

## Great Britain

15 Order Dice

1100 pts

National Characteristic: Vengeance

## HQ Units

Headquarters

## Headquarters

Company Commander (Captain, Major)

Inexperienced (42pts)

Composition: 1 Officer

Weapon	Range (")	Shots	Pen	Special Rules
1 x Submachine gun (SMG)	12	2	-	Assault

Options: Submachine gun (SMG)

Special Rules: Assault

## Platoon #2

Rifle Platoon

## Required

Platoon Commander (1st or 2nd Lieutenant)

Regular (40pts)

Composition: 1 Officer + 1 Soldier

Weapon	Range (")	Shots	Pen	Special Rules
2 x Submachine gun (SMG)	12	2	-	Assault

Options: Submachine gun (SMG) x 2, Additional men

Special Rules: Assault

Special Forces Infantry Section

Veteran (87pts)

Composition: 1 NCO + 4 Soldiers

Weapon	Range (")	Shots	Pen	Special Rules
1 x Rifle	24	1	-	-
4 x Submachine gun (SMG)	12	2	-	Assault

Options: NCO: Submachine gun (SMG), Squad: Submachine gun (SMG) x 3, Additional men

Special Rules: Assault, Behind Enemy Lines, Tough Fighters

Special Forces Infantry Section

Veteran (84pts)

Composition: 1 NCO + 4 Soldiers

Weapon	Range (")	Shots	Pen	Special Rules
2 x Rifle	24	1	-	-
3 x Submachine gun (SMG)	12	2	-	Assault

Options: Additional men, Squad: Submachine gun (SMG) x 2, NCO: Submachine gun (SMG)

Special Rules: Assault, Behind Enemy Lines, Tough Fighters

## Optional

**Artillery Forward Observer***Regular (86pts)***Composition:** 2 Soldiers

Weapon	Range (")	Shots	Pen	Special Rules
2 x Rifle	24	1	-	-

**Options:** Artillery Forward Observer, Additional men, Rifle x 2**Special Rules:** Infiltrator**Anti-Tank Team***Regular (25pts)***Composition:** 2 Soldiers

Weapon	Range (")	Shots	Pen	Special Rules
1 x Anti-tank rifle	48	1	2	Team Weapon

**Special Rules:** Team Weapon**M5 Half Track***Regular (77pts)***Damage Value:** Armoured car/carrier (7+)**Transport:** 12**Tow:** Super-heavy AT gun, Heavy AT gun, Medium AT gun, Light AT gun, Light howitzer, Medium howitzer, Light anti-aircraft gun, Medium anti-aircraft gun, Heavy anti-aircraft gun

Weapon	Range (")	Shots	Pen	Special Rules
1 x Pintle-mounted, 360 degree heavy machine gun (HMG)	48	3	1	Flak

**Special Rules:** Flak, Open-Topped**M3 White Scout Car***Regular (68pts)***Damage Value:** Armoured car/carrier (7+)**Transport:** 8**Tow:** Medium AT gun, Light AT gun, Light howitzer, Light anti-aircraft gun

Weapon	Range (")	Shots	Pen	Special Rules
1 x Pintle-mounted heavy machine gun (HMG) covering the front arc	48	3	1	Flak

**Special Rules:** Flak, Open-Topped**Platoon #3**

Armoured Platoon

**Required****Crusader AA MK II***Regular (140pts)***Damage Value:** Light tank (8+)

Weapon	Range (")	Shots	Pen	Special Rules
1 x Enclosed, turret-mounted, twin light automatic cannon	48	4	2	HE 1"

**Options:** Command Vehicle, Crusader AA MK II**Special Rules:** Command Vehicle, Flak, HE 1"**Crusader AA MK II***Regular (130pts)***Damage Value:** Light tank (8+)

Weapon	Range (")	Shots	Pen	Special Rules
1 x Enclosed, turret-mounted, twin light automatic cannon	48	4	2	HE 1"

**Options:** Crusader AA MK II**Special Rules:** Flak, HE 1"

## Optional

### Machine-Gun Carrier

*Regular (85pts)*

**Damage Value:** Armoured car/carrier (7+)

Weapon	Range (")	Shots	Pen	Special Rules
1 x Forward-facing flamethrower (vehicle)	12	1	2	Flamethrower

**Options:** Wasp Flamethrower Carrier

**Special Rules:** Flamethrower, Open-Topped, Small Vehicle Flamethrower, Turn On The Spot

## Platoon #4

Rifle Platoon

## Required

### Platoon Commander (1st or 2nd Lieutenant)

*Regular (40pts)*

**Composition:** 1 Officer + 1 Soldier

Weapon	Range (")	Shots	Pen	Special Rules
2 x Submachine gun (SMG)	12	2	-	Assault

**Options:** Additional men, Submachine gun (SMG) x 2

**Special Rules:** Assault

### Paratroop Section

*Veteran (87pts)*

**Composition:** 1 NCO + 4 Soldiers

Weapon	Range (")	Shots	Pen	Special Rules
2 x Rifle	24	1	-	-
3 x Submachine gun (SMG)	12	2	-	Assault

**Options:** Add Bicycles, NCO: Submachine gun (SMG), Squad: Submachine gun (SMG) x 2

**Special Rules:** Assault, Bicycles, Stubborn

### Special Forces Infantry Section

*Veteran (84pts)*

**Composition:** 1 NCO + 4 Soldiers

Weapon	Range (")	Shots	Pen	Special Rules
2 x Rifle	24	1	-	-
3 x Submachine gun (SMG)	12	2	-	Assault

**Options:** Squad: Submachine gun (SMG) x 2, NCO: Submachine gun (SMG), Additional men

**Special Rules:** Assault, Behind Enemy Lines, Tough Fighters

## Optional

### Anti-Tank Team

*Regular (25pts)*

**Composition:** 2 Soldiers

Weapon	Range (")	Shots	Pen	Special Rules
1 x Anti-tank rifle	48	1	2	Team Weapon

**Special Rules:** Team Weapon

Name	Page	Description
Assault	p96	This weapon suffers no penalty 'to hit' when moving and shooting. In addition, infantry models armed with an assault weapon count as Tough Fighters.
Behind Enemy Lines	p236	When Outflankin this unit ignores the -1 modifier to the Order test for coming onto the table.
Bicycles	p119	When moving entirely on a road double their Run move to 24" (cannot be used to assault). First time they receive any order other than Run, or if they receive a pin marker, they dismount and abandon their bicycles for the rest of the game – replace with models on foot.

Name	Page	Description
Command Vehicle	p149	Command Vehicles direct squadrons of vehicles into battle.
Flak	p117	Units with Flak automatically fire at attacking aircraft if it lies within their range and firing arc.
Flamethrower	p97	Hits from flamethrowers allow no cover saves. Roll a die to hit, if successful it is D6 hits (D6+1 if the weapon is vehicle-mounted). No saves, roll for damage as normal. See full entry for details.
HE n"	p97	This weapon fires an explosive shot n" in diameter.
Infiltrator	p120	Units with the 'Infiltrator' special rule deploy ahead of the main force, like scouts, snipers, and other small specialist teams.
Open-Topped	p149	Open-topped armoured vehicles are pinned by hits from small arms in the same way as soft-skins and infantry. If assaulted by infantry, open-topped armoured vehicles are destroyed automatically if the vehicle is damaged. Hits against the top armour add an additional +1 to damage result rolls.
Small Vehicle Flamethrower	p245	The Wasp's flamethrower causes D6 hits rather than D6+1 hits.
Stubborn	p122	If forced to take a morale check, they ignore negative morale modifiers from pin markers. Remember that order tests are not morale checks, and are therefore modified as normal.
Team Weapon	p103	The 'Team Weapon' special rule indicates that this weapon requires two or more men to shoot at full effect.
Tough Fighters	p122	When a unit with the 'Tough Fighters' special rule fails to damage units in close quarters it can reroll the failed rolls to damage.
Turn On The Spot	p151	This vehicle can execute a full speed Run 'reverse', finishing the move facing in the direction of travel. May not use while towing.
Vengeance (National Characteristic)	p233	Every Regular/Veteran unit that has one or more pin markers can make a test to lose one pin marker if there are any enemy within 12" immediately before an order is given to it.