

ARMoured SQUADRON (GUARDS)

CONFIDENT

VETERAN

TANK COMPANY

POINTS

1600

PLATOON	QTY	UNIT	POINTS
HEADQUARTERS			
Armoured Squadron HQ (Guards) p.103	2	Sherman V	10.6% 170
COMBAT PLATOONS			
Armoured Platoon (Guards) p.103	2	Sherman V	19.1% 305
	1	Firefly VC (late)	
Armoured Platoon (Guards) p.103	2	Sherman V	19.1% 305
	1	Firefly VC (late)	
WEAPONS PLATOONS			
Recce Patrol (Guards) p.104	3	Stuart VI	10% 160
SUPPORT PLATOONS			
Field Battery, Royal Artillery p.138	3	Cmd Rifle team	20.3% 325
	1	Staff team	
	2	Observer Rifle team	
	2	OP Carrier	
	8	OQF 25 pdr gun	
Medium Battery, Royal Artillery p.139	2	Cmd Rifle team	19.4% 310
	1	Staff team	
	1	Observer Rifle team	
	1	OP Carrier	
	4	BL 5.5" gun	
Air Observation Post p.141	1	Auster AOP	1.6% 25

Market Garden Book - British Late-War - v3 - Platoon Count: 6

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					
Stuart V or VI	Light Tank	4	2	1	Co-ax MG, Hull MG.
<i>M5 37mm gun</i>	<i>24"/60cm</i>	<i>2</i>	<i>7</i>	<i>4+</i>	
MEDIUM TANKS					
Firefly VC (late)	Standard Tank	6	4	1	Co-ax MG, Tow hook.
<i>OQF 17 pdr gun</i>	<i>32"/80cm</i>	<i>2</i>	<i>15</i>	<i>3+</i>	<i>No HE, Semi-indirect fire.</i>
Sherman V	Standard Tank	6	4	1	Co-ax MG, Hull MG, Tow hook.
<i>M3 75mm gun</i>	<i>32"/80cm</i>	<i>2</i>	<i>10</i>	<i>3+</i>	<i>Semi-indirect fire, Smoke.</i>

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.
BL 5.5" gun	Immobile	32"/80cm	1	13	1+	Bunker buster.
Firing bombardments		88"/220cm	-	5	2+	

INFANTRY TEAMS

Team	Range	ROF	Anti-tank	Firepower	Notes
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
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.

SPECIAL RULES

Armoured Platoon (Guards) - p.103

At the start of the game a player may elect to fit all of their Guards tanks from the following list with Duckbills:

- Sherman (all variants)
- M10C 17pdr SP
- Sexton Self-propelled gun

This gives them Wide Tracks (see page 61 of the rulebook) but makes their mobility rating Slow Tank.

Armoured Squadron HQ (Guards) - p.103

At the start of the game a player may elect to fit all of their tanks from the following list with Duckbills:

- Sherman (all variants)
- Firefly VC
- M10C 17pdr SP
- Sexton Self-propelled gun

This gives them Wide Tracks (see pg 61 of the rulebook) but makes their mobility rating Slow Tank.

Guards Platoons may re-roll any failed Platoon Morale Checks. Your Guards Company Command team may re-roll Company Morale Checks.

Field Battery, Royal Artillery - p.138

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 pg 248 of the rulebook).

Observer Sherman OP tanks cannot launch assaults.

Medium Battery, Royal Artillery - p.139

Although a Medium 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 pg 248 of the rulebook).

You may not field a Medium Battery, Royal Artillery unless you are also fielding a Field Battery, Royal Artillery or Field Battery (SP), Royal Artillery with at least as many guns.

Recce Patrol (Guards) - p.104

Recce Patrols are Reconnaissance Platoons.