PLATOON #1

*Version 3 - British - Rifle Platoon
BSK41-3

PLATOON COMMANDER

Platoon Commander (Version 3 Rulebook page 234) — **Veteran** — **39**

Qty	Weapons	Range	Shots	Pen	Special
1	Platoon Commander				
	with Pistol	6"	1	n/a	
	with Rifle	24"	1	n/a	
	with Submachine gun	12"	2	n/a	Assault

INFANTRY

Paratroop Section (Version 3 Rulebook page 236) — **Veteran** — **149**

Qty	Weapons	Range	Shots	Pen	Special
6	Infantry with Rifle	24"	1	n/a	
1	NCO with Submachine gun	12"	2	n/a	Assault
1	Infantry with Submachine gun	12"	2	n/a	Assault
1	Infantry with Light Machine gun (requires loader)	36"	4	n/a	
	Stubborn				Stubborn

Paratroop Section (Version 3 Rulebook page 236) — **Veteran** — **85**

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
3	Infantry with Rifle	24"	1	n/a	
1	Infantry with Light Machine gun (requires loader)	36"	4	n/a	
	Stubborn				Stubborn

Paratroop Section (Version 3 Rulebook page 236) — **Veteran** — **85**

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
3	Infantry with Rifle	24"	1	n/a	
1	Infantry with Light Machine gun (requires loader)	36"	4	n/a	
	Stubborn				Stubborn

PLATOON #2

*Version 3 - British - Heavy Weapons Platoon
BSK41-3

PLATOON COMMANDER

Platoon Commander (Version 3 Rulebook page 234) — **Veteran** — **39**

Qty	Weapons	Range	Shots	Pen	Special
1	Platoon Commander				
	with Pistol	6"	1	n/a	
	with Rifle	24"	1	n/a	
	with Submachine gun	12"	2	n/a	Assault

HEAVY WEAPONS

Machine Gun Team (Version 3 Rulebook page 237) — **Veteran** — **65**

Qty	Weapons	Range	Shots	Pen	Special
1	Medium Machine gun team	36"	6	n/a	Team (3 men), Fixed

Mortar Team (Version 3 Rulebook page 238) — **Veteran** — **64**

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

PLATOON #3

*Version 3 - British - Artillery Platoon
BSK41-3

PLATOON COMMANDER

Platoon Commander (Version 3 Rulebook page 234)

					Veteran	39
Qty	Weapons	Range	Shots	Pen	Special	
1	Platoon Commander					
	with Pistol	6"	1	n/a		
	with Rifle	24"	1	n/a		
	with Submachine gun	12"	2	n/a	Assault	

TRANSPORTS

Bren Carrier (Version 3 Rulebook page 248)

						Veteran	60
	Vehicle	Type	Trans	DV			
Qty	Weapons	Range	Shots	Pen	Special		
1	Bren Carrier						
		Tracked	5	7+	Open-topped, Turn on the spot		
	Tow: Light or medium anti-tank gun						
	Forward-facing LMG	36"	4	n/a	Front arc		

ARTILLERY

Anti-Tank Gun (Version 3 Rulebook page 239)

						Veteran	85
Qty	Weapons	Range	Shots	Pen	Special		
1	Medium anti-tank gun	60"	1	+5	Team (3 men), Gun shield, Fixed, HE (1")		

PLATOON #4

*Version 3 - British - Armoured Platoon
BSK41-3

COMMAND VEHICLE

'Heavy' Cruiser Tank (Version 3 Rulebook page 241)

						Regular	210
	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"	6	n/a			
	Forward-facing MMG	36"	6	n/a	Front arc		

CMD VEHICLE OPTIONS

Command Vehicle rule (v3) (Version 3 Rulebook page 188)

	Regular	10
Command Vehicle special rule		

VEHICLE

Heavy Armoured Cars (Version 3 Rulebook page 247)

						Regular	70
	Vehicle	Type	Trans	DV			
Qty	Weapons	Range	Shots	Pen	Special		
1	Daimler Dingo						
		Wheeled	-	8+	Recce, Open-topped		
	Forward-facing LMG	36"	4	n/a	Front arc		

Unit Special Rules

(75mm) HE (2")
(v3) Instead of HE (1") the medium anti-tank gun has HE (2") (75mm gun tanks).

Assault
(v3 page 96) This weapon suffers no penalty 'to hit' when moving and shooting. In addition, infantry models armed with an assault weapon count as having the Tough Fighters special rule (Tough Fighters: When a model with this special rule fails to damage in close quarters against enemy infantry or artillery units, it can re-roll the failed rolls to damage)

Command Vehicle
(v3 page 149) Adds a morale bonus of +1 to itself and to any other friendly vehicle within 12" (not cumulative with morale bonus, and other command vehicles). In addition, when it activates, it can use one 'You men, snap to action!' extra dice on any one friendly vehicle within 12", except for other command vehicles. Command vehicles count as platoon commanders for the purpose of receiving orders from other officers.

Fixed
(v3 page 96) When ordered to *Fire*, fixed weapons do not move from their position, but can instead be rotated on the spot to face any direction, and can then fire suffering the normal -1 to hit for 'fire on the move'. When ordered to *Run*, fixed weapons that are carried and crewed by infantry teams move the normal 12" over open ground or 6" or rough ground, obstacles, etc. Fixed weapon units can never assault other units. If assaulted by an enemy, the gun itself is ignored and the crew models are assaulted as normal. Any artillery piece definded as light or medium can be moved by the crew with a *Run* orders, as normal for fixed weapons - except that those

units can only move 6" rather than 12" with a *Run* order. Heavy and super-heavy anti-tank guns and heavy howitzers, as well as any lighter gun whose crew is reduced to a single man, cannot be moved by their crew with a *Run* order.

Gun shield

(v3 page 126) The crew counts as in soft cover from small arms hits that come from models within the front arc of the gun. Note that hits from heavy weapons, close quarters attacks, and any attacks that ignore cover saves also ignore the Gun Shield rule.

HE (1")

(v3 page 97) PEN: +1, PIN: D2 (D3 if in building) - Infantry and artillery can go *down* to halve the hits taken (rounded up).

HE (2")

(v3 page 97) PEN: +2, PIN: D2 (D6 if in building) - Infantry and artillery can go *down* to halve the hits taken (rounded up).

Indirect fire

(v3 page 101) - cannot hit targets withing their minimum range, measured from the centre the weapon itself. Units hit by indirect file receive no cover saves of any kind. However, if the target unit is or goes *Down* when shot at with indirect fire, the number of hits suffered is still halved. When fired against vehicles, hits from indirect fire weapons always strike the top armour, counting the +1 penetration modifier to damage regardless of the actual position of the firer. If an open-topped armoured vehicle is hit by indirect fire add the +1 penetration modifier to the roll to damage, and also add +1 to the die roll on the Armoured Vehicle Damage Results Tables. Cannot fire indirect fire weapons from *Ambush*. Indirect fire weapons can fire smoke (page 128).

Open-topped

(v3 page 149) Pinned by hits from small arms in the same way as soft-skins and infantry. If assaulted by infantry, open-topped armoured vehicles are destroyed automatically if the vehicle is damaged, in the same way as for soft-skins. If hit against top armour then add an additional +1 to the damage result roll. Note that all hits upon the upper surface of armoured vehicles count +1 penetration regardless of whether the target is open or not - so open-topped armoured vehicles suffer a double penalty: +1 penetration and +1 damage result

Recce

(v3 page 150)

Spotter

(v3 page 102) Cannot be placed within coherency of the weapon crew. Either the weapon crew or the spotter can be given an order - but not both. Spotters can never assault or fire any weapon against enemy units. Spotter without an order die next to it counts as *Down*. Cannot spot for inexperienced indirect fire weapon. When associated weapons unit is destroyed, spotter is removed also. Spotters are always ignored for the purpose of victory conditions. If spotter destroyed, does weapons team or artillery unit is not affected (other than no spotter). If already ranged in when spotter destroyed, can continue firing at 2+.

Stubborn

(v3 page 122) If forced to take a morale check, they ignore negative morale modifiers from pin markers. Remember that order tests are not morale checks, and are therefore modified as normal.

Team (3 men)

(v3 page 103) A Team weapon shoots at full effectiveness so long as there are at least two team members to serve it. If only one man remains to serve a team weapon, then the weapon suffers a -1 'to hit' penalty. For squad-based team weapons, loader must remain within 1" or weapon suffers the -1 to-hit penalty.

Turn on the spot

(v3 page 151) Can execute a full speed '*Run* 'reverse' finishing the move facing in the direction of travel.

<u>**British Army Special Rules**</u>

Artillery Support

The forward artillery observer unit may call an artillery barrage twice instead of once per game. Resolve the first barrage as normal. Then, after the first barrage has been resolved, the observer may call a second (when issued a *Fire* order).

A National Characteristic

Any British Army can choose any one of the following rules. The only limit is that you can only choose one rule - and that rule applies to the whole army.

Up and'at'em

If the unit is ordered to assault and fails its order test to *Run*, measure the range to the target, if the unit was in range, you can re-roll the failed Order test to assault.

Blood Curdling Charge

Enemy units cannot react to an assault by shooting at them - they are simply transfixed with horror at the sight of their foe. This rule does not apply if the units launching the assault are Inexperienced - including any units that start out with the Green special rule.

Tough as Old Boots

All Regular or Veteran infantry units roll bonus attack dice when fighting at close quarters. For every three men fighting in the combat roll one extra die. This attack can be assumed to come from any of the men fighting.

Rapid Fire

All rifle-armed Regular and Veteran infantry units roll bonus dice when shooting. For every three men shooting rifles with a *Fire* order (including *Ambush* and reaction fire), roll one extra die. These extra shots can be assumed to come from any of the men shooting.

Vengence

Every Regular or Veteran unit that has 1 or more pin markers can make a test to lose 1 pin marker if there are any enemies within 12" immediately before an order is given to it. Roll a die: on a roll of 4, 5, or 6 the test is passed and the unit loses 1 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.

PickList

British Bren Carrier	1
British Cruiser Tank Mk VIII Cromwell	1
British Daimler Dingo	1
British Infantry with Light Machine gun (requires loader)	3
British Infantry with Rifle	12
British Infantry with Submachine gun	1
British Medium anti-tank gun	1
British Medium Machine gun team	1
British Medium Mortar team	1
British NCO with Rifle	2
British NCO with Submachine gun	1
British Platoon Commander	3
British Spotter	1