

MOTOR COMPANY (8TH ARMY) (AFRICA)

CONFIDENT

VETERAN

INFANTRY COMPANY

POINTS

1625

PLATOON	QTY	UNIT	POINTS
HEADQUARTERS			
Motor Company HQ (8th Army) p.139	2	Cmd Rifle team	5.2% 85
	1	Jeep	
	3	15 cwt truck	
	2	3" Mortar	
COMBAT PLATOONS			
Motor Platoon (8th Army) p.139	1	Cmd MG team	11.4% 185
	1	Light Mortar team	
	3	Anti-tank Rifle team	
	3	MG team	
	4	15 cwt truck	
Motor Machine-gun Platoon (8th Army) p.140	1	Cmd Rifle team	8.9% 145
	1	15 cwt truck	
	4	Vickers HMG	
	4	MMG 15 cwt truck	
Scout Platoon (8th Army) p.140	3	Universal Carrier	5.5% 90
Motor Platoon (8th Army) p.139	1	Cmd MG team	11.4% 185
	1	Light Mortar team	
	3	Anti-tank Rifle team	
	3	MG team	
	4	15 cwt truck	
DIVISIONAL SUPPORT			
Kingforce Armoured Platoon p.141 CONFIDENT TRAINED	3	Churchill III	25.2% 410
Kingforce Armoured Platoon p.141 CONFIDENT TRAINED	2	Churchill III	16.9% 275
Royal Horse Artillery Battery (8th Army) p.157 FEARLESS VETERAN	2	Cmd Rifle team	15.4% 250
	1	Jeep	
	1	Staff team	
	1	Observer Rifle team	
	3	15 cwt truck	
	4	OQF 25 pdr gun	
	4	Quad tractor	

North Africa (v3) - British Mid-War - v3 - Platoon Count: 7

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>	
TANKS					
Churchill III	Slow Tank	8	7	2	Co-ax MG, Hull MG, Protected ammo, Wide tracks.
<i>OQF 6pdr gun</i>	<i>24"/60cm</i>	<i>3</i>	<i>10</i>	<i>4+</i>	
RECONNAISSANCE					
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.
3" Mortar	Man-packed	24"/60cm	2	2	3+	Smoke, Minimum range 8"/20cm.
Firing bombardments		32"/80cm	-	2	6+	Smoke bombardment.
Vickers HMG	Man-packed	24"/60cm	6	2	6+	ROF 3 when pinned down or moving.
Firing bombardments		40"/100cm	-	-	-+	

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.
MG team	16"/40cm	3	2	6+	ROF 2 when pinned down.
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	-	-	-	
CMP, Bedford, or Cut-down 15cwt or 3-ton truck	Wheeled	-	-	-	
TRUCKS					
MMG 15 cwt truck	Wheeled	-	-	-	HMG Carrier, Tip and run, Passenger-fired hull rear MG.
Morris 15 cwt truck	Wheeled	-	-	-	
Quad tractor	Wheeled	-	-	-	

VEHICLE MACHINE-GUNS

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

SPECIAL RULES

Kingforce Armoured Platoon - p.141

You may only field one Kingforce Armoured Platoon with two tanks. If you field a second, it must have three tanks.

Motor Machine-gun Platoon (8th Army) - p.140

Vickers HMG teams from Motor Companies are not trained in indirect fire techniques, so they cannot fire Artillery Bombardments.

Instead, their 15 cwt trucks are HMG Carriers with a passenger-fired MG (see page 80 of the rulebook) and can use the Tip and Run special rule (see page 174 of the rulebook).

Royal Horse Artillery Battery (8th Army) - p.157

Observer 'Honey' Stuart tanks cannot Launch Assaults.

Royal Horse Artillery Batteries are rated as Fearless Veteran and are Horse Artillery Platoons (see page 118 of the rulebook). They may not use the Mike Target special rule.

Scout Platoon (8th Army) - p.140

Scout Patrols are Multi-part Platoons. See page 259 of the rulebook.

Scout Patrols are Reconnaissance Platoons.