

RIFLE COMPANY (50TH)

CONFIDENT

VETERAN

INFANTRY COMPANY

POINTS

1600

PLATOON	QTY	UNIT	POINTS
HEADQUARTERS			
Rifle Company HQ (50th) p.143	2	Cmd Rifle team	1.9% 30
COMBAT PLATOONS			
Rifle Platoon (50th) p.144	1 1 1 6	Cmd Rifle/MG team PIAT team Light Mortar team Rifle/MG team	11.3% 180
Rifle Platoon (50th) p.144	1 1 1 6	Cmd Rifle/MG team PIAT team Light Mortar team Rifle/MG team	11.3% 180
WEAPONS PLATOONS			
Carrier Platoon (50th) p.145	1 1 1	Universal Carrier Universal Carrier with extra hull-mounted MG Universal Carrier with .50 cal MG	6.6% 105
Anti-tank Platoon (50th) p.146	1 4	Cmd Rifle team QQF 6 pdr gun (late)	8.8% 140
SUPPORT PLATOONS			
Armoured Platoon (C4th) p.92 CONFIDENT TRAINED	2 1	Sherman II or V with .50 cal AA MG Firefly VC	14.4% 230
Crocodile Tank Platoon p.157 CONFIDENT TRAINED	3	Churchill Crocodile	24.7% 395
Infantry Field Battery, Royal Artillery (50th) p.156	3 1 2 2 8	Cmd Rifle team Staff team Observer Rifle team OP Carrier QQF 25 pdr gun	19.7% 315
Air Observation Post p.161	1	Auster AOP	1.6% 25

Overlord book - British Late-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>	
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 with .50 cal AA MG	Standard Tank	6	4	1	Co-ax MG, Hull MG, Tow hook, .50 cal AA MG.
<i>M3 75mm gun</i>	<i>32"/80cm</i>	<i>2</i>	<i>10</i>	<i>3+</i>	<i>Semi-indirect fire, Smoke.</i>
INFANTRY TANKS					
Churchill Crocodile	Slow Tank	13	7	1	Co-ax MG, Protected ammo, Wide tracks.
<i>OQF 75mm gun</i>	<i>32"/80cm</i>	<i>2</i>	<i>10</i>	<i>3+</i>	<i>Slow traverse, Smoke.</i>
<i>Crocodile flame-gun</i>	<i>6"/15cm</i>	<i>5</i>	<i>2</i>	<i>1+</i>	<i>Hull-mounted, Flame-thrower, Fuel trailer</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	-	3	4+	Smoke bombardment.
OQF 6 pdr gun (late)	Medium	24"/60cm	3	11	4+	Gun shield.

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

Carrier Platoon (50th) - p.145

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.

Crocodile Tank Platoon - p.157

A Force with a Crocodile Tank Platoon may not use the British Night Attack special rule.

Churchill Crocodile tanks are not affected by the Fuel Tanks rule like normal tank flame-throwers (see page 42 of the rulebook).

Infantry Field Battery, Royal Artillery (50th) - p.156

Each Gun Troop in a Battery, Royal Artillery operates as a separate Artillery Unit.