

*Version 3 - British - Rifle Platoon
1100

Platoon Commander (Version 3 Rulebook page 234)				Regular		40
Qty	Weapons	Range	Shots	Pen	Special	
1	Platoon Commander					
1	Infantry (equipped as modeled)		-	-		
	with Pistol	6"	1	n/a		
	with Rifle	24"	1	n/a		
	with Submachine gun	12"	2	n/a	Assault	

Infantry Section (Version 3 Rulebook page 235) full strength					Regular	100
Qty	Weapons	Range	Shots	Pen	Special	
1	NCO with Rifle	24"	1	n/a		
9	Infantry with Rifle	24"	1	n/a		

Infantry Section (Version 3 Rulebook page 235) full strength					Regular	100
Qty	Weapons	Range	Shots	Pen	Special	
1	NCO with Rifle	24"	1	n/a		
9	Infantry with Rifle	24"	1	n/a		

Special Forces Infantry Section (Version 3 Rulebook page 236)					Veteran	105
Qty	Weapons	Range	Shots	Pen	Special	
1	Infantry with Rifle	24"	1	n/a		
1	NCO with Submachine gun	12"	2	n/a	Assault	
4	Infantry with Submachine gun	12"	2	n/a	Assault	
	Behind enemy lines				Behind enemy lines	
	Tough Fighters				Tough Fighters	

Special Forces Infantry Section (Version 3 Rulebook page 236)						Veteran	105
Qty	Weapons	Range	Shots	Pen	Special		
1	Infantry with Rifle	24"	1	n/a			
1	NCO with Submachine gun	12"	2	n/a	Assault		
4	Infantry with Submachine gun	12"	2	n/a	Assault		
	Behind enemy lines					Behind enemy lines	
	Tough Fighters					Tough Fighters	

Forward Observer (Artillery) (Version 3 Rulebook page 234)				Veteran		118
Qty	Weapons	Range	Shots	Pen	Special	
1	Forward Observer (Artillery)				Infiltrator	
2	Infantry (equipped as modeled)		-	-		
	with Rifle	24"	1	n/a		
	with Pistol	6"	1	n/a		
	with Submachine gun	12"	2	n/a	Assault	

Sniper Team (Version 3 Rulebook page 238)						Veteran	67
Qty	Weapons	Range	Shots	Pen	Special		
1	Sniper Team	36"	1	n/a	Team (2 men), Sniper, Infiltrator, (Sniper has a rifle and a pistol, spotter has a pistol)		

*Version 3 - British - Heavy Weapons Platoon

PLATOON COMMANDER

Platoon Commander (Version 3 Rulebook page 234)							Regular	40
Qty	Weapons	Range		Shots		Pen	Special	
1	Platoon Commander							
1	Infantry (equipped as modeled)			-		-		
	with Pistol	6"		1		n/a		
	with Rifle	24"		1		n/a		
	with Submachine gun	12"		2		n/a	Assault	

HEAVY WEAPONS

Machine Gun Team (Version 3 Rulebook page 237)							Regular	50
Qty	Weapons	Range		Shots		Pen	Special	
1	Medium Machine gun team	36"		6		n/a	Team (3 men), Fixed	

Machine Gun Team (Version 3 Rulebook page 237)							Regular	50
Qty	Weapons	Range		Shots		Pen	Special	
1	Medium Machine gun team	36"		6		n/a	Team (3 men), Fixed	

MORTAR

Mortar Team (Version 3 Rulebook page 238)							Regular	55
Qty	Weapons	Range	Shots	Pen	Special			
1	Medium Mortar team	12"-60"	1	HE	Team (3 men), Fixed, Indirect fire, HE (2")			
	Spotter					Spotter		

Mortar Team (Version 3 Rulebook page 238)							Regular	45
Qty	Weapons	Range	Shots	Pen	Special			
1	Medium Mortar team	12"-60"	1	HE	Team (3 men), Fixed, Indirect fire, HE (2")			

ANTI-TANK

Anti-Tank Team (Version 3 Rulebook page 237)							Regular	25
Qty	Weapons	Range		Shots		Pen	Special	
1	Anti-tank rifle team	48"		1		+2	Team (2 men)	

PLATOON #3

*Version 3 - British - Artillery Platoon

PLATOON COMMANDER

Platoon Commander (Version 3 Rulebook page 234)							Regular	40
Qty	Weapons	Range		Shots		Pen	Special	
1	Platoon Commander							
1	Infantry (equipped as modeled)			-		-		
	with Pistol	6"		1		n/a		
	with Rifle	24"		1		n/a		
	with Submachine gun	12"		2		n/a	Assault	

ARTILLERY

Howitzer (Version 3 Rulebook page 238)							Regular	65
Qty	Weapons	Range	Shots	Pen	Special			
1	Light howitzer (25pdr)	48"(30-60")	1	HE	Team (3 men), Fixed, Howitzer, HE (2"), 25-pdr AT shell			
	Gun shield					Gun shield		
	Spotter					Spotter		

TOWS

Wheeled Artillery Tractor (Version 3 Rulebook page 279)							Regular	15
Qty	Vehicle	Type		Trans		DV	Special	
	Weapons	Range		Shots		Pen		
1	Wheeled Artillery Tractor							
		Wheeled		-		6+		

Tow: Any howitzer; any anti-tank gun, any anti-aircraft gun

ARTILLERY

Howitzer (Version 3 Rulebook page 238)							Regular	65
Qty	Weapons	Range	Shots	Pen	Special			
1	Light howitzer (25pdr)	48"(30-60")	1	HE	Team (3 men), Fixed, Howitzer, HE (2"), 25-pdr AT shell			
	Gun shield					Gun shield		
	Spotter					Spotter		

TOWS					
Wheeled Artillery Tractor (Version 3 Rulebook page 279)					Regular15
Qty	Vehicle Weapons	Type Range	Trans Shots	DV Pen	Special
1	Wheeled Artillery Tractor	Wheeled	-	6+	
Tow: Any howitzer; any anti-tank gun, any anti-aircraft gun					

Unit Special Rules

25-pdr AT shell

(v3 page 238) The 25-pdr can shoot either HE or as light anti-tank gun - if put into ambush the player must specify which kind of shell is loaded.

Assault

(v3 page 96) This weapon suffers no penalty 'to hit' when moving and shooting. In addition, infantry models armed with an assault weapon count as having the Tough Fighters special rule (Tough Fighters: When a model with this special rule fails to damage in close quarters against enemy infantry or artillery units, it can re-roll the failed rolls to damage)

Behind enemy lines

(v3) When outflanking as described on page 172, unit ignores the -1 modifier to the order test for coming onto the table.

Fixed

(v3 page 96) When ordered to *Fire*, fixed weapons do not move from their position, but can instead be rotated on the spot to face any direction, and can then fire suffering the normal -1 to hit for 'fire on the move'. When ordered to *Run*, fixed weapons that are carried and crewed by infantry teams move the normal 12" over open ground or 6" on rough ground, obstacles, etc. Fixed weapon units can never assault other units. If assaulted by an enemy, the gun itself is ignored and the crew models are assaulted as normal. Any artillery piece defined as light or medium can be moved by the crew with a *Run* orders, as normal for fixed weapons - except that those units can only move 6" rather than 12" with a *Run* order. Heavy and super-heavy anti-tank guns and heavy howitzers, as well as any lighter gun whose crew is reduced to a single man, cannot be moved by their crew with a *Run* order.

Gun shield

(v3 page 126) The crew counts as in soft cover from small arms hits that come from models within the front arc of the gun. Note that hits from heavy weapons, close quarters attacks, and any attacks that ignore cover saves also ignore the Gun Shield rule.

HE (2")

(v3 page 97) PEN: +2, PIN: D2 (D6 if in building) - Infantry and artillery can go *down* to halve the hits taken (rounded up).

Howitzer

(v3 page 100) Can either shoot directly at a target drawing its line of fire 'over open sights' in the normal way, or it can shoot indirect fire. When using indirect fire, a howitzer has a minimum range; when firing over open sights it has no minimum range.

Indirect fire

(v3 page 101) - cannot hit targets withing their minimum range, measured from the centre the weapon itself. Units hit by indirect file 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 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 Armoured Vehicle Damage Results Tables. Cannot fire indirect fire weapons from *Ambush*. Indirect fire weapons can fire smoke (page 128).

Infiltrator

(v3 page 120) 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).

Sniper

(v3 page 122) If team includes a second man, the sniper rifles has the Team Weapon special rule. This means that, if the leader is killed, the second man can fire the sniper rifles, 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, 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 if the sniper uses the rifle's scope, in which case the following 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.

Spotter

(v3 page 102) Cannot be placed within coherency of the weapon crew. Either the weapon crew or the spotter can be given an order - but not both. Spotters can never assault or fire any weapon against enemy units. Spotter without an order die next to it counts as *Down*. (Errata 6 Feb 2025: Spotters have the Infiltrators special rule - page 120. Spotter/observer can only spt for a single Indirect Fire weapon per game turn. If firing unit switches to a different spotter it resets ranging-in process.) Cannot spot for inexperienced indirect fire weapon. When associated weapons unit is destroyed, spotter is removed also. Spotters are always ignored for the purpose of victory conditions. If spotter destroyed, the weapons team or artillery unit is not affected (other than no spotter). If already ranged in when spotter destroyed, can continue firing at 2+.

Team (2 men)

(v3 page 103) A Team weapon shoots at full effectiveness so long as there are at least two team members to serve it. If only one man remains to serve a team weapon, then the weapon suffers a -1 'to hit' penalty. For squad-based team weapons, loader must remain within 1" or weapon suffers the -1 to-hit penalty.

Team (3 men)

(v3 page 103) A Team weapon shoots at full effectiveness so long as there are at least two team members to serve it. If only one man remains to serve a team weapon, then the weapon suffers a -1 'to hit' penalty. For squad-based team weapons, loader must remain within 1" or weapon suffers the -1 to-hit penalty.

Tough Fighters

(v3 page 122) When a model with this special rule fails to damage in close quarters against enemy infantry or artillery units, it can re-roll the failed rolls to damage.

British Army 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. This 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. 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. 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.

PickList

British Anti-tank rifle team	1
British Forward Observer (Artillery)	1
British Gun shield	2
British Infantry (equipped as modeled)	5
British Infantry with Rifle	20
British Infantry with Submachine gun	8
British Light howitzer (25pdr)	2
British Medium Machine gun team	2
British Medium Mortar team	2
British NCO with Rifle	2
British NCO with Submachine gun	2
British Platoon Commander	3
British Sniper Team	1
British Spotter	3
British Wheeled Artillery Tractor	2