

RIFLE COMPANY (15TH)

CONFIDENT

TRAINED

INFANTRY COMPANY

POINTS

1500

PLATOON	QTY	UNIT	POINTS
HEADQUARTERS			
Rifle Company HQ (15th) p.143	2	Cmd Rifle team	25
COMBAT PLATOONS			
Rifle Platoon (15th) p.144	1 1 1 6	Cmd Rifle/MG team PIAT team Light Mortar team Rifle/MG team	140
Rifle Platoon (15th) p.144	1 1 1 6	Cmd Rifle/MG team PIAT team Light Mortar team Rifle/MG team	140
WEAPONS PLATOONS			
Carrier Platoon (15th) p.145	2 2 2	Universal Carrier Universal Carrier with extra hull-mounted MG Universal Carrier with .50 cal MG	165
Anti-tank Platoon (15th) p.146	1 4	Cmd Rifle team OQF 6 pdr gun (late)	105
Mortar Platoon (15th) p.147	1 2 4	Cmd Rifle team Observer Rifle team ML 3" Mk II Mortar	90
SUPPORT PLATOONS			
Tank Platoon (Second) p.125	1 1 1	Churchill VII Churchill VI with applique armour Churchill III or IV (late) with applique armour	305
Corps Anti-tank Platoon (SP), Royal Artillery p.158	4	M10C 17 pdr SP	265
Infantry Field Battery, Royal Artillery (15th) p.156	3 1 2 2 8	Cmd Rifle team Staff team Observer Rifle team OP Carrier OQF 25 pdr gun	240
Air Observation Post p.161	1	Auster AOP	25

Overlord book - British Late-War

ARSENAL

TANK TEAMS

Name <i>Weapon</i>	Mobility <i>Range</i>	Front <i>ROF</i>	Side <i>Anti-tank</i>	Top <i>Firepower</i>	Equipment and Notes
INFANTRY TANKS					
Churchill III or IV (late) with applique armour <i>OQF 6 pdr gun (late)</i>	Slow Tank <i>24"/60cm</i>	9 <i>3</i>	7 <i>11</i>	2 <i>4+</i>	Co-ax MG, Hull MG, Protected ammo, Tow hooks, Wide tracks.
Churchill VI with applique armour <i>OQF 75mm gun</i>	Slow Tank <i>32"/80cm</i>	9 <i>2</i>	7 <i>10</i>	2 <i>3+</i>	Co-ax MG, Hull MG, Protected ammo, Tow hook, Wide tracks. <i>Semi-indirect fire, Smoke.</i>
Churchill VII <i>OQF 75mm gun</i>	Slow Tank <i>32"/80cm</i>	13 <i>2</i>	8 <i>10</i>	2 <i>3+</i>	Co-ax MG, Hull MG, Protected ammo, Tow hook, Wide tracks. <i>Semi-indirect fire, Slow traverse, Smoke.</i>
SELF-PROPELLED ANTI-TANK GUNS					
M10C 17 pdr SP <i>OQF 17 pdr gun</i>	Standard Tank <i>32"/80cm</i>	4 <i>2</i>	2 <i>14</i>	0 <i>3+</i>	.50 cal AA MG. <i>No HE, Slow traverse.</i>
RECONNAISSANCE					
Universal Carrier	Half-tracked	0	0	0	Hull MG, Recce.
Universal Carrier with .50 cal MG <i>With .50 cal MG</i>	Half-tracked <i>16"/40cm</i>	0 <i>3</i>	0 <i>4</i>	0 <i>5+</i>	Hull MG, Recce. <i>Hull mounted.</i>
Universal Carrier with extra hull-mounted MG	Half-tracked	0	0	0	Two Hull MG, Recce.

GUN TEAMS

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
OQF 25 pdr gun	Heavy	24"/60cm	2	9	3+	Gun shield, Smoke, Turntable.
Firing bombardments		80"/200cm	-	4	5+	Smoke bombardment.
ML 3" Mk II Mortar	Man-packed	24"/60cm	2	2	3+	Smoke, Minimum range 8"/20cm.
Firing bombardments		40"/100cm	-	2	6+	Smoke bombardment.
OQF 6 pdr gun (late)	Medium	24"/60cm	3	11	4+	Gun shield.

INFANTRY TEAMS

Team	Range	ROF	Anti-tank	Firepower	Notes
Light Mortar team	16"/40cm	1	1	4+	Smoke, Can fire over friendly teams.
PIAT team	8"/20cm	1	10	5+	Tank assault 4.
Rifle team	16"/40cm	1	2	6+	
Rifle/MG team	16"/40cm	2	2	6+	
Staff team	16"/40cm	1	2	6+	Moves as a Heavy Gun team.

TRANSPORT TEAMS

Vehicle	Mobility	Front	Side	Top	Equipment and Notes
Troop, OP, Mortar, or Loyd Carrier	Half-tracked	0	0	0	

VEHICLE MACHINE-GUNS

Weapon	Range	ROF	Anti-tank	Firepower	
Vehicle MG	16"/40cm	3	2	6	ROF 1 if other weapons fire.
.50 cal Vehicle MG	16"/40cm	3	4	5+	ROF 1 if other weapons fire.

SPECIAL RULES

Carrier Platoon (15th) - p.145

Carrier Patrols equipped with Universal Carriers are Reconnaissance Platoons.

Carrier Patrols equipped with Wasp Carriers are not Reconnaissance Platoons.

Carrier Patrols operate as separate platoons, each with their own Command team.

Infantry Field Battery, Royal Artillery (15th) - p.156

Although an Infantry Field Battery, Royal Artillery is a single Support choice, each Gun Troop operates as a separate platoon with its own Command team. The Command team and Staff team of the HQ Troop must be attached to a Gun Troop from its battery at the start of the game before deployment, see the British Artillery special rules on page 248 of the rulebook.

Rifle Company HQ (15th) - p.143

A platoon from the 51st (Highland) Division that did not fail any Saves in the previous enemy Shooting Step, may re-roll any failed attempts to Rally Pinned Down platoons or Remount Bailed Out vehicles.

If a 2iC Command team with a Bagpiper is Destroyed by enemy shooting, the enemy rolls to Destroy the 2iC Command team using the Warrior Infantry Team Casualties rule on page 106 of the rulebook. However, instead of requiring a 4+ to Destroy the 2iC Command team, the enemy player needs to roll a 5+ to Destroy the team.

Any hits on the 2iC Command team do not count towards Pinning Down the platoon or making it Fall Back from Defensive Fire.