward Firing



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.

B B172