

## PLATOON #1

## British Reinforced Platoon

## OFFICER

<b>Second Lieutenant (Armies of Great Britain page 20)</b>	<b>Inexperienced</b>	<b>35</b>
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Qty	Weapons	Range	Shots	Pen	Special
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1	Second Lieutenant				
	with Pistol				Assault
	with Submachine gun				Assault
	with Rifle				

## INFANTRY SQUADS

<b>Paratroop Section (Armies of Great Britain page 24) full strength</b>	<b>Veteran</b>	<b>155</b>
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Qty	Weapons	Range	Shots	Pen	Special
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5	Infantry with Rifle	24"	1	n/a	
	Stubborn (Paratroops)				Stubborn (British Paras)
1	NCO with Submachine gun	12"	2	n/a	Assault
4	Infantry with Submachine gun	12"	2	n/a	Assault

<b>Royal Engineers Infantry Section (Western Desert page 85)</b>	<b>Veteran</b>	<b>90</b>
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Qty	Weapons	Range	Shots	Pen	Special
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1	NCO with Rifle	24"	1	n/a	
3	Infantry with Rifle	24"	1	n/a	
	Engineers				Mine clearance experts, Engineers, Demolition charges
1	Infantry with Flamethrower (requires assistant)	6"	D6	+3	Flamethrower

## FREE OBSERVER

<b>Free Forward Observer (Artillery) (Armies of Great Britain page 20)</b>	<b>Regular</b>	<b>0</b>
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Qty	Weapons	Range	Shots	Pen	Special
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1	Artillery Forward Observer				
	with Rifle				
	with Pistol				Assault
	with Submachine gun				Assault

## INFANTRY

<b>Royal Engineers Infantry Section (Western Desert page 85)</b>	<b>Veteran</b>	<b>90</b>
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Qty	Weapons	Range	Shots	Pen	Special
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1	NCO with Rifle	24"	1	n/a	
3	Infantry with Rifle	24"	1	n/a	
	Engineers				Mine clearance experts, Engineers, Demolition charges
1	Infantry with Flamethrower (requires assistant)	6"	D6	+3	Flamethrower

<b>Royal Engineers Infantry Section (Western Desert page 85)</b>	<b>Veteran</b>	<b>90</b>
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Qty	Weapons	Range	Shots	Pen	Special
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1	NCO with Rifle	24"	1	n/a	
3	Infantry with Rifle	24"	1	n/a	
	Engineers				Mine clearance experts, Engineers, Demolition charges
1	Infantry with Flamethrower (requires assistant)	6"	D6	+3	Flamethrower

## SPECIAL RULES

<b>National Characteristic (Armies of Great Britain page 18)</b>	<b>0</b>
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Vengeance

## MORTAR

<b>Medium Mortar team (Armies of Great Britain page 29)</b>	<b>Inexperienced</b>	<b>35</b>
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Qty	Weapons	Range	Shots	Pen	Special
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1	Medium Mortar team	12"-60"	1	HE	Team (3 men), Fixed, Indirect fire, HE (2")
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## SNIPER

<b>Sniper team (Armies of Great Britain page 28)</b>	<b>Regular</b>	<b>50</b>
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Qty	Weapons	Range	Shots	Pen	Special
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1	Sniper team	36"	1	n/a	Team (2 men), Sniper (Sniper with rifle & pistol- Spotter with pistol)
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## ARTILLERY

<b>Light Artillery (Armies of Great Britain page 30)</b>	<b>Regular</b>	<b>65</b>
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Qty	Weapons	Range	Shots	Pen	Special
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1	Light howitzer	48"(24-60)	1	HE	Team (3 men), Gun shield, Fixed, Howitzer, HE (2"), 25-pdr AT shell
		48"	1	+4	HE (1")

**ARMoured CARS****AEC Heavy Armoured Car Mk III (Armies of Great Britain page 55)** **Regular** **165**

Qty	Vehicle	Type	Trans	DV	Weapons	Range	Shots	Pen	Special
1	AEC Heavy Armoured Car Mk III	Wheeled	-	8+	Recce				
	Turret-mounted medium anti-tank gun					60"	1	+5	(75mm) HE (2")
	Co-axial MMG					36"	5	n/a	

**TRANSPORTS****3-ton Truck (Armies of Great Britain page 58)** **Regular** **39**

Qty	Vehicle	Type	Trans	DV	Weapons	Range	Shots	Pen	Special
1	3-ton Truck	Wheeled	12	6+					
	<b>Tow:</b> Light howitzer, light or medium anti-tank gun, light or heavy anti-aircraft gun								
									+0

**TANKS AND SP GUNS****Sherman I (75mm) (Armies of Great Britain page 48)** **Regular** **185**

Qty	Vehicle	Type	Trans	DV	Weapons	Range	Shots	Pen	Special
1	Sherman I (75mm)	Tracked	-	9+	Easily catches fire, Thin sides				
	Turret-mounted medium anti-tank gun					60"	1	+5	(75mm) HE (2")
	Co-axial MMG					36"	5	n/a	
	Forward facing MMG					36"	5	n/a	Front arc

**SPECIAL RULES****(75mm) HE (2")**

Instead of using the 1" template, use the 2" template (75mm gun tanks)

**25-pdr AT shell**

The 25-pdr can shoot either HE or AT - if put into ambush the player must specify which kind of shell is loaded

**Assault**

(p66) This weapon suffers no penalty 'to hit' when moving and shooting. In addition, infantry models armed with an assault weapon count as tough fighters (page 91). When a tough fighter scores a casualty in close quarters against infantry or artillery, it can immediately make a second damage roll.

**Demolition charges**

Once per game, an engineer unit issued a Down order can place a demolition charge at any point adjacent to one of its members. Note an order test must be made to issue the Down order. The engineer unit may detonate the charge after being issued an Advance, Fire, or Ambush order. The charge may not be detonated if the placing unit is currently Down. The charge is treated as HE(3"). A demolition charge may be defused if at least one of its members is adjacent to the charge and a Down order has been issued. Note an order test must be made to issue the Down order.

**Easily catches fire**

If a roll on the vehicle damage table results in the vehicle catching fire add D3 pin markers rather than just 1 before taking a morale test

**Engineers**

The unit gains a +1 mine clearing modifier. Engineers can choose to remove a section of barbed wire 6" wide when they cross it. Count as engineers in scenarios where barbed wire and minefield special rules are used.

**Fixed**

(p66) When given Advance order, fixed weapons can rotate on the spot suffering a -1 to-hit penalty. Non-artillery Fixed can move normal 12" when given Run order.

**Flamethrower**

(p67) Flamethrowers never suffer to-hit penalties for cover or Down. Hits multiplied into D6 (D6+1 for vehicle flamethrower). Always hits top armour. No -1 PEN for long range. Gun shield and extra protection rules do not apply. Units hit take D3+1 pins and must always check morale (if fail, then destroyed). Flamethrower rolls D6 - on 1 it runs out of fuel. When rolling to damage vehicle equipped with flamethrower, add +1 to damage effects chart.

**Gun shield**

(p95) The die roll an enemy requires to score damage from the front arc of the gun is increased by +1. The die roll is modified by the penetration value of the weapon in the usual way. Hits from HE (both direct and indirect), flame throwers, and close quarters attacks ignore the gun shield rule.

**HE (1")**

(p68) PEN: +1, PIN: D2 (D3 if in building) - Infantry and artillery can go *down* to halve the hits taken

**HE (2")**

(p68) PEN: +2, PIN: D3 (D6 if in building) - Infantry and artillery can go *down* to halve the hits taken

### **Howitzer**

(p71) Can either shoot directly at a target drawing its line of fire 'over open sights' in the normal way, or it can shoot indirect fire. When using indirect fire, a howitzer has a minimum range; when firing over open sights it has no minimum range.

### **Indirect fire**

(p71)

### **Mine clearance experts**

The Unit is equipped with mine clearance equipment.

### **Recce**

(p118)

### **Sniper (Sniper with rifle & pistol- Spotter with pistol)**

(p91) When a sniper shoots using a Fire or Ambush order, the player can decide to use his scope. Rifle range changes to 36". If target is within 12" the shot misses automatically. Shot ignores negative to-hit modifiers except pinning markers and for missing assistant. Shot ignores gun shield and extra protection rules. If successful, always counts as exceptional damage and can pick any model in the unit. When not using scope, all members of team can fire any weapon they have and in assault can use the assault rule if pistol/submachine gun.

### **Spotter**

Spotters rules on page 71. Inexperienced Spotters cannot spot for inexperienced indirect fire weapon. Errata: Note that spotters are always ignored for the purpose of victory conditions (e.g. they cannot capture/control/hold objectives and areas of the table, move out of the table to score points, etc).

### **Stubborn (British Paras)**

(p91) If forced to take a morale check, they ignore negative morale modifiers from pin markers. Remember that order tests are not morale checks.

### **Team (2 men)**

(p73) A Team weapon shoots at full effectiveness so long as there are at least two men to serve it. If only one man remains then the weapon suffers a -1 to hit penalty, and (p42) -1 penalty to its morale. For squad-based team weapons, loader must remain within 1" or weapon suffers the -1 to-hit penalty.

### **Team (3 men)**

(p73) A Team weapon shoots at full effectiveness so long as there are at least two men to serve it. If only one man remains then the weapon suffers a -1 to hit penalty, and (p42) -1 penalty to its morale. For squad-based team weapons, loader must remain within 1" or weapon suffers the -1 to-hit penalty.

### **Thin sides**

All shots to the side of the vehicle get an additional +1 penetration modifier (i.e. +2 in total).

### **Vengeance**

If the army has this special rule then every Regular or Veteran unit that has one or more pin markers can make a test to lose one pin marker if there are any enemy within 12" immediately before an order is given to it. For example, a unit of infantry has two pin markers and there is a German tank within 12" - when the infantry are allocated an order they can test to lose one pin marker immediately before the order test is taken. Roll a die: on a roll of 4, 5 or 6 the test is passed and the unit loses one pin marker; on a 1, 2 or 3 the test is failed and the unit retains the pin markers it has. Once this has been done, continue to test to see if the unit obeys its order in the usual way, even if they have lost their last pin marker (in which case the Order test is taken without negative modifiers from the pin markers).

<b>Pick List</b>	
British 3-ton Truck	1
British AEC Heavy Armoured Car Mk III	1
British Artillery Forward Observer	1
British Infantry with Flamethrower (requires assistant)	3
British Infantry with Rifle	14
British Infantry with Submachine gun	4
British Light howitzer	1
British Medium Mortar team	1
British NCO with Rifle	3
British NCO with Submachine gun	1
British Second Lieutenant	1
British Sherman I (75mm)	1
British Sniper team	1
British Spotter	1