

# ARMoured REGIMENT

CONFIDENT

TRAINED

TANK COMPANY

POINTS

1000

PLATOON		QTY UNIT		POINTS	
HEADQUARTERS					
Armoured Regiment HQ p.118	1	A10 Cruiser Mk II		19%	190
	1	A10 Cruiser Mk II			
COMBAT PLATOONS					
Armoured Company p.119	2	A13 Cruiser Mk III		23.5%	235
	2	A9 Cruiser Mk I CS			
Armoured Company p.119	2	A13 Cruiser Mk III		20%	200
	1	A9 Cruiser Mk I CS			
Armoured Company p.119	3	A13 Cruiser Mk III		35%	350
	3	Light Tank Mk VI B			
DIVISIONAL SUPPORT					
Air Support p.167 Allied Platoon	1	Sporadic Fighter Intercept Moraine Saulnier MS.406		2.5%	25
Blitzkrieg Book - British Early-War - v4					

# 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>	

### LIGHT TANKS

Light Tank Mk VI B	Half-tracked	1	1	1	Co-ax MG.
<i>Vickers 0.5" MG</i>	<i>16"/40cm</i>	<i>3</i>	<i>3</i>	<i>5+</i>	

### CRUISER TANKS

A10 Cruiser Mk II	Slow Tank	2	2	1	Co-ax MG, Unreliable.
<i>OQF 2 pdr gun</i>	<i>24"/60cm</i>	<i>2</i>	<i>7</i>	<i>4+</i>	<i>Broadside, No HE, Tally Ho.</i>
A13 Cruiser Mk III	Standard Tank	1	0	1	Co-ax MG, Fast tank, Unreliable.
<i>OQF 2 pdr gun</i>	<i>24"/60cm</i>	<i>2</i>	<i>7</i>	<i>4+</i>	<i>Broadside, No HE, Tally Ho.</i>
A9 Cruiser Mk I CS	Standard Tank	1	0	1	Co-ax MG, Two Deck-turret MG, Unreliable.
<i>OQF 3.7" mortar</i>	<i>16"/40cm</i>	<i>2</i>	<i>-</i>	<i>-+</i>	<i>Smoke only, Broadside, Tally Ho.</i>
<i>Firing bombardments</i>	<i>40"/100cm</i>	<i>-</i>	<i>-</i>	<i>-+</i>	<i>Smoke bombardment only.</i>

## AIRCRAFT

Aircraft	Weapon	To-Hit	Anti-Tank	Firepower	Notes
Moraine Saulnier MS.406	0	-	-	-+	Fighter Interception only (p. 167).

## VEHICLE MACHINE-GUNS

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

## SPECIAL RULES

### **Air Support - p.167**

Air Support is Fighter Interception (see page 44 of the rulebook).

### **Armoured Company - p.119**

The HQ, Light and Cruiser Platoons of an Armoured Company operate as separate platoons, each with their own Platoon Command team. The HQ Platoon is a headquarters in name only. It operates the same as any other platoon led by a normal Platoon Command team.

### **Armoured Regiment HQ - p.118**

#### **Tally Ho!**

Tanks with Tally Ho increase the score needed to pass a Tactics test by +1, but have a their Tactical Speed increased by +2"/5cm.

Remember, all Light Mk VI C and A9, A10, and A13 Cruiser tanks use the Tally Ho! special rule.