

RIFLE COMPANY (REGULAR)

CONFIDENT

VETERAN

INFANTRY COMPANY

POINTS

1350

PLATOON	QTY UNIT		POINTS
HEADQUARTERS			
Rifle Company HQ (Regular) p.125	1	Cmd Rifle team	6.7% 90
	1	Cmd Rifle Bagpiper team	
	2	3" Mortar	
	2	15 cwt truck	
COMBAT PLATOONS			
Rifle Platoon (Regular) p.125	1	Cmd Rifle/MG team	13.7% 185
	1	Light Mortar team	
	1	Anti-tank Rifle team	
	6	Rifle/MG team	
Rifle Platoon (Regular) p.125	1	Cmd Rifle/MG team	13.7% 185
	1	Light Mortar team	
	1	Anti-tank Rifle team	
	6	Rifle/MG team	
WEAPONS PLATOONS			
Carrier Platoon (Regular) p.126	2	Bren Carrier	7.8% 105
	1	Bren Carrier (with Boys anti-tank rifle)	
Brigade Anti-tank Platoon (Regular) p.126	1	Cmd Rifle team	5.2% 70
	3	Hotchkiss 25mm gun	
DIVISIONAL SUPPORT			
A11 Tank Platoon p.121 CONFIDENT TRAINED	3	A11 Matilda	13.7% 185
Light Tank Platoon p.143 CONFIDENT TRAINED Allied Platoon	3	Hotchkiss H-35 or H-39 (long gun)	15.2% 205
Field Battery, Royal Artillery (Regular) p.131	1	Staff team	22.2% 300
	1	Cmd Rifle team	
	1	Observer Rifle team	
	1	15 cwt truck	
	4	OQF 18/25 pdr gun	
Air Support p.129 CONFIDENT TRAINED	1	Sporadic Fighter Intercept Hurricane I	1.9% 25

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>	

CAVALRY TANKS

Hotchkiss H-35 or H-39 (long gun)	Standard Tank	3	3	1	Co-ax MG.
<i>37mm SA-38 gun</i>	<i>24"/60cm</i>	<i>2</i>	<i>5</i>	<i>4+</i>	<i>One-man turret.</i>

INFANTRY TANKS

A11 Matilda	Very Slow tank	6	5	1	MG, Unreliable, Very slow tank.
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RECONNAISSANCE

Bren Carrier	Half-tracked	0	0	0	Hull MG, Recce.
Bren Carrier	Half-tracked	0	0	0	Hull MG, Recce.
<i>With Boys anti-tank rifle</i>	<i>16"/40cm</i>	<i>2</i>	<i>4</i>	<i>5+</i>	<i>Hull mounted.</i>

GUN TEAMS

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
OQF 18/25 pdr gun	Heavy	24"/60cm	2	8	3+	Gun shield, Smoke, Turntable.
Firing bombardments		72"/180cm	-	3	4+	Smoke bombardment.
Hotchkiss 25mm gun	Light	16"/40cm	3	6	5+	Gun shield, No HE.
3" Mortar	Man-packed	24"/60cm	2	2	3+	Smoke, Minimum range 8"/20cm.
Firing bombardments		32"/80cm	-	1	4+	Smoke bombardment.

INFANTRY TEAMS

Team	Range	ROF	Anti-tank	Firepower	Notes
Anti-tank Rifle team	16"/40cm	1	4	5+	Tank Assault 3.
Light Mortar team	16"/40cm	1	1	4+	Smoke, Can fire over friendly teams.
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
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TRUCKS

Morris 15 cwt truck	Wheeled	-	-	-	
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AIRCRAFT

Aircraft	Weapon	To-Hit	Anti-Tank	Firepower	Notes
Hurricane I	0	-	-	-+	Fighter Interception only (p. 129).

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.129

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

Carrier Platoon (Regular) - p.126

Carrier Patrols are Reconnaissance Platoons.

Carrier Patrols operate as separate Units.

Field Battery, Royal Artillery (Regular) - p.131

Note: The third Gun Troop does not have an Observer team. If the battery has OQF 4.5" howitzers, they will be from this troop and do not have an Observer team.

Each Gun Troop operates as a separate Unit.

Field Batteries, Royal Artillery may not be deployed in Ambush.

Rifle Company HQ (Regular) - p.125

Bagpipes

Scottish Rifle Companies have a Bagpiper. Nominate one Infantry Team in your Company HQ, other than your Commander, to be a Bagpiper. Any Unit within 6"/15cm of the Bagpiper requires one extra hit in the Shooting Step and in Defensive Fire to become Pinned Down.