

RIFLE COMPANY (78TH)

CONFIDENT

VETERAN

INFANTRY COMPANY

POINTS

1800

PLATOON	QTY	UNIT	POINTS
HEADQUARTERS			
Rifle Company HQ (78th) p.41	2	Cmd Rifle team	30
COMBAT PLATOONS			
Rifle Platoon (78th) p.41	1 1 1 6	Cmd Rifle/MG team PIAT team Light Mortar team Rifle/MG team	180
Rifle Platoon (78th) p.41	1 1 1 6	Cmd Rifle/MG team PIAT team Light Mortar team Rifle/MG team	180
WEAPONS PLATOONS			
Carrier Platoon (78th) p.42	1 1 1	Universal Carrier Universal Carrier with extra hull-mounted MG Universal Carrier with .50 cal MG	105
Mortar Platoon (78th) p.43	1 2 4	Cmd Rifle team Observer Rifle team ML 3" Mk II Mortar	120
DIVISIONAL SUPPORT			
76mm Armoured Platoon (SA) p.79	4	Sherman IIA (76mm)	475
Anti-tank Platoon (SP), Royal Artillery (8th) p.93	4	M10C 17 pdr SP (late)	370
Field Battery, Royal Artillery (8th) p.94	3 1 2 2 8	Cmd Rifle team Staff team Observer Rifle team OP Carrier OQF 25 pdr gun	315
Air Observation Post p.98	1	Auster AOP	25

Road to Rome - British Late-War

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>	
MEDIUM TANKS					
Sherman IIA (76mm)	Standard Tank	7	4	1	Co-ax MG, Hull MG, Protected ammo, Tow hook.
<i>M1 76mm gun</i>	<i>32"/80cm</i>	<i>2</i>	<i>12</i>	<i>3+</i>	<i>Semi-indirect fire.</i>
SELF-PROPELLED ANTI-TANK GUNS					
M10C 17 pdr SP (late)	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>
RECONNAISSANCE					
Universal Carrier	Half-tracked	0	0	0	Hull MG, Recce.
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.

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.

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

Air Observation Post - p.98

Air Observation Posts follow the rules for Air Observation Posts found on page 139 of the rulebook.

During your Starting Step, after rolling for Air Support, you may elect to either use your Auster AOP as normal (using the Air Observation Post rules on page 139 of the rulebook) or use it to coordinate Dixie Air Support (if you have taken that upgrade option). The Auster AOP cannot do both in the same turn.

If you choose to use the AOP to coordinate Dixie Air Support, all air attacks against targets within Line of sight and 16"/40cm of the Auster AOP are under its control.

Aircraft under the control of an Auster AOP may re-roll a failed attempt to Range In.

Unlike normal air attacks that cannot be within 16"/40cm of any friendly teams (see Safety Distance rule on page 184 of the rulebook), aircraft under the control of an Auster AOP will only abort if friendly teams are within 12"/30cm of the Aircraft model.

The Dixie Air Support special rule can be found on page 23.

Carrier Platoon (78th) - p.42

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 (8th) - p.94

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 the British Artillery special rules on page 248 of the rulebook.

Rifle Company HQ (78th) - p.41

As an exception to the Allied Platoons rule on page 70 of the rulebook, US, French, Polish and British (including all Commonwealth nations) Observer teams can Spot for each other's Artillery Bombardments.

British and Commonwealth companies and platoons use all the normal British special rules found on pages 240 to 248 of the rulebook. In addition, they use the *Dixie Air Support* and *Allied Artillery* rules below and any rules specific to their nation on pages 26 to 75.

Rifle Platoon (78th) - p.41

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