

# 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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# 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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**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






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DESERT RATS

# RIFLE COMPANY HQ



• 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	ROAD DASH	12"/30CM	CROSS
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**IS HIT ON**

**CAREFUL 4+**

**SAVE**


 **3+**

**WEAPON**

Sten SMG team

**ANTI-FIRE**


ROF	MOVING	TANK	POWER	NOTES
3	3	1	6	Pinned ROF 1




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DESERT RATS

# RIFLE COMPANY HQ



**DESERT RATS RIFLE COMPANY HQ**

 **2 POINTS**

2x Sten SMG team

**FORMATION CONTAINS:**

**D-DAY**


**DESERT RATS RIFLE COMPANY**

- 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)

**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.

 B163



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DESERT RATS

# CHURCHILL ARMoured TROOP



• 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	ROAD DASH	14"/35CM	CROSS
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**IS HIT ON**

**CAREFUL 4+**

**ARMOUR**


FRONT	LATE 75MM	SIDE	TOP
9	11	8	2

**WEAPON**

Churhill (75mm)	Churhill (6 pdr)	Churhill (Mgs)
28"/70CM	28"/70CM	16"/40CM
2	2	4
1	1	4
10	11	2
3+	4+	
Smoke		

**ANTI-FIRE**


ROF	MOVING	TANK	POWER	NOTES
2	2	4	6	



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DESERT RATS

# CHURCHILL ARMoured TROOP



**CHURCHILL ARMoured TROOP**

**18 POINTS**

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.




*Churchill (6pdr)*



*Churchill (Late 75mm)*

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

*Churchill 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)

RANGE

24"/60CM

ROF

6

HALTED MOVING

2

ANTI-TANK

2

FIRE POWER

6

NOTES

Forward Firing

Firing Bombardment

48"/120CM

ARTILLERY

1

6

Forward Firing

1 B166



# DESERT RATS RIFLE PLATOON



MOTIVATION

**RELUCTANT 5+**

Buildup  
**Counterattack**  
**4+**

SKILL

**TRAINED 4+**  
Deadly  
Assault  
**3+**



• INFANTRY UNIT •

IS HIT ON

**CAREFUL 4+**

SAVE

**Infantry 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

RANGE

16"/40CM

ROF

2

HALTED MOVING

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.

1 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.

1 B164



# DESERT RATS UNIVERSAL CARRIER PATROL

• TANK UNIT • SCOUT • SPEARHEAD •

**MOTIVATION**  
**RELUCTANT 5+**

*Cautious Not Stupid  
Remount*  
**4+**

**SKILL**  
**TRAINED 4+**

*Scout  
Assault*  
**5+**



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

**ARMOUR**

FRONT	1
SLIDE & 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	MOVING	ANTI-TANK	FIRE POWER	NOTES
Universal Carrier (MG) OPTIONAL PIAT anti-tank	16"/40CM 8"/20CM	3	3	2	6	Forward Firing Slow Firing
		1	1	10	5+	

# 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.

1 B169

# DESERT RATS 3-INCH MORTAR PLATOON

• INFANTRY UNIT • HEAVY WEAPON •

**MOTIVATION**  
**RELUCTANT 5+**

*Buildup  
Counterattack*  
**4+**

**SKILL**  
**VETERAN 3+**

*Heavy Weapon  
Assault*  
**4+**



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

**SAVE**

**3+**

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
6"/15CM	8"/20CM	8"/20CM	8"/20CM	AUTO

WEAPON	RANGE	HALTED	MOVING	ANTI-TANK	FIRE POWER	NOTES
3-inch mortar	40"/100CM	ARTILLERY	1	4+		Smoke Bombardment

# DESERT RATS 3-INCH MORTAR PLATOON



**DESERT RATS  
3-INCH MORTAR PLATOON**

6x 3-inch mortar **8 POINTS**  
4x 3-inch mortar **5 POINTS**  
2x 3-inch mortar **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

ARTILLERY

MOVING

2

ANTI-TANK

1

FIRE-POWER

3

ANTI-TANK

9

FIRE-POWER

3+

NOTES

Forward Firing, Smoke  
Bombardment  
Forward Firing, Smoke



# SEXTON FIELD TROOP



**12 POINTS**

**6 POINTS**

4x Sexton (25 pdr)  
2x Sexton (25 pdr)

## 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.

**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

3

ANTI-TANK

1

6

3

FIRE-POWER

10

2

2

ANTI-TANK

3+

AUTO

6

NOTES

Smoke  
Flame-thrower, Forward Firing



# CROCODILE FLAME-TANK PLATOON



**21 POINTS**

**14 POINTS**

3x Crocodile (75mm & Flame-thrower)  
2x Crocodile (75mm & Flame-thrower)

## 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**