

Order Dice: 21

Total Points: 1716

PLATOON #1**British Reinforced Platoon****OFFICER****First Lieutenant (Armies of Great Britain page 20)**

Qty	Weapons	Range	Regular			Special	85
			Shots	Pen			
1	First Lieutenant						
	with Pistol	6"	1	n/a		Assault	
	with Submachine gun	12"	2	n/a		Assault	
	with Rifle	24"	1	n/a			
1	Infantry (equipped as modeled)		-	-			

INFANTRY SQUADS**Regular Infantry Section (Early War) (Armies of Great Britain page 22) full strength**

Qty	Weapons	Range	Shots	Regular			Special	100
				Pen				
1	NCO with Rifle	24"	1	n/a				
9	Infantry with Rifle	24"	1	n/a				

Regular Infantry Section (Early War) (Armies of Great Britain page 22) full strength

Qty	Weapons	Range	Shots	Regular			Special	100
				Pen				
1	NCO with Rifle	24"	1	n/a				
9	Infantry with Rifle	24"	1	n/a				

MEDIC**Medic (Armies of Great Britain page 20)**

Qty	Weapons	Range	Shots	Regular			Special	23
				Pen				
1	Medic							
	with Pistol	6"	1	n/a			Assault	

FREE OBSERVER**Free Forward Observer (Artillery) (Armies of Great Britain page 20)**

Qty	Weapons	Range	Shots	Regular			Special	0
				Pen				
1	Artillery Forward Observer							
	with Rifle	24"	1	n/a				
	with Pistol	6"	1	n/a			Assault	
	with Submachine gun	12"	2	n/a			Assault	

SPECIAL RULES**National Characteristic (Armies of Great Britain page 18)**

Qty	Weapons	Range	Shots	Pen	Special	0
	Rapid Fire					

MACHINE GUN**Machine Gun team (Armies of Great Britain page 27)**

Qty	Weapons	Range	Shots	Pen	Special	50
1	Medium Machine gun team	36"	5	n/a	Team (3 men), Fixed	

MORTAR

Medium Mortar team (Armies of Great Britain page 29)**Regular****50**

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

ARTILLERY**QF 17-PDR** (Armies of Great Britain page 33)**Regular****140**

Qty	Weapons	Range	Shots	Pen	Special
1	QF 17-pdr	84"	1	+7	Team (5 men), Gun shield, Fixed, HE (3")

TOWS**Quad Tractor** (Armies of Great Britain page 60)**Regular****15**

Qty	Vehicle	Type	Trans	DV	Special
	Weapons	Range	Shots	Pen	
1	Quad Tractor				
		Wheeled	-	6+	

Tow: Any anti-tank gun or anti-aircraft gun, light or medium howitzer**ARMoured CARS****Humber Armoured Car Mk II** (Armies of Great Britain page 53)**Regular****95**

Qty	Vehicle	Type	Trans	DV	Special
	Weapons	Range	Shots	Pen	
1	Humber Armoured Car Mk II				
		Wheeled	-	7+	Recce
	Turret-mounted light automatic cannon	48"	2	+2	HE (1")
	Co-axial MMG	36"	5	n/a	

TRANSPORTS**Bren Carrier** (Armies of Great Britain page 57)**Inexperienced****58**

Qty	Vehicle	Type	Trans	DV	Special
	Weapons	Range	Shots	Pen	
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
	Pintle-mounted LMG	36"	4	n/a	Flak, 360 degree arc

Bren Carrier (Armies of Great Britain page 57)**Inexperienced****48**

Qty	Vehicle	Type	Trans	DV	Special
	Weapons	Range	Shots	Pen	
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

TANKS AND SP GUNS

Cruiser Tank Mk VI Crusader III (Armies of Great Britain page 41)

				Regular		145
Qty	Vehicle Weapons	Type Range	Trans Range	Shots	DV Pen Special	
1	Cruiser Tank Mk VI Crusader III	Tracked	-	8+		
	Turret-mounted medium anti-tank gun	60"	1	+5	HE (1")	
	Co-axial MMG	36"	5	n/a		

PLATOON #2

British Reinforced Platoon

OFFICER**Second Lieutenant (Armies of Great Britain page 20)**

				Regular		60
Qty	Weapons	Range	Shots	Pen	Special	
1	Second Lieutenant					
	with Pistol	6"	1	n/a	Assault	
	with Submachine gun	12"	2	n/a	Assault	
	with Rifle	24"	1	n/a		
1	Infantry (equipped as modeled)		-	-		

INFANTRY SQUADS**Regular Infantry Section (Early War) (Armies of Great Britain page 22) full strength**

				Regular		100
Qty	Weapons	Range	Shots	Pen	Special	
1	NCO with Rifle	24"	1	n/a		
9	Infantry with Rifle	24"	1	n/a		

Regular Infantry Section (Early War) (Armies of Great Britain page 22) full strength

				Regular		100
Qty	Weapons	Range	Shots	Pen	Special	
1	NCO with Rifle	24"	1	n/a		
9	Infantry with Rifle	24"	1	n/a		

INFANTRY**SAS Infantry Section (Additional Units PDF page 9)**

				Veteran		100
Qty	Weapons	Range	Shots	Pen	Special	
	Entire section equipped with Pistols	6"	1	n/a	Assault	
	Behind enemy lines				Behind enemy lines	
	Who Dares Wins!				Who Dares Wins!	
1	NCO with Submachine gun	12"	2	n/a	Assault	
4	Infantry with Submachine gun	12"	2	n/a	Assault	

Gurkha Section (Armies of Great Britain page 25) full strength

				Veteran		144
Qty	Weapons	Range	Shots	Pen	Special	
8	Infantry with Rifle	24"	1	n/a		
	Tough Fighters				Tough Fighters	
	Scary Blighters!				Scary Blighters!	
1	NCO with Submachine gun	12"	2	n/a	Assault	
1	Infantry with Submachine gun	12"	2	n/a	Assault	

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")
	Spotter			Spotter

TOWS**30 CWT Truck (Armies of Great Britain page 59)****Inexperienced****43**

Vehicle	Type	Trans	DV
Qty Weapons	Range	Shots	Pen Special
1	30 CWT Truck		
		Wheeled	10 6+
	Tow: Light howitzer, light or medium anti-tank gun, light or heavy anti-aircraft gun		
	Pintle-mounted MMG	36"	5 n/a Flak, 360 degree arc

TANKS AND SP GUNS**Sherman II (75mm) (Armies of Great Britain page 48)****Regular****195**

Vehicle	Type	Trans	DV
Qty Weapons	Range	Shots	Pen Special
1	Sherman II (75mm)		
		Tracked	- 9+ Easily catches fire
	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

(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.

Behind enemy lines

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

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

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.

Flak

All enemy units not currently down automatically fire at the attacking aircraft if it is within their firing arc and range, regardless of whether they have already taken an action or not that turn. Flak fire does not require an action. Line of site ignored. Rolls to hit aircraft are always at a -2 penalty. Friendly flak units must test to hold their fire (page 67)

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

HE (3")

(p68) PEN: +3, PIN: D3 (2D6 if in building) - Infantry and artillery can go *down* to halve the hits taken. 10+ hits on building collapses it and kills all inside.

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)

Open-topped

(p118) 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 by indirect fire then add +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

Rapid Fire

If the army has this special rule then all rifle armed Regular and Veteran infantry units roll bonus dice when shooting. For every three men shooting rifles roll one extra die - so four riflemen would roll one extra die, for example. These extra shots can be assumed to come from any of the men fighting.

Recce

(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).

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.

Team (5 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.

Turn on the spot

Can execute a full speed run rate 'reverse' finishing the move facing in direction of travel.

Who Dares Wins!

Units of SAS have the Fanatics special rule - (p90) When a fanatic unit loses half of its numbers from enemy fire, it does not take a morale check so long as it has at least two men. Fanatic units with at least two men are not destroyed when they have a number of pin markers equal to their morale value. When a fanatic unit is defeated in close quarter fighting, the fight counts as a draw)

PickList

British 30 CWT Truck	1
British Artillery Forward Observer	1
British Bren Carrier	2
British Cruiser Tank Mk VI Crusader III	1
British First Lieutenant	1
British Humber Armoured Car Mk II	1
British Infantry (equipped as modeled)	2
British Infantry with Rifle	44
British Infantry with Submachine gun	5
British Light howitzer	1
British Medic	1
British Medium Machine gun team	1
British Medium Mortar team	1
British NCO with Rifle	4
British NCO with Submachine gun	2
British QF 17-pdr	1
British Quad Tractor	1

British Second Lieutenant	1
British Sherman II (75mm)	1
British Spotter	1