

# RIFLE COMPANY

CONFIDENT

VETERAN

INFANTRY COMPANY

POINTS

1725

PLATOON	QTY	UNIT	POINTS
<b>HEADQUARTERS</b>			
Rifle Company HQ p.21	2	Cmd Rifle team	35
	1	Troop Carrier	
<b>COMBAT PLATOONS</b>			
Rifle Platoon p.21	1	Cmd Rifle/MG team	180
	1	PIAT team	
	1	Light Mortar team	
	6	Rifle/MG team	
Rifle Platoon p.21	1	Cmd Rifle/MG team	180
	1	PIAT team	
	1	Light Mortar team	
	6	Rifle/MG team	
<b>WEAPONS PLATOONS</b>			
Carrier Platoon p.22	1	Universal Carrier with extra hull-mounted MG	110
	1	Universal Carrier with .50 cal MG	
	1	Universal Carrier with PIAT anti-tank projector	
Anti-tank Platoon p.23	1	Cmd Rifle team	140
	4	OQF 6 pdr gun (late)	
<b>SUPPORT PLATOONS</b>			
Tank Platoon p.25	1	Churchill VII	370
	1	Churchill VI with applique armour	
	1	Churchill IV (late) with applique armour	
Infantry Anti-tank Platoon (SP), Royal Artillery p.25	4	M10C 17 pdr SP	370
Field Battery, Royal Artillery p.32	3	Cmd Rifle team	315
	1	Staff team	
	2	Observer Rifle team	
	2	OP Carrier	
	8	OQF 25 pdr gun	
Air Observation Post p.30	1	Auster AOP	25

Nachtjäger - British Late-War - Platoon Count: 8

# 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>	
<b>INFANTRY TANKS</b>					
Churchill VI with applique armour	Slow Tank	9	7	2	Co-ax MG, Hull MG, Protected ammo, Tow hook, Wide tracks.
<i>OQF 75mm gun</i>	<i>32"/80cm</i>	<i>2</i>	<i>10</i>	<i>3+</i>	<i>Semi-indirect fire, Smoke.</i>
Churchill VII	Slow Tank	13	8	2	Co-ax MG, Hull MG, Protected ammo, Tow hook, Wide tracks.
<i>OQF 75mm gun</i>	<i>32"/80cm</i>	<i>2</i>	<i>10</i>	<i>3+</i>	<i>Semi-indirect fire, Slow traverse, Smoke.</i>
Churchill IV (late) with applique armour	Slow Tank	9	7	2	Co-ax MG, Hull MG, Protected ammo, Tow hooks, Wide tracks.
<i>OQF 6 pdr gun (late)</i>	<i>24"/60cm</i>	<i>3</i>	<i>11</i>	<i>4+</i>	
<b>SELF-PROPELLED ANTI-TANK GUNS</b>					
M10C 17 pdr SP	Standard Tank	4	2	0	.50 cal AA MG.
<i>OQF 17 pdr gun (late)</i>	<i>32"/80cm</i>	<i>2</i>	<i>15</i>	<i>3+</i>	<i>No HE, Slow traverse.</i>
<b>RECONNAISSANCE</b>					
Universal Carrier with .50 cal MG	Half-tracked	0	0	0	Hull MG, Recce.
<i>With .50 cal MG</i>	<i>16"/40cm</i>	<i>3</i>	<i>4</i>	<i>5+</i>	<i>Hull mounted.</i>
Universal Carrier with extra hull-mounted MG	Half-tracked	0	0	0	Two Hull MG, Recce.
Universal Carrier with PIAT anti-tank projector	Half-tracked	0	0	0	Hull MG, Recce.
<i>With PIAT anti-tank projector</i>	<i>8"/20cm</i>	<i>1</i>	<i>10</i>	<i>5+</i>	<i>Hull mounted.</i>

## 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.
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 - p.22**

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.

### **Field Battery, Royal Artillery - p.32**

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 page 248 of the rulebook).

### **Rifle Company HQ - p.21**

A Rifle Company (page 20) uses all of the British special rules found on pages 246-248 of the rulebook. They also use the following special rules below.

At the start of the game a player may elect to fit all of the following tank types in their force with Duckbills:

- Ram Kangaroo APC
- Sherman DD
- Sherman I or V
- Firefly IC
- M10C 17pdr SP
- Sexton self-propelled gun

This gives them Wide Tracks (see page 61 of the rulebook) but makes their mobility rating Slow Tank.