



## BSK24\_2 (Great Britain)

15 Order Dice

1000 pts

### Platoon #1

Rifle Platoon

#### Required

Platoon Commander (1st or 2nd Lieutenant) (Officer)

*Inexperienced (21pts)*

Composition: 1 Officer

Weapon	Range (")	Shots	Pen	Special Rules
1 x Pistol	6	1	-	-

#### Infantry Section

*Veteran (121pts)*

Composition: 1 NCO + 6 Soldiers

Weapon	Range (")	Shots	Pen	Special Rules
5 x Rifle	24	1	-	-
2 x Light machine gun (LMG)	36	4	-	Team Weapon

Options: Additional men x 2, Light machine gun (LMG) x 2

Special Rules: Team Weapon

#### Infantry Section

*Veteran (121pts)*

Composition: 1 NCO + 6 Soldiers

Weapon	Range (")	Shots	Pen	Special Rules
5 x Rifle	24	1	-	-
2 x Light machine gun (LMG)	36	4	-	Team Weapon

Options: Additional men x 2, Light machine gun (LMG) x 2

Special Rules: Team Weapon

#### Optional

#### Infantry Section

*Veteran (121pts)*

Composition: 1 NCO + 6 Soldiers

Weapon	Range (")	Shots	Pen	Special Rules
5 x Rifle	24	1	-	-
2 x Light machine gun (LMG)	36	4	-	Team Weapon

**Options:** Light machine gun (LMG) x 2, Additional men x 2

**Special Rules:** Team Weapon

**Light Mortar Team (Mortar Team)**

*Regular (30pts)*

**Composition:** 2 Soldiers

Weapon	Range (")	Shots	Pen	Special Rules
1 x Light mortar	12-36	1	-	Team Weapon, Indirect Fire, HE 1"

**Special Rules:** Team Weapon, Indirect Fire, HE 1"

**Light Mortar Team (Mortar Team)**

*Regular (30pts)*

**Composition:** 2 Soldiers

Weapon	Range (")	Shots	Pen	Special Rules
1 x Light mortar	12-36	1	-	Team Weapon, Indirect Fire, HE 1"

**Special Rules:** Team Weapon, Indirect Fire, HE 1"

## Platoon #2

Armoured Platoon

### Required

**Crusader AA MK II (Crusader AA Trucks)**

*Regular (140pts)*

**Damage Value:** Light tank (8+)

Weapon	Range (")	Shots	Pen	Special Rules
1 x Enclosed, turret-mounted, twin light automatic cannon	48	4	2	HE 1"

**Options:** Command Vehicle, Crusader AA MK II

**Special Rules:** Flak, Command Vehicle, HE 1"

**Crusader AA MK II (Crusader AA Trucks)**

*Regular (130pts)*

**Damage Value:** Light tank (8+)

Weapon	Range (")	Shots	Pen	Special Rules
1 x Enclosed, turret-mounted, twin light automatic cannon	48	4	2	HE 1"

**Options:** Crusader AA MK II

**Special Rules:** Flak, HE 1"

### Optional

**Airborne Recce Jeep (Soft-Skinned Recce Vehicles)**

*Regular (35pts)*

**Damage Value:** All soft-skinned vehicles (6+)

Weapon	Range (")	Shots	Pen	Special Rules
1 x Forward-facing medium machine gun (MMG)	36	3	-	-

**Special Rules:** Recce

**SAS Jeep (Soft-Skinned Recce Vehicles)**

*Regular (60pts)*

**Damage Value:** All soft-skinned vehicles (6+)

Weapon	Range (")	Shots	Pen	Special Rules
1 x Forward-facing light machine gun (LMG)	36	2	-	-
1 x Forward-facing heavy machine gun (HMG)	48	3	1	-
2 x Rear-facing light machine gun (LMG)	36	2	-	-

**Options:** SAS Jeep

**Special Rules:** Recce

## Platoon #3

Heavy Weapons Platoon

### Required

**Platoon Commander (1st or 2nd Lieutenant) (Officer)**

*Inexperienced (21pts)*

**Composition:** 1 Officer

Weapon	Range (")	Shots	Pen	Special Rules
1 x Pistol	6	1	-	-

**Medium Mortar Team (Mortar Team)**

*Regular (55pts)*

**Composition:** 3 Soldiers + 1 Spotter

Weapon	Range (")	Shots	Pen	Special Rules
1 x Medium mortar	12-60	1	-	Team Weapon, Fixed, Indirect Fire, HE 2"

**Options:** Medium Mortar Team, Add Spotter

**Special Rules:** Team Weapon, Fixed, Spotter, Indirect Fire, HE 2"

**Medium Mortar Team (Mortar Team)**

*Regular (55pts)*

**Composition:** 3 Soldiers + 1 Spotter

Weapon	Range (")	Shots	Pen	Special Rules
1 x Medium mortar	12-60	1	-	Team Weapon, Fixed, Indirect Fire, HE 2"

**Options:** Medium Mortar Team, Add Spotter

**Special Rules:** Team Weapon, Fixed, Spotter, Indirect Fire, HE 2"

## Optional

### Light Mortar Team (Mortar Team)

*Regular (30pts)*

**Composition:** 2 Soldiers

Weapon	Range (")	Shots	Pen	Special Rules
1 x Light mortar	12-36	1	-	Team Weapon, Indirect Fire, HE 1"

**Special Rules:** Team Weapon, Indirect Fire, HE 1"

### Light Mortar Team (Mortar Team)

*Regular (30pts)*

**Composition:** 2 Soldiers

Weapon	Range (")	Shots	Pen	Special Rules
1 x Light mortar	12-36	1	-	Team Weapon, Indirect Fire, HE 1"

**Special Rules:** Team Weapon, Indirect Fire, HE 1"

Name	Description
Command Vehicle	Command Vehicles direct squadrons of vehicles into battle.
Fixed	Only targets enemies within front arc. On Advance, doesn't move, but can rotate and fire at -1 to hit. Run order as normal. Run order as normal.
Flak	Units with Flak automatically fire at attacking aircraft if it lies within their range and firing arc.
HE 1"	This weapon fires an explosive shot 1" in diameter.
HE 2"	This weapon fires an explosive shot 2" in diameter.
Indirect Fire	The 'Indirect Fire' special rule refers to weapons that shoot HE shells 'indirectly', lobbing a shot high in the air to land on top of a target.
Recce	Vehicles with the 'Recce' special rule are super-alert to the enemy presence and prepared to avoid trouble.
Spotter	A spotter is always a single, unarmed, model. The spotter is part of the mortar or artillery unit, but is always treated separately and is not one of the crew. His role is to lie in some forward position from where he can relay target coordinates to the crew, directing their fire using either a radio or fixed line.
Team Weapon	The 'Team Weapon' special rule indicates that this weapon requires two or more men to shoot at full effect.