

## PLATOON #1

LW Commando Troop (NW Europe) (Army Commando)

## OFFICER

**Commando Second Lieutenant (D-Day: British & Canadian Sectors page 119)** **66**

Qty	Weapons	Range	Shots	Pen	Special
1	Second Lieutenant with Pistol				Assault
	with Submachine gun				Assault
	with Rifle				
	Commandos				Behind enemy lines, Tough Fighters

## INFANTRY SQUADS

**Late-War Army Commando Subsection (D-Day: British & Canadian Sectors page 122) full strength** **Veteran** **165**

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
8	Infantry with Rifle Commandos	24"	1	n/a	Behind enemy lines, Tough Fighters
1	Normandy only - Infantry with Vickers K LMG (requires loader)	36"	5	n/a	

**Late-War Army Commando Subsection (D-Day: British & Canadian Sectors page 122) full strength** **Veteran** **165**

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
8	Infantry with Rifle Commandos	24"	1	n/a	Behind enemy lines, Tough Fighters
1	Normandy only - Infantry with Vickers K LMG (requires loader)	36"	5	n/a	

## INFANTRY

**Late-War Army Commando Subsection (D-Day: British & Canadian Sectors page 122) full strength** **Veteran** **160**

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
8	Infantry with Rifle Commandos	24"	1	n/a	Behind enemy lines, Tough Fighters
1	Infantry with Light Machine gun (requires loader)	36"	4	n/a	

## SPECIAL RULES

**National Characteristic (Armies of Great Britain page 18)** **0**

Qty	Weapons	Range	Shots	Pen	Special
	Up and at em				Up and at em

## ANTI-TANK

**Commando PIAT Team (D-Day: British & Canadian Sectors page 127)** **Veteran** **56**

Qty	Weapons	Range	Shots	Pen	Special
1	PIAT team Commandos	12"	1	+5	Team (2 men), Shaped Charge Behind enemy lines, Tough Fighters
	Loader has submachine gun				

## MORTAR

**Commando Medium Mortar Team (D-Day: British & Canadian Sectors page 129)** **Veteran** **78**

Qty	Weapons	Range	Shots	Pen	Special
1	Medium Mortar team Commandos	12"-60"	1	HE	Team (3 men), Fixed, Indirect fire, HE (2") Behind enemy lines, Tough Fighters
1	Spotter				Spotter

## ARMoured CARS

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

Qty	Vehicle	Type	Trans	DV	
Qty	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	

## TANKS AND SP GUNS

**Cruiser Tank Mk VIII Cromwell (Armies of Great Britain page 41)** **Regular** **205**

Qty	Vehicle	Type	Trans	DV	
Qty	Weapons	Range	Shots	Pen	Special
1	Cruiser Tank Mk VIII Cromwell	Tracked	-	9+	

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)

### 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.

### Behind enemy lines

When Outflanking, ignore the -1 modifier to the Order test for coming onto the table

### 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.

### HE (2")

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

### Indirect fire

(p71)

### Recce

(p118)

### Shaped Charge

(p73) Never suffer the -1 penetration modifier for firing at long range.

### 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).

### 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.

### Tough Fighters

(p91) When a tough fighter scores a casualty in close quarters against infantry or artillery, it can immediately make a second damage roll.

### Up and at em

If the army has this rule then any order given to make an **assault** is automatically treated as having been passed - the unit is assumed to have rolled whatever order die score is needed to pass its order. This rule does not apply to Inexperienced troops - including any units that start out as 'green'

## LW Commando Troop (NW Europe) (Army Commando)

### SELECTOR SPECIAL RULES

**Limited Support:** Commando Reinforced Platoons do not gain the Bombardment or Artillery Support Army Special Rules detailed on page 17 of *Armies of Great Britain*.

**Close Quarters Combat Troops:** All Commando units in a Commando Reinforced Platoon benefit from the Tough as Boots rule on page 18 of *Armies of Great Britain*, in addition to any national characteristic chosen by the player. In addition, Commando Team Weapons can fire any small arms they carry, as depicted on the models, if the team is not firing the main weapon.

**Ready to Take Charge:** If a Commando subsection loses its NCO, roll a die. On the roll of 3 or more, another model within the unit is immediately selected to act as the unit's NCO. On the roll of 1 or 2, treat the subsection as having lost its NCO as normal. If a team weapon suffers exceptional damage, that would destroy the team, on the roll of a 3 or more remove one of the assistants instead.

**No. 10 (Inter-Allied) Commando:** To represent a No. 10 (Inter-Allied) Commando, take the Vengeance special rule on page 18 of *Armies of Great Britain* instead of Tough as Boots as described above, and are still entitled to a second national characteristic of choice.

**No Time for Baggage:** All transports must be veteran.

\*\*Infantry Tank Mk IV Churchill Mk VIII, Sherman VC Firefly, LVT 4 Buffalo - Post Normandy Campaign only

### Pick List

British AEC Heavy Armoured Car Mk III	1
British Cruiser Tank Mk VIII Cromwell	1

British Infantry with Light Machine gun (requires loader)	1
British Infantry with Rifle	24
British Medium Mortar team	1
British NCO with Rifle	3
British Normandy only - Infantry with Vickers K LMG (requires loader)	2
British PIAT team	1
British Second Lieutenant	1
British Spotter	1