



Great Britain

British or Polish Paratroop
Reinforced Platoon

1000 pts

13 Order Dice

Platoon #1

Special

Artillery Forward Observer (Forward Observer)

Regular (free)

Composition: 1 Soldiers

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

Options: Submachine gun (SMG)

Special Rules: Assault

Required

2nd Lieutenant (Officer)

Veteran (91pts)

Composition: 1 Officer + 2 Soldiers

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

Options: Attendant x 2, Submachine gun (SMG) x 3

Special Rules: Assault

Paratroop Section

Veteran (149pts)

Composition: 1 NCO + 8 Soldiers

Weapon	Range (")	Shots	Pen	Special Rules
6 x Rifle	24	1	-	-
1 x Submachine gun (SMG)	12	2	-	Assault
1 x Light machine gun (LMG)	36	4	-	Team Weapon

Options: Additional Soldiers x 4, NCO: Submachine gun (SMG), Light machine gun (LMG)

Special Rules: Stubborn, Assault, Team Weapon

Paratroop Section

Veteran (149pts)

Composition: 1 NCO + 8 Soldiers

Weapon	Range (")	Shots	Pen	Special Rules
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Weapon	Range (")	Shots	Pen	Special Rules
6 x Rifle	24	1	-	-
1 x Submachine gun (SMG)	12	2	-	Assault
1 x Light machine gun (LMG)	36	4	-	Team Weapon

Options: Additional Soldiers x 4, NCO: Submachine gun (SMG), Light machine gun (LMG)

Special Rules: Stubborn, Assault, Team Weapon

Infantry

Paratroop Section

Veteran (85pts)

Composition: 1 NCO + 4 Soldiers

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

Options: Squad: Submachine gun (SMG) x 4, NCO: Submachine gun (SMG)

Special Rules: Stubborn, Assault

Paratroop Section

Veteran (85pts)

Composition: 1 NCO + 4 Soldiers

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

Options: NCO: Submachine gun (SMG), Squad: Submachine gun (SMG) x 4

Special Rules: Stubborn, Assault

Medium Mortar Team

Veteran (65pts)

Composition: 3 Soldiers

Weapon	Range (")	Shots	Pen	Special Rules
1 x Medium mortar	12-60	1	-	Team Weapon, Fixed, Indirect Fire, HE (2")

Special Rules: Team Weapon, Fixed, Indirect Fire, HE (2")

PIAT Anti-Tank Team

Veteran (52pts)

Composition: 2 Soldiers

Weapon	Range (")	Shots	Pen	Special Rules
1 x PIAT	12	1	5	Team Weapon, Shaped Charge

Special Rules: Team Weapon, Shaped Charge

Sniper Team

Veteran (65pts)

Composition: 2 Soldiers

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

Special Rules: Team Weapon, Sniper, Assault

Flamethrower Team

Veteran (65pts)

Composition: 2 Soldiers

Weapon	Range (")	Shots	Pen	Special Rules
1 x Flamethrower (infantry)	6	D6	3	Team Weapon, Flamethrower

Special Rules: Flamethrower, Team Weapon

Artillery

QF 6-PDR

Veteran (90pts)

Composition: 4 Soldiers

Weapon	Range (")	Shots	Pen	Special Rules
1 x Medium AT gun	60	1	5	Team Weapon, Fixed, HE (1")

Special Rules: Team Weapon, Fixed, Gun Shield, HE (1")

Armoured Cars

British Airborne Recce Jeep

Veteran (52pts)

Damage Value: All soft-skinned vehicles (6+)

Weapon	Range (")	Shots	Pen	Special Rules
1 x Double, forward-facing medium machine gun (MMG)	36	5	-	-

Options: Upgrade Forward-facing MMG to Twin Forward-facing MMG

Special Rules: Recce

British Airborne Recce Jeep

Veteran (52pts)

Damage Value: All soft-skinned vehicles (6+)

Weapon	Range (")	Shots	Pen	Special Rules
1 x Double, forward-facing medium machine gun (MMG)	36	5	-	-

Options: Upgrade Forward-facing MMG to Twin Forward-facing MMG

Special Rules: Recce

Name	Description
Assault	No penalty to hit when moving and shooting. Infantry models armed with an assault weapon

Name	Description
	count as tough fighters.
Fixed	Only targets enemies within front arc. On Advance, doesn't move, but can rotate and fire at -1 to hit. Run order as normal.
Flamethrower	Number of hits caused is multiplied into D6 (D6+1 if vehicle-mounted flamethrower). Roll for damage like normal. No -1 Pen penalty when at long range. Gun shield doesn't apply when shooting at artillery targets. Extra protection doesn't apply when target's inside buildings. Neither building nor gun shield offers protection against a flamethrower. Any unit hit takes D3+1 pins.
Gun Shield	If a gun is equipped with a gun shield, the die roll an enemy requires to score damage for a hit from the front arc of the gun and is increased by +1. Inexperienced crew behind a gun shield are damaged on 4+, regulars 5+ and veterans 6+. Roll is modified by pen value of the weapon in the usual way. Hits from HE, flamethrowers and close quarters attacks ignore the gun shield rule.
HE (1")	Some weapons can fire either anti-tank shots (using Pen value indicated) or HE shots. Player must declare which type of shot the weapon is firing as he declares the target.
HE (2")	Some weapons can fire either anti-tank shots (using Pen value indicated) or HE shots. Player must declare which type of shot the weapon is firing as he declares the target.
Indirect Fire	These indirect fire weapons cannot be fired at targets within their minimum range (see weapon profiles). If a target is within this minimum range the shot misses automatically. Check rulebook/app for full details.
Recce	When reversing can reverse at full Advance rate (i.e. 12" or 9") rather than half rate, and manoeuvre as if driving forward.
Shaped Charge	Never suffer -1 penetration modifier for firing at long range.
Sniper	When using Fire or Ambush the player can decide to use scope: Rifle range changes to 36". If target is within 12", shot misses automatically. See app/rulebook for full entry.
Stubborn	If forced to take morale check, ignore negative morale modifiers from pin markers. Order tests are not morale checks.
Team Weapon	Weapon requires two or more men to shoot at full effect. There are three types of team weapons - squadbased team weapons, support team weapons and artillery team weapons. See app/rulebook for full details.