

RIFLE COMPANY

CONFIDENT

VETERAN

INFANTRY COMPANY

POINTS

1725

PLATOON	QTY	UNIT	POINTS
HEADQUARTERS			
Rifle Company HQ p.21	1	Cmd Rifle team	45
	1	Cmd Rifle Bagpiper team	
	1	Troop Carrier	
COMBAT PLATOONS			
Rifle Platoon p.21	1	Cmd Rifle/MG team	215
	1	PIAT team	
	1	Light Mortar team	
	6	Rifle/MG team	
	3	Ram Kangaroo APC with .50 cal MG	
Rifle Platoon p.21	1	Cmd Rifle/MG team	215
	1	PIAT team	
	1	Light Mortar team	
	6	Rifle/MG team	
	3	Ram Kangaroo APC with .50 cal MG	
WEAPONS PLATOONS			
Carrier Platoon p.22	3	Universal Carrier	200
	3	Wasp Carrier	
Anti-tank Platoon p.23	1	Cmd Rifle team	145
	1	Troop Carrier	
	4	OQF 6 pdr gun (late)	
	4	Loyd Carrier	
SUPPORT PLATOONS			
Tank Platoon p.25	1	Churchill VI	350
	1	Churchill VII	
	1	Churchill IV (late)	
Infantry Anti-tank Platoon (SP), Royal Artillery p.25	4	M10C 17 pdr SP	370
Field Battery, Royal Artillery p.32	2	Cmd Rifle team	185
	1	Staff team	
	1	Observer Rifle team	
	1	OP Carrier	
	4	OQF 25 pdr gun	

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>	
INFANTRY TANKS					
Churchill VI	Slow Tank	8	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)	Slow Tank	8	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>	
SELF-PROPELLED ANTI-TANK GUNS					
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>
INFANTRY SUPPORT					
Wasp Carrier	Half-tracked	0	0	0	
<i>Wasp flame-gun</i>	<i>4"/10cm</i>	<i>3</i>	<i>-</i>	<i>6+</i>	<i>Hull-mounted, Flame-thrower</i>
RECONNAISSANCE					
Universal Carrier	Half-tracked	0	0	0	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.
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	

ARMoured PERSONNEL CARRIERS

Ram Kangaroo APC with .50 cal MG	Standard Tank	5	3	0	Deck-turret MG,.50 cal MG.
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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.

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.

Rifle Platoon - p.21

Using Armoured Personnel Carriers

If any of your Rifle Platoons have an Armoured Personnel Carrier Section, then all Rifle Platoons in your company must also have Armoured Personnel Carrier Sections.

All Armoured Personnel Carrier Sections in your force must be equipped with the same type of vehicle.

When making a Night Attack, Rifle Platoons equipped with an Armoured Personnel Carrier Section may still make a Spearhead move, even though the platoon is not entirely made up of Infantry Teams.