

RIFLE COMPANY (15TH)

CONFIDENT

TRAINED

INFANTRY COMPANY

POINTS

1600

PLATOON	QTY	UNIT	POINTS
HEADQUARTERS			
Rifle Company HQ (15th) p.143	1	Cmd Rifle team	2.2% 35
	1	Cmd Rifle Bagpiper team	
COMBAT PLATOONS			
Rifle Platoon (15th) p.144	1	Cmd Rifle/MG team	9.1% 145
	1	PIAT team	
	1	Light Mortar team	
	6	Rifle/MG team	
	2	3-ton lorry	
Rifle Platoon (15th) p.144	1	Cmd Rifle/MG team	9.1% 145
	1	PIAT team	
	1	Light Mortar team	
	6	Rifle/MG team	
	2	3-ton lorry	
WARRIORS			
Captain John Treleven (3rd-15th-C3rd) p.58 FEARLESS VETERAN	1	Captain John Treleven	1.6% 25
WEAPONS PLATOONS			
Carrier Platoon (15th) p.145	1	Universal Carrier	16.3% 260
	1	Universal Carrier with extra hull-mounted MG	
	1	Universal Carrier with PIAT anti-tank projector	
	6	Wasp Carrier	
SUPPORT PLATOONS			
Tank Platoon (6) p.125	2	Churchill VI	15.6% 250
	1	Churchill III or IV (late)	
Tank Platoon (6) p.125	2	Churchill VI	15.6% 250
	1	Churchill III or IV (late)	
Corps Anti-tank Platoon (SP), Royal Artillery p.158	4	M10C 17 pdr SP	16.6% 265
Tank Anti-aircraft Platoon (6) p.126	2	Crusader A/A	5.3% 85
Infantry Field Battery, Royal Artillery (15th) p.156	2	Cmd Rifle team	8.8% 140
	1	Staff team	
	1	Observer Rifle team	
	1	OP Carrier	
	4	OQF 25 pdr gun	

Overlord book - British Late-War - v3 - Platoon Count: 10

ARSENAL

TANK TEAMS

Name <i>Weapon</i>	Mobility <i>Range</i>	Front <i>ROF</i>	Side <i>Anti-tank</i>	Top <i>Firepower</i>	Equipment and Notes
INFANTRY TANKS					
Churchill III or IV (late)	Slow Tank	8	7	2	Co-ax MG, Hull MG, Protected ammo, Tow hooks, Wide tracks.
<i>OQF 6 pdr gun (late)</i>	<i>24"/60cm</i>	<i>3</i>	<i>11</i>	<i>4+</i>	
Churchill VI	Slow Tank	8	7	2	Co-ax MG, Hull MG, Protected ammo, Tow hook, Wide tracks.
<i>OQF 75mm gun</i>	<i>32"/80cm</i>	<i>2</i>	<i>10</i>	<i>3+</i>	<i>Semi-indirect fire, Smoke.</i>
SELF-PROPELLED ANTI-TANK GUNS					
M10C 17 pdr SP	Standard Tank	4	2	0	.50 cal AA MG.
<i>OQF 17 pdr gun</i>	<i>32"/80cm</i>	<i>2</i>	<i>14</i>	<i>3+</i>	<i>No HE, Slow traverse.</i>
ANTI-AIRCRAFT (SP)					
Crusader A/A	Standard Tank	2	2	1	Fast tank, Unreliable.
<i>Twin 20mm gun</i>	<i>16"/40cm</i>	<i>5</i>	<i>5</i>	<i>5+</i>	<i>Anti-aircraft.</i>
INFANTRY SUPPORT					
Wasp Carrier	Half-tracked	0	0	0	
<i>Wasp flame-gun</i>	<i>4"/10cm</i>	<i>3</i>	<i>-</i>	<i>6+</i>	<i>Hull-mounted, Flame-thrower</i>
RECONNAISSANCE					
Universal Carrier	Half-tracked	0	0	0	Hull MG, Recce.
Universal Carrier with extra hull-mounted MG	Half-tracked	0	0	0	Two Hull MG, Recce.
Universal Carrier with PIAT anti-tank projector	Half-tracked	0	0	0	Hull MG, Recce.
<i>With PIAT anti-tank projector</i>	<i>8"/20cm</i>	<i>1</i>	<i>10</i>	<i>5+</i>	<i>Hull mounted.</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.

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	
CMP, Bedford, or Cut-down 15cwt or 3-ton truck	Wheeled	-	-	-	

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

Captain John Treleaven (3rd-15th-C3rd) - p.58

Captain Treleaven and his platoon always pass Motivation Tests on a roll of 3+.

If Captain Treleaven's company is required to take a Company Morale Check and there are no other Warriors who can take it, the company may still take the Company Morale Check and will pass it on a roll of 4+.

Treleaven is a Warrior Platoon Command Rifle/MG team. He is rated as **Fearless Veteran**. Treleaven may join an Assault Company or Rifle Company replacing the normal Platoon Command team of an Assault Platoon (page 61) or Rifle Platoon (page 144) from the 3rd Canadian Infantry Division, or British 3rd or 15th (Scottish) Divisions for +25 points, from the 50th (Northumbrian) Division for +35 points, or a Rifle Platoon (page 144) from the British 51st (Highland) Division for +80 points.

Carrier Platoon (15th) - 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.

Infantry Field Battery, Royal Artillery (15th) - p.156

Although an Infantry 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 the British Artillery special rules on page 248 of the rulebook.

Rifle Company HQ (15th) - p.143

A platoon from the 51st (Highland) Division that did not fail any Saves in the previous enemy Shooting Step, may re-roll any failed attempts to Rally Pinned Down platoons or Remount Bailed Out vehicles.

If a 2iC Command team with a Bagpiper is Destroyed by enemy shooting, the enemy rolls to Destroy the 2iC Command team using the Warrior Infantry Team Casualties rule on page 106 of the rulebook. However, instead of requiring a 4+ to Destroy the 2iC Command team, the enemy player needs to roll a 5+ to Destroy the team.

Any hits on the 2iC Command team do not count towards Pinning Down the platoon or making it Fall Back from Defensive Fire.

Tank Platoon (6) - p.125

A 6 Guards Tank Platoon is a Guards platoon. All Guards platoons except those in the Armoured Divisional Support (page 117 to 121) may re-roll any failed Platoon Morale Checks. A Guards Company Command team may re-roll Company Morale Checks.