

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

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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


• 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	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	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

M10 (17 pdr)
4x M10 (17 pdr)
18 POINTS

M10 (3-inch)
4x M10 (3-inch)
9 POINTS

M10 (.50 cal MG)
2x M10 (.50 cal MG)
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



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.



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) **18 POINTS**

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)



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

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25CM	14"/35CM	20"/50CM	24"/60CM	4+

WEAPON	RANGE	ROF		ANTI-TANK	FIRE-POWER	NOTES
		HALTED	MOVING			
MMG Carrier (MG)	24"/60CM	6	2	2	6	Forward Firing
Firing Bombardment	48"/120CM	ARTILLERY		1	6	Forward Firing



DESERT RATS MMG CARRIER PLATOON



IS HIT ON

**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



MOTIVATION

RELUCTANT 5+

Buildlog
Counterattack
4+

SKILL
TRAINED 4+
Deadly
Assault
3+



IS HIT ON
CAREFUL 4+

SAVE

Infantry 3+

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

WEAPON	RANGE	ROF		ANTI-TANK	FIRE-POWER	NOTES
		HALTED	MOVING			
Bren Gun & SMLE rifle team	16"/40CM	2	1	2	6	
PLAT anti-tank team	8"/20CM	1	1	10	5+	Assault 4+, Slow Firing
2-inch mortar	16"/40CM	1	1	2	4+	Assault 4+, Overhead Fire, Slow Firing



DESERT RATS RIFLE PLATOON



IS HIT ON

**DESERT RATS
RIFLE PLATOON**

7x Bren Gun & SMLE rifle team	8 POINTS
1x PLAT anti-tank team	
1x 2-inch mortar	
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

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
AUTO Flame-thrower, Forward Firing



CROCODILE FLAME-TANK PLATOON



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