

ARMoured SQUADRON (11TH)

CONFIDENT

TRAINED

TANK COMPANY

POINTS

1200

PLATOON	QTY	UNIT	POINTS
HEADQUARTERS			
Armoured Squadron HQ (11th) p.91	2	Sherman II or V	125
COMBAT PLATOONS			
Armoured Platoon (11th) p.92	2	Sherman II or V	210
	1	Firefly VC	
Armoured Platoon (11th) p.92	2	Sherman II or V	210
	1	Firefly VC	
WEAPONS PLATOONS			
Armoured Regimental Recce Platoon (11th) p.93	4	Stuart V	150
BRIGADE SUPPORT			
Scout Platoon (11th) p.102	2	Universal Carrier with .50 cal MG	95
	1	Universal Carrier with PIAT anti-tank projector	
SUPPORT PLATOONS			
Breaching Group p.70	1	Sherman V	195
	2	Sherman Crab	
	4	AVRE	
Field Battery (SP), Royal Artillery (11th) p.121	2	Cmd Rifle team	215
	1	Jeep	
	1	Staff team	
	2	15 cwt truck	
	1	Sherman OP	
	4	Sexton with .50 cal AA MG	

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
LIGHT TANKS					
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>	
MEDIUM TANKS					
Firefly VC	Standard Tank	6	4	1	Co-ax MG, Tow hook.
<i>OQF 17 pdr gun</i>	<i>32"/80cm</i>	<i>2</i>	<i>14</i>	<i>3+</i>	<i>No HE, Semi-indirect fire.</i>
Sherman I, II, III or 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>
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>
ENGINEERING TANKS					
Churchill AVRE	Slow Tank	8	7	2	Co-ax MG, Hull MG, Protected ammo, Wide-tracked.
<i>Petard Mortar</i>	<i>4"/10cm</i>	<i>1</i>	<i>5</i>	<i>1+</i>	<i>Bunker buster, Demolition mortar, Slow traverse.</i>
Sherman Crab	Standard Tank	6	4	1	Co-ax MG, Overloaded, Mine flail.
<i>M3 75mm gun</i>	<i>32"/80cm</i>	<i>2</i>	<i>10</i>	<i>3+</i>	<i>Semi-indirect fire, Smoke.</i>
SELF-PROPELLED GUNS					
Sexton with .50 cal AA MG	Standard Tank	1	0	0	.50 cal AA MG.
<i>OQF 25 pdr gun</i>	<i>24"/60cm</i>	<i>2</i>	<i>9</i>	<i>3+</i>	<i>Hull mounted, Smoke.</i>
<i>Firing bombardments</i>	<i>80"/200cm</i>	<i>-</i>	<i>4</i>	<i>5+</i>	<i>Smoke bombardment.</i>
Sherman OP	Standard Tank	6	4	1	Hull MG.
RECONNAISSANCE					
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 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>

INFANTRY TEAMS

Team	Range	ROF	Anti-tank	Firepower	Notes
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
Jeep / Jeep and Trailer	Jeep	-	-	-	

TRUCKS

Morris 15 cwt truck	Wheeled	-	-	-	
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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

Armoured Regimental Recce Platoon (11th) - p.93

Armoured Regimental Recce Platoons are Reconnaissance Platoons.

Breaching Group - p.70

A force that includes a Breaching Group Always Attacks and, if it is an Infantry Company, is considered a Mechanised Company for the purpose of the Armoured Reserves rule found on page 269 of the rulebook. Teams from a Breaching Group may only be held in Reserves in missions with the Mobile Reserves special rule.

Although a Breaching Group is a single Support choice, each Section operates as a separate platoon with its own Command team. The D7 Bulldozer is an Independent Tank team.

An AVRE may attempt to gap an Obstacle. The AVRE must not move in the Movement Step, and must be able to draw a Line of Sight to an Obstacle and be within 4"/10cm of it to attempt to gap it.

Roll a Skill Test for the AVRE in the Shooting Step instead of shooting.

- If the test is successful, the Obstacle is removed (unless it is a Street barricade, in which case it is gapped).
- Otherwise, it remains intact.

Any Armoured vehicle hit by a Petard mortar uses its Top armour rating for its Armour Saves.

At the beginning of the game before Deployment, you may remove any or all AVRE Sections from Breaching Groups, adding a single Sherman Crab Flail tank to the Group's Flail Section for each AVRE Section removed.

At the start of the game after Fortifications (if any) are placed, but before Deployment, you may elect to mount a Fascine or Assault Bridge on any or all of your AVsRE. An AVRE that has a Fascine or Assault Bridge mounted cannot shoot. In addition, an AVRE that has an Assault Bridge mounted is Overloaded rather than Wide-tracked.

Fascinies act as Assault Bridges (see page 226 of the rulebook), but may only be used to bridge ditches and craters.

An AVRE may abandon its Fascine or Assault Bridge instead of shooting, removing the Fascine or Assault Bridge from play.

Sherman Crab Platoons use the rules for Mine Flails and Rollers on page 226 of the rulebook.

Teams from all Sections of a Breaching Group are always Non-assaulting teams when involved in an assault. However, a D7 Bulldozer may assault Bunkers as normal.

The Petard mortar shoots as a normal (although very short-ranged) gun.

When determining the number of platoons that must be held in Reserves and the number of platoons Deployed on table, treat each Breaching Group as a single platoon. Each Section of a Breaching Group still Deploys and operates as a separate platoon.

Field Battery (SP), Royal Artillery (11th) - p.121

Although a Field Battery (SP), 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.

Scout Platoon (11th) - p.102

Scout Patrols are Reconnaissance Platoons

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