

HEAVY ARMoured SQUADRON (8TH ARMY)

LISTA IV LIGA GOBLIN ALIADOS MID C

CONFIDENT

TRAINED

TANK COMPANY

POINTS

1500

PLATOON	QTY	UNIT	POINTS
HEADQUARTERS			
Heavy Armoured Squadron HQ p.133	2	Grant	185
COMBAT PLATOONS			
Heavy Armoured Platoon p.133	3	Grant	280
Heavy Armoured Platoon p.133	3	Grant	280
WEAPONS PLATOONS			
Light Armoured Platoon p.135	1	Crusader II CS	150
	2	Crusader II	
Light Armoured Platoon p.135	1	Crusader II CS	150
	2	Crusader II	
DIVISIONAL SUPPORT			
Scout Platoon (8th Army) p.140 CONFIDENT VETERAN	3	Universal Carrier with extra hull-mounted MG	105
Royal Horse Artillery Battery (8th Army) p.157 FEARLESS VETERAN	1	Cmd Rifle team	350
	1	Jeep	
	1	Staff team	
	1	Observer Rifle team	
	1	15 cwt truck	
	4	Priest	

North Africa - British Mid-War - Platoon Count: 6

ARSENAL

TANK TEAMS

Name	Mobility	Front	Side	Top	Equipment and Notes
<i>Weapon</i>	<i>Range</i>	<i>ROF</i>	<i>Anti-tank</i>	<i>Firepower</i>	

CRUISER TANKS

Crusader II	Standard Tank	4	2	1	Co-ax MG, Fast tank, Unreliable.
<i>OQF 2 pdr gun</i>	<i>24"/60cm</i>	<i>2</i>	<i>7</i>	<i>4+</i>	<i>Broadside, No HE, Tally Ho.</i>
Crusader II CS	Standard Tank	4	2	1	Co-ax MG, Fast tank, Unreliable.
<i>OQF 3" Howitzer</i>	<i>24"/60cm</i>	<i>2</i>	<i>5</i>	<i>3+</i>	<i>Broadside, Smoke, Tally Ho.</i>
<i>Firing bombardments</i>	<i>40"/100cm</i>	<i>-</i>	<i>3</i>	<i>6+</i>	<i>Smoke bombardment.</i>

HEAVY TANKS

Grant	Standard Tank	5	3	1	Co-ax MG.
<i>M6 37mm gun</i>	<i>24"/60cm</i>	<i>3</i>	<i>7</i>	<i>4+</i>	<i>No HE.</i>
<i>M2 75mm gun</i>	<i>32"/80cm</i>	<i>2</i>	<i>9</i>	<i>3+</i>	<i>Hull-mounted, Smoke, Semi-indirect-fire.</i>

SELF-PROPELLED GUNS

Priest	Standard Tank	1	0	0	.50 cal AA MG.
<i>M2A1 105mm howitzer</i>	<i>24"/60cm</i>	<i>1</i>	<i>9</i>	<i>2+</i>	<i>Hull mounted, Breakthrough gun, Smoke.</i>
<i>Firing bombardments</i>	<i>72"/180cm</i>	<i>-</i>	<i>4</i>	<i>4+</i>	<i>Smoke Bombardment.</i>

RECONNAISSANCE

Universal Carrier with extra hull-mounted MG	Half-tracked	0	0	0	Two Hull MG, Recce.
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INFANTRY TEAMS

Team	Range	ROF	Anti-tank	Firepower	Notes
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Rifle team	16"/40cm	1	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
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Jeep / Jeep and Trailer	Jeep	-	-	-	
CMP, Bedford, or Cut-down 15cwt or 3-ton truck	Wheeled	-	-	-	

VEHICLE MACHINE-GUNS

Weapon	Range	ROF	Anti-tank	Firepower	
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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

Heavy Armoured Platoon - p.133

Grant tanks may be modelled as either the British-style Grant or the US-style Lee with a machine-gun cupola on the top of the turret. Both were used interchangeably and referred to as Grants without distinction.

Note: The Command tank must be the first tank upgraded to a Sherman tank.

Remember that your Grant tanks can fire both their 75mm main gun and their 37mm turret gun at the same time using the Multiple Guns rule in the Flames of War rulebook.

Heavy Armoured Squadron HQ - p.133

Note: The Company Command tank must be the first tank upgraded to a Sherman tank.

Light Armoured Platoon - p.135

Honey' Stuart light tanks were not issued HE ammunition in the Desert, so have the No HE rule on page 118 of the rulebook.

Royal Horse Artillery Battery (8th Army) - p.157

Observer 'Honey' Stuart tanks cannot Launch Assaults.

Royal Horse Artillery Batteries are rated as Fearless Veteran and are Horse Artillery Platoons (see page 118 of the rulebook). They may not use the Mike Target special rule.

Scout Platoon (8th Army) - p.140

Scout Patrols are Multi-part Platoons. See page 259 of the rulebook.

Scout Patrols are Reconnaissance Platoons.