

British Reinforced Platoon

British

Order Dice: 11

Platoon #1				
First Lieutenant (page: 20)			Regular	85
Qty Weapons	Range	Shots	Penetration	Special Rules
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) (page: 22)		full strength	Regular	120
Qty Weapons	Range	Shots	Penetration	Special Rules
1 NCO with Rifle	24"	1	n/a	
9 Infantry with Rifle	24"	1	n/a	
Entire squad equipped with anti-tank grenades				Tank hunters
Regular Infantry Section (Early War) (page: 22)		full strength	Regular	120
Qty Weapons	Range	Shots	Penetration	Special Rules
1 NCO with Rifle	24"	1	n/a	
9 Infantry with Rifle	24"	1	n/a	
Entire squad equipped with anti-tank grenades				Tank hunters
Anti-tank				
Boys anti-tank rifle team (page: 27)			Regular	30
Qty Weapons	Range	Shots	Penetration	Special Rules
1 Boys anti-tank rifle team	36"	1	+2	Team (2 men)
Artillery				
Light Artillery (page: 30)			Regular	65
Qty Weapons	Range	Shots	Penetration	Special Rules
1 Light howitzer	48"(24-60)	1	HE	Team (3 men), Gun shield, Fixed, Howitzer, HE (2"), 25-pdr AT shell
(firing as light anti-tank gun)	48"	1	+4	HE (1")
Spotter				Spotter
Platoon #2				
Second Lieutenant (page: 20)			Inexperienced	35
Qty Weapons	Range	Shots	Penetration	Special Rules
1 Second Lieutenant				
with Pistol	6"	1	n/a	Assault
with Submachine gun	12"	2	n/a	Assault
with Rifle	24"	1	n/a	
Infantry Squads				
Regular Infantry Section (Early War) (page: 22)		full strength	Regular	100
Qty Weapons	Range	Shots	Penetration	Special Rules
1 NCO with Rifle	24"	1	n/a	
9 Infantry with Rifle	24"	1	n/a	
Regular Infantry Section (Early War) (page: 22)			Regular	60
Qty Weapons	Range	Shots	Penetration	Special Rules
1 NCO with Rifle	24"	1	n/a	
4 Infantry with Rifle	24"	1	n/a	
Entire squad equipped with anti-tank grenades				Tank hunters
Anti-tank				
Boys anti-tank rifle team (page: 27)			Regular	30

Qty Weapons	Range	Shots	Penetration	Special Rules
1 Boys anti-tank rifle team	36"	1	+2	Team (2 men)
Special Rules				
National Characteristic (page: 18)			Regular	0

Rapid Fire

Rapid Fire

Platoon #3				
Light Artillery (page: 30)			Regular	55

Qty Weapons	Range	Shots	Penetration	Special Rules
1 Light howitzer	48"(24-60)	1	HE	Team (3 men), Gun shield, Fixed, Howitzer, HE (2"), 25-pdr AT shell
(firing as light anti-tank gun)	48"	1	+4	HE (1")

Platoon #4				
QF 2-PDR (page: 32)			Regular	50

Qty Weapons	Range	Shots	Penetration	Special Rules
1 QF 2-pdr	48"	1	+4	Team (3 men), Gun shield, Fixed, HE (1")

Platoon Points:				750
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Special Rules				
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Tank hunters

(p91) If a tank hunter unit wins an assault and scores damage against an armoured vehicle, the effect is resolved on the Damage Result table as for a normal anti-tank penetration rather than as for superficial damage.

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.

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

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.

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.

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

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.

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.

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.

Spotter

Spotters rules on page 71. Inexperienced Spotters cannot spot for inexperienced indirect fire weapon.

Pick List**British**

Boys anti-tank rifle team	2
First Lieutenant	1
Infantry (equipped as modeled)	1
Infantry with Rifle	31
Light howitzer	2
NCO with Rifle	4
QF 2-pdr	1
Second Lieutenant	1
Spotter	1