

# 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

= SOCIAL 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**

TM & © 2019 Battlefront Miniatures Ltd.

# 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**

TM & © 2019 Battlefront Miniatures Ltd.

**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**  
**SLIDE & REAR 2**  
**TOP 0**

**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



**M10**  
SP ANTI-TANK TROOP


**SP ANTI-TANK TROOP**

**18 POINTS**  
**9 POINTS**  
**16 POINTS**  
**8 POINTS**

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

**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**





# DESERT RATS RIFLE COMPANY HQ



MOTIVATION

**RELUCTANT 5+**

*Buildog  
Counterattack*

**4+**

SKILL

**TRAINED 4+**

*Deadly  
Assault*

**3+**

• INFANTRY FORMATION • NIGHT ATTACK •

IS HIT ON

**CAREFUL 4+**

SAVE

**3+**

*Infantry*



TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
8"/20CM	8"/20CM	12"/30CM	12"/30CM	AUTO

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



# DESERT RATS RIFLE COMPANY HQ



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.

D-DAY  
DESERT RATS RIFLE COMPANY

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)

**LB163**



# CHURCHILL ARMoured TROOP



MOTIVATION

**CONFIDENT 4+**

*Assault Tank  
Counterattack*

**3+**

*Protected Ammo  
Remount*

**3+**

SKILL

**TRAINED 4+**



• TANK UNIT •

IS HIT ON

**CAREFUL 4+**

ARMOUR

FRONT **9**

LATE 75MM **11**

SIDE **8**

TOP **2**

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
8"/20CM	10"/25CM	14"/35CM	14"/35CM	2+

WEAPON	RANGE	ROF	HALTED MOVING	ANTI-TANK	FIRE-POWER	NOTES
Churchill (75mm)	28"/70CM	2	1	10	3+	Smoke
Churchill (6 pdr)	28"/70CM	2	1	11	4+	
Churchill (Mgs)	16"/40CM	4	4	2	6	



# CHURCHILL ARMoured TROOP



CHURCHILL  
ARMoured TROOP

3x Churchill (75mm)

**18 POINTS**

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 (Late 75mm)



Churchill (6pdr)



**LB147**



# 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 Forward Firing

NOTES

Forward Firing

Firing Bombardment

48"/120CM

ARTILLERY

1

6

Forward Firing



# DESERT RATS RIFLE PLATOON



• INFANTRY UNIT •

MOTIVATION  
**RELUCTANT 5+**  
Buildup  
Counterattack  
**4+**

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



IS HIT ON  
**CAREFUL 4+**

SAVE

**3+**

Infantry

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

RANGE

8"/20CM

ROF

1

HALTED MOVING

1

ANTI-TANK

10

FIRE POWER

5+

NOTES

Assault 4+, Overhead Fire, Slow Firing

2-inch mortar

RANGE

16"/40CM

ROF

1

HALTED MOVING

1

ANTI-TANK

2

FIRE POWER

4+

NOTES



# DESERT RATS MMG CARRIER PLATOON



DESERT RATS  
MMG CARRIER PLATOON

4x MMG Carrier (MG)

2x MMG Carrier (MG)

3 POINTS

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

1x PLAT anti-tank team

1x 2-inch mortar

8 POINTS

5x Bren Gun & SMLE rifle team

1x PLAT anti-tank team

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 •

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	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 B169

# DESERT RATS UNIVERSAL CARRIER PATROL

## 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  
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.

# 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**

**Infantry**  
**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

ROF

1

ANTI-TANK

9

FIRE-POWER

3+

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.

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

ROF

MOVING

2

ANTI-TANK

1

MOVING

3

FIRE-POWER

10

MOVING

2

ANTI-TANK

3+

MOVING

2

NOTES

Smoke

MOVING

2

NOTES

Smoke

MOVING

2

NOTES

Smoke

MOVING

2

NOTES

Smoke

MOVING

2

NOTES

Smoke

MOVING

2

NOTES

Smoke

MOVING

2

NOTES

Smoke

MOVING

2

NOTES

Smoke

MOVING

2

NOTES

Smoke

MOVING

2

NOTES

Smoke

MOVING

2

NOTES

Smoke

MOVING

2

NOTES

Smoke

MOVING

2

NOTES

Smoke

MOVING

2

NOTES

Smoke

MOVING

2

NOTES

Smoke

MOVING

2

NOTES

Smoke

MOVING

2

NOTES

Smoke

MOVING

2

NOTES

Smoke

MOVING

2

NOTES

Smoke

MOVING

2

NOTES

Smoke

MOVING

2

NOTES

Smoke

MOVING

2

NOTES

Smoke

MOVING

2

NOTES

Smoke

MOVING

2

NOTES

Smoke

MOVING

2

NOTES

Smoke

MOVING

2

NOTES

Smoke

MOVING

2

NOTES

Smoke

MOVING

2



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