

# RIFLE COMPANY (CANADIAN)

CONFIDENT

VETERAN

INFANTRY COMPANY

POINTS

1775

PLATOON	QTY	UNIT	POINTS
<b>HEADQUARTERS</b>			
Rifle Company HQ (Canadian) p.165	2	Cmd Rifle team	2%
	1	Troop Carrier	35
<b>COMBAT PLATOONS</b>			
Rifle Platoon (Canadian) p.165	1	Cmd Rifle/MG team	10.7%
	1	PIAT team	190
	1	Light Mortar team	
	6	Rifle/MG team	
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<b>WEAPONS PLATOONS</b>			
Carrier Platoon (Canadian) p.166	3	Universal Carrier with .50 cal MG	7.3%
Anti-tank Platoon (Canadian) p.167	1	Cmd Rifle team	8.5%
	4	OQF 6 pdr gun (late)	150
<b>SUPPORT PLATOONS</b>			
Canadian Armoured Recce Platoon p.154	3	Sherman V with .50 cal AA MG	23.9%
	1	Firefly VC (late) with .50 cal AA MG	425
Anti-tank Platoon (SP), RCA (Canadian) p.180	4	M10C 17 pdr SP	21.4%
Field Battery, RCA (52nd) p.183	3	Cmd Rifle team	14.1%
	1	Staff team	250
	2	Observer Rifle team	
	2	OP Carrier	
	8	OQF 25 pdr gun	
Air Observation Post p.141	1	Auster AOP	1.4%
			25

CONFIDENT TRAINED

Market Garden Book - British Late-War - v3 - Platoon Count: 8

# 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>	
<b>MEDIUM TANKS</b>					
Firefly VC (late) with .50 cal AA MG	Standard Tank	6	4	1	Co-ax MG, Tow hook, .50 cal AA MG.
<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 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>
<b>SELF-PROPELLED ANTI-TANK GUNS</b>					
M10C 17 pdr SP	Standard Tank	4	2	0	.50 cal AA MG.
<i>OQF 17 pdr gun (late)</i>	<i>32"/80cm</i>	<i>2</i>	<i>15</i>	<i>3+</i>	<i>No HE, Slow traverse.</i>
<b>RECONNAISSANCE</b>					
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>

## 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.
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

### **Canadian Armoured Recce Platoon** - p.154

Tank teams from the Canadian Armoured Recce Squadron HQ and Canadian Armoured Recce Platoons use the Cautious Movement and Eyes and Ears rules found on page 193 and 195 of the rulebook as though they were Recce teams.

### **Carrier Platoon (Canadian)** - p.166

Although PIAT Battery Carriers are rated as Rocket Launchers (see page 138 of the rulebook), they do not use the Fire in the Sky rule.

A Carrier Patrol with PIAT Battery Carriers may roll a Skill Test after firing. If it passes, the platoon may move up to 4"/10cm away from all enemy teams that it shot at.

Carrier Patrols equipped with Universal Carriers are Reconnaissance Platoons.

Carrier Patrols equipped with Wasp Carriers are not Reconnaissance Platoons and may not launch assaults, nor may they Counterattack if assaulted.

Carrier Patrols operate as separate platoons, each with their own command team.

### **Field Battery, RCA (52nd)** - p.183

Although a Field Battery, RCA 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.

Observer Sherman OP tanks cannot launch assaults.

### **Rifle Company HQ (Canadian)** - p.165

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
- M10 3" (SP)
- M10C 17pdr SP
- Sexton Self-propelled gun
- Ram Kangaroo APC

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

Canadian Companies and Platoons follow all the British special rules on pages 246 to 248 of the main rulebook except British Bulldog and have the following additional special rules.

Canadian Platoons do not use the British Bulldog special rule. Instead any Canadian Platoon may re-roll failed Motivation tests to rally from being Pinned Down or remount vehicles after being Bailed Out.

Canadian Platoons use the German Mission Tactics special rule (see page 242 of the rulebook).

### **Rifle Platoon (Canadian)** - p.165

All Rifle Platoons in your force with a Transport Section, must be equipped with the same type of vehicles.

When making a Night Attack, Rifle Platoons equipped with a Transport Section may still make a Spearhead move, even though the platoon is not entirely made up of Infantry Teams.