

# ARMoured SQUADRON (GUARDS)

CONFIDENT

VETERAN

TANK COMPANY

POINTS

1725

PLATOON	QTY	UNIT	POINTS
<b>HEADQUARTERS</b>			
Armoured Squadron HQ (Guards) p.103	2	Sherman V	170
<b>COMBAT PLATOONS</b>			
Armoured Platoon (Guards) p.103	2	Sherman V	435
	2	Firefly VC (late)	
Armoured Platoon (Guards) p.103	2	Sherman V	435
	2	Firefly VC (late)	
<b>WARRIORS</b>			
Lt. Col. JOE Vandeleur p.97	1	Warrior JOE Vandeleur in Humber	50
<b>WEAPONS PLATOONS</b>			
Recce Patrol (Guards) p.104	3	Stuart VI	160
<b>BRIGADE SUPPORT</b>			
Lorried Rifle Platoon (Guards) p.123	1	Cmd Rifle/MG team	190
	1	PIAT team	
	1	Light Mortar team	
	6	Rifle/MG team	
Column Platoon (Guards) p.105	3	Universal Carrier	100
		-OR-	
	1	Cmd Rifle team	
	1	Troop Carrier	
		-AND-	
	2	ML 3" MK II Mortar	
	2	Mortar Carrier	
	1	Observer Rifle team	
		- OR -	
2	OQF 6 pdr gun (late)		
2	Loyd Carrier		
<b>SUPPORT PLATOONS</b>			
Field Battery, Royal Artillery p.138	2	Cmd Rifle team	185
	1	Staff team	
	1	Observer Rifle team	
	1	OP Carrier	
	4	OQF 25 pdr gun	

Market Garden Book - British Late-War - Platoon Count: 6

# 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
<b>LIGHT TANKS</b>					
Stuart V or VI	Light Tank	4	2	1	Co-ax MG, Hull MG.
<i>M5 37mm gun</i>	<i>24"/60cm</i>	<i>2</i>	<i>7</i>	<i>4+</i>	
<b>MEDIUM TANKS</b>					
Firefly VC (late)	Standard Tank	6	4	1	Co-ax MG, Tow hook.
<i>OQF 17 pdr gun</i>	<i>32"/80cm</i>	<i>2</i>	<i>15</i>	<i>3+</i>	<i>No HE, Semi-indirect fire.</i>
Sherman V	Standard Tank	6	4	1	Co-ax MG, Hull MG, Tow hook.
<i>M3 75mm gun</i>	<i>32"/80cm</i>	<i>2</i>	<i>10</i>	<i>3+</i>	<i>Semi-indirect fire, Smoke.</i>
<b>RECONNAISSANCE</b>					
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.
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	
Humber scout car	Jeep	1	0	0	AA MG.

## VEHICLE MACHINE-GUNS

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

## SPECIAL RULES

### **Armoured Platoon (Guards) - p.103**

At the start of the game a player may elect to fit all of their Guards tanks from the following list with Duckbills:

- Sherman (all variants)
- 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.

### **Armoured Squadron HQ (Guards) - p.103**

At the start of the game a player may elect to fit all of their tanks from the following list with Duckbills:

- Sherman (all variants)
- Firefly VC
- M10C 17pdr SP
- Sexton Self-propelled gun

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

Guards Platoons may re-roll any failed Platoon Morale Checks. Your Guards Company Command team may re-roll Company Morale Checks.

### **Column Platoon (Guards) - p.105**

A Carrier Platoon is a Reconnaissance Platoon.

A Column Platoon is unusual in that it can change from game to game.

Before the game and before deployment, choose one platoon from the following which will become your Column Platoon:

- Carrier Patrol
- Mortar Section
- Anti-tank Section

### **Field Battery, Royal Artillery - p.138**

Although a 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 pg 248 of the rulebook).

Observer Sherman OP tanks cannot launch assaults.

### **Lorried Rifle Platoon (Guards) - p.123**

Teams from Lorried Rifle Platoons have a 3+ Save while mounted on a Tank team as Passengers instead of the normal 5+ save (see pg 101 of the rulebook).

### **Lt. Col. JOE Vandeleur - p.97**

A force including Vandeleur does not use the Semi-indirect Fire special rule. Instead, Sherman V and Firefly VC tanks that moved in their Movement Step may re-roll failed rolls To Hit when shooting their main guns at teams up to 16"/40cm away. Guns Left! does not apply when conducting Defensive Fire.

A Forward Air Controller team is a White scout car and an Independent Team rated as Confident Veteran.

While the Forward Air Controller team is within 8"/20cm of Vandeleur or a Company Command team, all air attacks against targets within Line of Sight of the Forward Air Controller are under its control.

Aircraft under the control of a Forward Air Controller team may re-roll a failed attempt when rolling to Range In an air attack.

Unlike normal air attacks that cannot be within 16"/40cm of any friendly teams (see Safety Distance rule on pg 184 of the rulebook), aircraft under the control of a Forward Air Controller will only abort if friendly teams are within 12"/30cm from the aircraft.

If Vandeleur has not moved At the Double and is not Bugged Down or Bailed Out, he can attempt to push his platoons forward using Press On Regardless.

Guards Combat, Weapons, and Brigade Support Platoons that are within 8"/20cm of Vandeleur and are not Pinned Down may attempt to move again at the end of the Movement Step after all other movement. Roll a die for each platoon attempting to move again:

- If the result is 5+, the platoon may move up to another 4"/10cm, regardless of its normal movement distance.
- Otherwise, the platoon remains where it is.

The platoons may still shoot and assault as normal after making this extra move.

Platoons cannot make this extra move if any of their teams have moved At the Double.

Bogged Down or Bailed Out vehicles cannot make this extra move.

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Lieutenant Colonel JOE Vandeleur is a Warrior Transport team. He is permanently mounted in JOE's Humber scout car. Vandeleur is a higher Command team and is rated Confident Veteran.

Vandeleur may join an Armoured Squadron (pg 102) or a Lorried Rifle Company (pg 122) from the Guards Armoured Division.

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**Recce Patrol (Guards) - p.104**

Recce Patrols are Reconnaissance Platoons.

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