

Great Britain

14 Order Dice

1100 pts

National Characteristic: Vengeance

Platoon #1

Rifle Platoon

Required

Platoon Commander (1st or 2nd Lieutenant)

Regular (30pts)

Composition: 1 Officer

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

Options: Submachine gun (SMG)

Special Rules: Assault

Infantry Section

Regular (85pts)

Composition: 1 NCO + 6 Soldiers

Weapon	Range (")	Shots	Pen	Special Rules
6 x Rifle	24	1	-	-
1 x Light machine gun (LMG)	36	4	-	Team Weapon

Options: Additional men x 2, Light machine gun (LMG)

Special Rules: Team Weapon

Infantry Section

Regular (85pts)

Composition: 1 NCO + 6 Soldiers

Weapon	Range (")	Shots	Pen	Special Rules
6 x Rifle	24	1	-	-
1 x Light machine gun (LMG)	36	4	-	Team Weapon

Options: Additional men x 2, Light machine gun (LMG)

Special Rules: Team Weapon

Optional

Infantry Section

Regular (70pts)

Composition: 1 NCO + 6 Soldiers

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

Options: Additional men x 2

Infantry Section*Regular (70pts)***Composition:** 1 NCO + 6 Soldiers

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

Options: Additional men x 2**Artillery Forward Observer***Regular (75pts)***Composition:** 1 Soldier

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

Options: Artillery Forward Observer, Submachine gun (SMG)**Special Rules:** Assault, Infiltrator**Sniper Team***Regular (52pts)***Composition:** 2 Soldiers

Weapon	Range (")	Shots	Pen	Special Rules
1 x Rifle	24	1	-	-
2 x Pistol	6	1	-	-

Special Rules: Infiltrator, Sniper, Team Weapon**Anti-Tank Team***Regular (40pts)***Composition:** 2 Soldiers

Weapon	Range (")	Shots	Pen	Special Rules
1 x PIAT (projector, infantry, anti-tank)	12	1	5	Team Weapon, Shaped Charge

Options: PIAT (projector, infantry, anti-tank)**Special Rules:** Shaped Charge, Team Weapon**Light Mortar Team***Regular (30pts)***Composition:** 2 Soldiers

Weapon	Range (")	Shots	Pen	Special Rules
1 x Light mortar	12-36	1	-	Team Weapon, Indirect Fire, HE 1"

Special Rules: HE 1", Indirect Fire, Team Weapon**Civilian Car***Regular (18pts)***Damage Value:** All soft-skinned vehicles (6+)**Transport:** 3**No weapons**

Platoon #2

Armoured Platoon

Required

M24 Chaffee Light Tank

Regular (170pts)

Damage Value: Light tank (8+)

Weapon	Range (")	Shots	Pen	Special Rules
1 x Coaxial medium machine gun (MMG)	36	3	-	-
1 x Hull-mounted, forward-facing medium machine gun (MMG)	36	3	-	-
1 x Turret-mounted medium AT gun (75mm gun tank)	60	1	5	HE 2" , Improved HE

Options: Command Vehicle, M24 Chaffee Light Tank

Special Rules: Command Vehicle, HE 2" , Improved HE

M24 Chaffee Light Tank

Regular (160pts)

Damage Value: Light tank (8+)

Weapon	Range (")	Shots	Pen	Special Rules
1 x Coaxial medium machine gun (MMG)	36	3	-	-
1 x Hull-mounted, forward-facing medium machine gun (MMG)	36	3	-	-
1 x Turret-mounted medium AT gun (75mm gun tank)	60	1	5	HE 2" , Improved HE

Options: M24 Chaffee Light Tank

Special Rules: HE 2" , Improved HE

Optional

Vickers MK VIC

Regular (85pts)

Damage Value: Armoured car/carrier (7+)

Weapon	Range (")	Shots	Pen	Special Rules
1 x Coaxial medium machine gun (MMG)	36	3	-	-
1 x Turret-mounted light automatic cannon	48	2	2	HE 1"

Options: Vickers MK VIC

Special Rules: 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"

Faction Special Rules

ARTILLERY SUPPORT

The forward artillery observer unit may call an artillery barrage twice instead of once per game. Resolve the first barrage as normal. Then, after the first barrage has been resolved, the observer may call a second (when issued a Fire order).

A NATIONAL CHARACTERISTIC

Any British army can choose any one of the following rules. The only limit is that you can only choose one rule – and that rule applies to the whole army.

- *Up and 'at 'em*: If the unit is ordered to assault and fails its order test to Run, measure the range to the target, if the unit was in range, you can re-roll the failed Order test to assault.
- *Blood curdling charge*: Enemy units cannot react to an assault by shooting at them – they are simply transfixed with horror at the sight of their foe. This rule does not apply if the units launching the assault are Inexperienced – including any units that start out with the Green special rule.
- *Tough as old boots*: All Regular or Veteran infantry units roll bonus attack dice when fighting at close quarters. For every three men fighting in the combat roll one extra die – so seven men would roll two extra dice, and ten men would roll three extra dice, and so on. This extra attack can be assumed to come from any of the men fighting.
- *Rapid Fire*: All rifle-armed Regular and Veteran infantry units roll bonus dice when shooting. For every three men shooting rifles with a Fire order (including Ambush and reaction fire), roll one extra die – so four riflemen would roll one extra die, for example. These extra shots can be assumed to come from any of the men shooting.
- *Vengeance*: Every Regular or Veteran unit that has 1 or more pin markers can make a test to lose 1 pin marker if there are any enemies within 12" immediately before an order is given to it. For example, a unit of infantry has 2 pin markers and there is a German tank within 12" – when the infantry are allocated an order they can test to lose 1 pin marker immediately before the order test is taken. Roll a die: on a roll of 4, 5, or 6 the test is passed and the unit loses 1 pin marker; on a 1, 2, or 3 the test is failed and the unit retains the pin markers it has. Once this has been done, continue to test to see if the unit obeys its order in the usual way, even if they have lost their last pin marker (in which case the order test is taken without negative modifiers from pin markers).

Theatre Special Rules

None

Unit and Weapon Special Rules

Assault

This weapon suffers no penalty 'to hit' when moving and shooting. In addition, infantry models armed with an assault weapon count as Tough Fighters.

Tough Fighters

When a unit with the 'Tough Fighters' special rule fails to damage units in close quarters it can reroll the failed rolls to damage.

Command Vehicle

Command vehicles are equipped with two-way radios that enable them to direct squadrons of tanks, tank destroyers and other armoured vehicles into battle. The command vehicle adds a morale bonus of +1 to itself and to any other

friendly vehicle within 12". In addition, when it activates, it can use one 'Snap to action' extra die onto any one friendly vehicle within 12", except for other Command Vehicles. Command vehicles count as Platoon Commanders for the purpose of receiving orders from other Officers (see Officers, on page 112).

Flak

All enemies with the Flak special rule automatically fire at the attacking aircraft if the token or model lies within their range and firing arc (nothing can block line of sight to the target because the target is plainly visible in the sky). Flak units fire regardless of whether they have already taken an action or not that turn. Flak fire does not require an action and takes place outside of the normal turn sequence. See page 117 for full details

HE n"

The HE rule refers to weapons that can fire a high explosive shot. Some weapons can only fire HE shots and their Pen value is indicated as HE. Some weapons, for instance anti-tank guns, can fire either anti-tank shots (using the Pen value indicated) or HE shots. If the target is an infantry or artillery unit, the weapon must fire HE, but against vehicles (either armoured or soft-skinned), the player must declare which type of shot the weapon is firing as he declares the target.

The number in bracket after the HE shows how powerful the shell is and therefore how large its explosion is going to be, rated from 1"– 4" in diameter (see the chart on page 99).

Improved HE

Instead of HE (1") the medium anti-tank gun has HE (2").

Indirect Fire

The Indirect Fire special rule refers to weapons that shoot HE shells 'indirectly', which is to say they lob a shot high in the air to land on top of the target unit, for example a mortar rather than a rifle that shoots 'directly' at its target.

These indirect fire weapons cannot hit targets within their minimum range (see weapon profiles), measured from the centre of the weapon itself. If a target is found to be within this minimum range the shot misses automatically and is ignored.

The crew of an indirect-firing weapon must still be able to see their target unit to shoot, unless a spotter is employed – see the Spotter rule below. However, the crew can direct their fire against a target even if friends are in the way, as shots pass far over the heads of intervening friendly troops because of the high trajectory.

When firing using indirect fire, a 6 is required to hit, regardless of any modifier. In the following turn, if the shooter receives a Fire order and if the target unit has not moved from their position, a hit is scored on a 5+ (to count as 'moved', every model in the unit must end its move at least 2" away from the position of any models in the unit in the previous turn). This represents the shooter adjusting his aim by observing where shots are falling. If the shooter continues to fire under the same conditions given above (i.e. shooter Fires and target does not move), a hit is scored on a 4+ in the next turn, then 3+ and finally 2+ in all subsequent turns. If the shooter receives any order other than Fire or the target moves, the ranging in process is reset.

However, if a hit is scored in any turn, the shooter is zeroed in on the target and, as long as the conditions given above continue, all further shots hit on 2+, even if the target unit is then lost from view (obscured by a moving vehicle, a spotter is killed, etc.).

Units hit by indirect fire receive no cover saves of any kind. However, if the target unit is or goes Down when shot at with indirect fire, the number of hits suffered is still halved.

When fired against vehicles, hits from indirect fire weapons always strike the vulnerable top armour, counting the +1 penetration modifier to damage regardless of the actual position of the firer. If an open-topped armoured vehicle is hit by indirect fire add the +1 penetration modifier to the roll to damage, and also add +1 to the die roll on the Damage Results table (see page 140-141).

Weapons cannot be fired indirectly by a unit that was in Ambush that turn – indirect fire takes time. Howitzers and mortars can also fire smoke shells to lay a smoke screen – see page @@ for rules covering this.

If a unit includes both normal weapons and indirect firing weapons (such as one or more light mortars inside a unit of riflemen), any mortar in the squad can pick a target individually, regardless of what the rifles and other mortars in the squad are doing. Ranging in is kept track of separately for each mortar (you might have to write things down...).

Infiltrator

This covers both small units trained to deploy ahead of the main force, like scouts, as well as snipers and other small teams that were adept at disguising themselves and other stealth-based operations. If the unit takes a cover save while it does not have an Advance or Run order dice on it, it receives an additional +1 to the roll. In addition, the unit might benefit from special deployment rules, as detailed in the scenario being played (see page 161).

Shaped Charge

The warhead of these rocket-propelled grenades can take out any tank it strikes head-on. These are very powerful weapons that don't rely on velocity to penetrate armour, so they never suffer the -1 penetration modifier for firing at long range, nor the +1 Pen for point-blank range.

Sniper

The leader of this unit is equipped with a rifle with a high-power telescopic sight. These units often include a second man (i.e. the team's observer, which acts as a loader in rules terms), in which case the sniper rifle has the Team Weapon special rule. This means that, if the leader is killed, the second man can fire the sniper rifle, with the usual -1 penalty to hit (as well as the -1 penalty to Morale due to the loss of the leader). Unlike other units with the Team Weapon special rule, all members of a sniper team can fire any weapon they are carrying in any turn when the sniper is not using his scope (see below), and in an assault they can use beneficial rules, like those from submachine guns, tough fighters, etc.

When a sniper shoots using a Fire or Ambush order the player can decide it uses the rifle's scope, in which case the following special rules apply:

The rifle range changes to 36". However, if the target is then found to be within 12", the shot misses automatically. The shot benefits from an additional +1 modifier to hit. Any hits go straight to damage, no cover saves allowed, and benefit from a +1 modifier on damage rolls against infantry and artillery units.

If the sniper successfully rolls to hit and damage, the firing player can pick the squad leader in the target unit as a casualty. This includes NCOs, leaders of weapon teams and artillery units, officers, medics, observers, and so on.

Team Weapon

This special rule (often shortened to just 'team') indicates that the weapon requires two or more men to shoot at full effect. There are three types of team weapons – support team weapons (which form an infantry unit of their own, such as a medium machine gun team or a bazooka team); squad-based team weapons (team weapons imbedded inside infantry squads, like a squad LMG); and artillery weapons. Here, we will list here the rules for support team weapons, and then list the exceptions that apply to squad-based team weapons. Artillery weapons are covered in their own section on page 123.

Support Team Weapons: Support team weapons normally have a crew of two, three or more members, comprising

one man to fire the weapon and a number of loaders or other crewmen to help operate it, move it about, carry ammunition and act as lookouts. All the crew members are fully occupied whether carrying equipment, serving the weapon, or keeping watch. Note that although in reality crewmen often carried small arms, and many crew models will undoubtedly do so, in the game crews of weapon teams never fire these weapons and are therefore not allocated personal armament in the Army Lists – they all count as unarmed. Unarmed models fight in close quarters, but have no ranged weaponry.

A team weapon shoots at full effectiveness so long as there are at least two men to serve it. A minimum of two crew is always needed to fire at full effect. If only one man remains to serve a team weapon, then the weapon can still be fired but suffers a -1 'to hit' penalty.

Remember that sometimes a team weapon and its crew might be mounted on a single base for ease of use. If the crew suffers casualties, simply place a die on the base and rotate it to show how many models have been killed.

Squad-Based Team Weapons: The most common team weapon carried by the typical infantry squad is the light machine gun. If a team weapon is included in an infantry squad, then one of the other infantrymen in the squad becomes its second crewman, for example, a Bren gun team of firer and loader. Choose which model becomes the loader – you can pick any model in the squad, and you must mark this model clearly, so that both you and the opponent can easily recognise it. Then keep the loader within an inch of the weapon-carrying model at all times. When the team weapon is fired, the loader cannot fire his own personal weapon – he is too busy crewing the team weapon. If the loader is killed or is not within an inch of the firer, the weapon suffers a -1 'to hit' penalty as described above.

Vengeance (National Characteristic)

Every Regular or Veteran unit that has 1 or more pin markers can make a test to lose 1 pin marker if there are any enemies within 12" immediately before an order is given to it. For example, a unit of infantry has 2 pin markers and there is a German tank within 12" – when the infantry are allocated an order they can test to lose 1 pin marker immediately before the order test is taken. Roll a die: on a roll of 4, 5, or 6 the test is passed and the unit loses 1 pin marker; on a 1, 2, or 3 the test is failed and the unit retains the pin markers it has. Once this has been done, continue to test to see if the unit obeys its order in the usual way, even if they have lost their last pin marker (in which case the order test is taken without negative modifiers from pin markers).