

PLATOON #1

British Reinforced Platoon
Poznań parowy

OFFICER

Second Lieutenant (Armies of Great Britain page 20)

Inexperienced

42

Qty Weapons Range Shots Pen Special

1	Second Lieutenant with Pistol				Assault
	with Submachine gun				Assault
	with Rifle				
1	Infantry (equipped as modeled)		-	-	

INFANTRY SQUADS

Gurkha Paratroops (Armies of Great Britain page 81)

Veteran

120

Qty Weapons Range Shots Pen Special

1	NCO with Rifle	24"	1	n/a	
7	Infantry with Rifle	24"	1	n/a	
	Tough Fighters				Tough Fighters
	Scary Blighters!				Scary Blighters!
	Stubborn (Paratroops)				Stubborn (British Paras)

Gurkha Paratroops (Armies of Great Britain page 81)

Veteran

125

Qty Weapons Range Shots Pen Special

3	Infantry with Rifle	24"	1	n/a	
	Tough Fighters				Tough Fighters
	Scary Blighters!				Scary Blighters!
	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

INFANTRY

Royal Canadian Engineer Section (MTO) (Italy: Soft Underbelly page 101)

Veteran

90

Qty Weapons Range Shots Pen Special

1	NCO with Rifle	24"	1	n/a	
3	Infantry with Rifle	24"	1	n/a	
	Royal Canadian Engineers				Tough as Old Boots (Canadian), Engineers, Mine clearance experts
1	Infantry with Flamethrower (requires assistant)	6"	D6	+3	Flamethrower
	Entire squad is Stubborn				Stubborn

SPECIAL RULES

Commonwealth National Characteristic (Western Desert page 102) full strength

Regular

0

Qty Weapons Range Shots Pen Special

1	NCO with Rifle	24"	1	n/a	
9	Infantry with Rifle	24"	1	n/a	

MORTAR

Medium Mortar team (Armies of Great Britain page 29)

Inexperienced

35

Qty Weapons Range Shots Pen Special

1	Medium Mortar team	12"-60"	1	HE	Team (3 men), Fixed, Indirect fire, HE (2")
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ARTILLERY

Light Artillery (Armies of Great Britain page 30)

Regular

65

Qty Weapons Range Shots Pen Special

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")
1	Spotter				Spotter

ARMoured CARS

Staghound Heavy Armoured Car (Armies of Great Britain page 55)

Regular

145

Qty Weapons Range Shots Pen Special

1	Staghound Mk 1 Heavy Armoured Car	Wheeled	-	8+	Recce
	Turret-mounted light anti-tank gun	48"	1	+4	HE (1")
	Co-axial MMG	36"	5	n/a	
	Forward facing MMG	36"	5	n/a	Front arc

TRANSPORTS

15 CWT Truck (Armies of Great Britain page 59) **Inexperienced** **25**

Qty	Vehicle Weapons	Type Range	Trans Shots	DV Pen Special
1	15 CWT Truck	Wheeled	8	6+
	Tow: Light howitzer, light or medium anti-tank gun, light or heavy anti-aircraft gun			
	0			+0

TANKS AND SP GUNS

M3 Stuart I (Armies of Great Britain page 46) **Regular** **130**

Qty	Vehicle Weapons	Type Range	Trans Shots	DV Pen Special
1	M3 Stuart I	Tracked	-	8+ Vulnerable
	Turret-mounted light anti-tank gun	48"	1	+4 HE (1")
	Co-axial MMG	36"	5	n/a
	Forward facing hull-mounted MMG	36"	5	n/a Front arc
	Twin Forward facing hull-mounted LMGs	36"	4	n/a Front arc, Must shoot at same target as hull-mounted MMG (4 shots each)

SPECIAL RULES

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.

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.

Reece

(p118)

Scary Blighters!

Any enemy unit fighting Ghurkas in close combat will halve its total number of attacks against the Ghurkas (rounding up)

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

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

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 (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 as Old Boots (Canadian)

Canadian headquarters and infantry weapons teams use the Tough as Old Boots national characteristic. One other national characteristic may be picked for non-Canadian Infantry sections in the Reinforced Platoon. If Canadian infantry units are selected in non-Canadian reinforced platoons they keep the Tough as Old Boots characteristic rather than the national characteristic chosen for that force.

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.

Vulnerable

Because of the riveted construction, all shots to the side and rear of the vehicle get an additional +1 penetration modifier

Pick List	
British 15 CWT Truck	1
British Infantry (equipped as modeled)	1
British Infantry with Flamethrower (requires assistant)	1
British Infantry with Rifle	22
British Infantry with Submachine gun	4
British Light howitzer	1
British M3 Stuart I	1
British Medium Mortar team	1
British NCO with Rifle	3
British NCO with Submachine gun	1
British Second Lieutenant	1
British Spotter	1
British Staghound Mk 1 Heavy Armoured Car	1