

British Army (1940/41)

1940 and 1941 were a series of seemingly endless defeats at the hands of the German army, broken only by early victories over the Italians in the Western Desert. Despite the grim situation, the Commonwealth forces hung on, facing the seemingly invincible German forces alone. The invasion of the Soviet Union in June 1941 and the Japanese attack on Pearl Harbour brought welcome allies and began the long march to victory.

British Army (1940/41)

This army list allows you to field a British army in a game of Warhammer Panzer Battles. Once you and your opponent have decided which scenario you are going to play, you will be able to choose your army using the army list and the force organisation chart.

The army list is split into five broad categories that contain troops, vehicles, and characters that you can include in your army. Each separate entry counts as one choice from the organisation chart.

Strategy

The British Army seemed to spend all of its time on the back foot, barely recovering from one German blow before another was delivered. First there was the disastrous campaign in Norway, then the BEF (British Expeditionary Force) lost many men and most of its equipment in France. The Western Desert Force managed to push the Italians back out of Egypt after their invasion, only to be thoroughly trounced by the Germans in Libya, Greece and Crete.

Britain has a strategy rating of 2.

Enemies

The British Empire joined the war allied to Poland, France and the Low Countries. Within a year the Empire stood alone against Germany, Italy, and Vichy France. Forces from the British Army (1940/41) list can be historically matched against the German Army (1939/40) list, German Army (1941/43) list, the Fallschirmjäger (1940/43) list, the Waffen SS (1939/41) list, the Italian Army (1940/43) list and the French Army (1939/42) list.

Special Rules

Stiff Upper Lip and All That!

The British NCO is renown for steadiness. A unit that includes a sergeant, corporal or bombardier always passes the first Morale Test they are required to take in a game.

Tally Ho!

British cavalry regiments have long been known for their enthusiasm for hunting and an equal enthusiasm for rash charges. All cavalry units (Divisional Cavalry Troops, Armoured Car Troops, and some Tank Troops) must roll a dice at the start of each turn. On a roll of a 1 the unit immediately moves D6" towards the nearest enemy unit. The unit counts as moving, although it may still move as normal up to the full distance in the movement phase. The unit cannot move further away from the enemy during its movement. Any other roll allows the unit to move as normal.

Hurry Up and Wait

The British command structure lacked dynamism throughout the war. This was particularly obvious during their early forays into mobile warfare. All British armoured units that are not cavalry (Infantry Tank Platoons, Captured Tank Troops, and all Tank Troops that are not cavalry) must roll a dice at the start of each turn. On a roll of 1 the unit may not move this turn as the officers wait for orders or attempt to decipher the last set. The unit may still shoot as normal. Any other roll allows the unit to move as normal.

British Army Glossary

- Bombardier – gun crew leader
- Captain – company officer
- Colonel – senior officer
- Corporal – squad or section leader
- Lieutenant – platoon officer
- OBL – Ordnance Breach Loading, artillery
- OML – Ordnance Muzzle Loading, mortars
- OQF – Ordnance Quick Firing, guns
- Private – infantryman, common soldier
- RA – Royal Artillery
- RAF – Royal Air Force
- Regiment – cavalry or artillery battalion or parent formation of a battalion in a brigade
- RHA – Royal Horse Artillery
- RTR – Royal Tank Regiment
- Sergeant – assistant platoon leader
- Squadron – cavalry company
- Troop – cavalry or artillery platoon

British Army Summary

	WS	BS	S	T	W	I	A	Ld	Sv
Colonel	3	4	3	3	1	3	1	9	6+
Captain	3	4	3	3	1	3	1	8	6+
Sergeant	3	4	3	3	1	3	1	6	6+
Corporal	3	4	3	3	1	3	1	6	6+
Private	3	4	3	3	1	3	1	6	6+
Veteran Sergeant	4	5	3	3	1	3	2	8	6+
Sniper	3	5	3	3	1	3	1	6	6+
Veteran Corporal	4	5	3	3	1	3	2	8	6+
Sapper	2	3	3	3	1	2	1	6	6+
Bombardier	2	4	3	3	1	2	1	6	6+
Gunner	2	4	3	3	1	2	1	6	6+
Lieutenant	3	4	3	3	1	3	1	8	6+

Armour:	Front	Side	Rear	BS
Field Car	5	5	5	-
Bren or Scout Carrier	9	8	8	-
ACV (Armoured Command Vehicle)	8	8	8	-
Quad or Dragon artillery limber	5	5	5	-
Light truck	5	5	5	-
Lorry	5	5	5	-
A9 CS Cruiser Tank Mark II close-support tank	9	9	9	4
A13 CS Cruiser Tank Mark IV close-support tank	10	9	9	4
A15 CS Cruiser Tank 'Crusader CS' close-support tank	11	10	10	4
A12 CS Infantry Tank Mark II 'Matilda II CS' close-support tank	12	12	12	4
Humber light recce car	9	8	8	3
Rolls-Royce armoured car	8	8	8	3
Marmon-Harrington armoured car	9	8	8	3
Guy armoured car	9	8	8	3
Humber armoured car	9	8	8	3
A11 Infantry Tank Mark I 'Matilda I'	11	11	11	3
A12 Infantry Tank Mark II 'Matilda II'	12	12	12	4
Valentine infantry tank	11	11	11	3
Light Tank Mark IV	9	9	9	3
Light Tank Mark VI	9	9	9	3
M3 Light Tank 'General Stuart'	10	10	10	3
A9 Cruiser Tank Mark II	9	9	9	4
A10 Cruiser Tank Mark III	10	9	9	4
A13 Cruiser Tank Mark IV	10	9	9	4
A15 Cruiser Tank 'Crusader'	11	10	10	4
Lysander army co-operation aircraft	6	6	6	3

British Army Weapons Summary

Infantry Weapons

Name	Range	Str.	AP	Type
Webley Service Revolver	12	2	6	Pistol
Thompson submachine-gun	12	2	6	Assault 3
Lee-Enfield rifle	24	3	5	Heavy 1
Bren light machine-gun	24	3	5	Heavy 4
Vickers medium machine-gun	36	3	5	Heavy 8
OML 2" light mortar	24	3	-	Heavy 2/Blast
OML 3" medium mortar	G 12-36	4	-	Heavy 1/Blast
Boys anti-tank rifle	24	4	5	Heavy 2

Heavy Weapons

Name	Range	Str.	AP	Type
BESA or Browning tank machine-gun	24	3	5	Heavy 3
0.303" Vickers tank machine-gun	24	3	5	Heavy 4
Browning 0.30" anti-aircraft machine-gun	24	3	5	Heavy 5
Vickers 0.5" tank machine-gun or Browning 0.50" heavy anti-aircraft machine-gun or 15 mm heavy machine-gun or 20 mm anti-aircraft cannon	24	4	5	Heavy 4
40 mm Bofors anti-aircraft gun	24	5	4	Heavy 3
Or firing High Explosive	24	2	-	Heavy 3/Blast
French 25 mm anti-tank gun	24	5	4	Heavy 2
Bofors 37 mm anti-tank gun	24	5	4	Heavy 2
OQF 2 pdr anti-tank gun or US 37 mm tank gun	24	6	4	Heavy 2
OQF 6 pdr anti-tank gun	24	7	3	Heavy 2
OQF 18 pdr heavy anti-tank gun	36	6	4	Heavy 2
OQF 3" CS howitzer	24	4	-	Heavy 2/Blast
OQF 3.7" Smoke Mortar	24	-	-	Heavy 2/Smoke

Artillery Weapons

Name	Range	Str.	AP	Type
OQF 18 pdr field gun or 25 pdr Mk I field gun	36	6	4	Heavy 2
Or firing High Explosive	36	4	-	Heavy 2/Blast
Or firing a barrage	G 60	4	-	Heavy 1/Blast
OQF 25 pdr Mk II field gun	36	6	4	Heavy 2
Or firing High Explosive	36	4	-	Heavy 2/Blast
Or firing a barrage	G 72	4	-	Heavy 1/Blast
OQF 4.5" field howitzer	24	5	4	Heavy 2/Blast
Or firing a barrage	G 60	5	-	Heavy 1/Blast
OBL 60 pdr medium gun or OBL 4.5" Mk I medium gun	36	8	3	Ordnance 1
Or firing High Explosive	36	6	-	Ordnance 1/Blast
Or firing a barrage	G 84	6	-	Ordnance 1/Blast
OBL 4.5" Mk II medium gun	48	9	2	Ordnance 1
Or firing High Explosive	48	6	-	Ordnance 1/Blast
Or firing a barrage	G 96	6	-	Ordnance 1/Blast
OBL 6" heavy howitzer or US M1918 155 mm howitzer	36	8	-	Ordnance 1/Blast
Or firing a barrage	G 72	8	-	Ordnance 1/Blast
OBL 7.2" heavy howitzer	G 84	9	-	Ordnance 1/Blast
OBL 8" super-heavy howitzer	G 72	10	-	Ordnance 1/Blast

Transport

<i>Armour:</i>	<i>Front</i>	<i>Side</i>	<i>Rear</i>	<i>BS</i>
Field car	5	5	5	-
Bren or Scout Carrier	9	8	8	-
ACV (Armoured Command Vehicle)	8	8	8	-
Quad artillery limber	5	5	5	-
Dragon artillery limber	5	5	5	-
Light truck	5	5	5	-
Lorry	5	5	5	-

Type: Field cars are fast, open-topped, wheeled vehicles. Bren and Scout Carriers are open-topped light tanks. Trucks and lorries are open-topped wheeled vehicles. Quad artillery limbers and ACV's are wheeled vehicles. Dragon artillery limbers are slow light tanks.

Passengers: Quad and Dragon artillery limbers, and light trucks can carry ten models and tow one towed weapon. Lorries can carry twenty models and tow one towed weapon. Field cars, and Bren and Scout Carriers can carry three models.

Armament: If the passengers of a truck or lorry have a Bren light machine-gun, they may fire it from an anti-aircraft mount.

HQ

Infantry HQ

Infantry HQ:

- 1 HQ Section
- 0 to 3 Snipers
- 0 to 1 Mortar Section
- 0 to 1 Anti-aircraft Sections
- 0 to 1 Pioneer Section
- 0 to 1 RASC Transport Section

HQ Section 60 points/75 points

The Staff HQ co-ordinates the various components of a force. The Captain or Colonel devises the strategy for the coming battle, controlling and co-ordinating the sections under their command.

	<i>Points/ model</i>	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>	<i>Save</i>
Led by Colonel	75	3	4	3	3	1	3	1	9	6+
Led by Captain	60	3	4	3	3	1	3	1	8	6+
Sergeant	-	3	4	3	3	1	3	1	6	6+
Private	-	3	4	3	3	1	3	1	6	6+
Veteran Sergeant	+15	4	5	3	3	1	3	2	8	6+

Section: The HQ Section consists of 1 Colonel or Captain, 1 Sergeant and 6 Privates.

Weapons: Lee-Enfield rifles and fragmentation grenades. The Colonel or Captain is armed with a Webley Service Revolver.

Options: Up to one Private may be armed with a Bren light machine-gun for +8 points. Up to one Private may be armed with a Boys anti-tank rifle for +5 points. The Sergeant may be armed with a Thompson submachine-gun for +4 points.

Characters: A Colonel or Captain is an independent character and follows all the rules for characters given in the Warhammer 40,000 rules. The Sergeant may be upgraded to a Veteran Sergeant for +15 points.

Transport: The HQ Section includes two field cars.

Signaller: One Private may be upgraded to a signaller for +35 points.

Stretcher-bearers: Up to two Privates may be upgraded to stretcher-bearers equipped as medics for +10 points per model.

Special Rules

Leadership: Any British section or weapons crew within 12" of a HQ Section may use the Colonel's or Captain's Leadership characteristic for all Leadership tests.

Signaller: A signaller or radio operator can communicate with any other model within 12" and can communicate with any other signaller model, regardless of distance.

Stretcher-bearer: A medic allows any one model within 12" to ignore the first failed saving throw it rolls in every turn. The medic may not save any model that has suffered 'Instant Death' (see page 53 of the Warhammer 40,000 rulebook) or that has been hit by a close combat weapon that allows no save at all. The medic may not save models while the medic is in base contact with an enemy model.

Sniper 10 points

The British Army's history of colonial wars and its memory of the First World War ensured that it entered the war with well-trained snipers.

	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>	<i>Save</i>
Sniper	3	5	3	3	1	3	1	6	6+

Weapons: Sniper's version of the Lee-Enfield rifle and a pistol.

Character: The sniper is an independent character.

Option: Up to one Sniper may be upgraded to a Master Sniper for +20 points. When a Master Sniper fires his sniper rifle you may choose which of your opponent's models to fire at. For example you could choose to fire at a machine-gunner or a sergeant.

Special Rules

Sniper: Units suffering casualties from sniper rifles must test to avoid pinning as for a barrage.

Camouflage: Snipers are masters at camouflage. A sniper gains a +1 to any cover save roll when they go to ground.

Mortar Section..... 22 points per mortar

Most infantry battalion had a small platoon of 3” mortars to provide the infantry with close support.

	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>	<i>Save</i>
Corporal	3	4	3	3	1	3	1	6	6+
Private	3	4	3	3	1	3	1	6	6+

Section: A Mortar Section consists of 1 or 2 mortars commanded by a Corporal. Each mortar has a crew of 3 Privates.

Weapons: OML 3” medium mortars. Each Private is armed with a Lee-Enfield rifle.

Options: Up to one Private may be armed with a Boys anti-tank rifle for +5 points.

Transport: Each mortar includes a light truck at no extra cost.

Anti-aircraft Section 16 points per team

Light anti-aircraft weapons helped deter German fighters from making low-level strafing runs.

	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>	<i>Save</i>
Corporal	3	4	3	3	1	3	1	6	6+
Private	3	4	3	3	1	3	1	6	6+

Section: An Anti-aircraft Section consists a Corporal and 1 or 2 teams of 3 Privates.

Weapons: Each Private is armed with a Lee-Enfield rifle. 1 Private in each team is armed with a twin linked Bren anti-aircraft light machine-gun.

Options: Up to one Private in each team may be armed with a Boys anti-tank rifle for +5 points per model.

Transport: An Anti-aircraft Section includes a light truck at no extra cost.

Pioneer Section 60 points

Pioneer sections were small and efficient specialist units.

	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>	<i>Save</i>
Corporal	3	4	3	3	1	3	1	6	6+
Private	3	4	3	3	1	3	1	6	6+
Veteran Corporal	4	5	3	3	1	3	2	8	6+

Section: A Pioneer Section consists of a Corporal and 6 Privates.

Weapons: Lee-Enfield rifles and fragmentation grenades.

Options: The Corporal may be armed with a Thompson submachine-gun for +4 points. Up to two Pioneers may have anti-tank grenades for +1 point or HEAT charges for +2 points.

Character: The Corporal may be upgraded to a Veteran Corporal for +15 points.

Transport: Pioneer Sections include a light truck as transport.

Special Rules

Engineers: Pioneer Sections are combat engineers.

Demolitions and Obstacles: A player with an Pioneer Section in their detachment may place D3 minefields, booby traps, razor wire obstacles, or craters in their deployment area for each Pioneer Section before deploying any of their troops.

Mine Clearance: Infantry and engineers may attempt to gap a minefield while moving at D6” per turn. Troops attempting to gap a minefield may not shoot. Engineers attempting to gap a minefield only trigger mines on a roll of 6. If a model attempting to gap a minefield crosses the minefield successfully, that section of minefield is destroyed. Note that engineers crossing the minefield normally do not destroy minefield sections.

RASC Transport Section..... 50 points per two lorries

Infantry battalions were allocated an RASC (Royal Army Service Corps) transport company as needed for long marches.

Section: An RASC Transport Section consists of 1 to 3 pairs of Lorries (i.e. 2, 4 or 6 lorries).

Each pair of lorries can transport a single Rifle Platoon at a time.

Armoured HQ

Armoured HQ: **1 HQ Troop**

HQ Troop

An armoured HQ troop contained close-support tanks to provide HE and smoke capability as well as the command tanks.

Troop: A HQ Troop consists of a command tank and up to one other tank selected from the Tank Troop Fast Attack choice or Infantry Tank Platoon Elites choice and up to two close-support tanks.

Command Tank: A command tank is equipped with extra communications equipment for +15 points.

<i>Armour:</i>	<i>Points/ Model</i>	<i>Front</i>	<i>Side</i>	<i>Rear</i>	<i>BS</i>
A9 CS Cruiser Tank Mark II close-support tank	35	9	9	9	4
A13 CS Cruiser Tank Mark IV close-support tank	50	10	9	9	4
A15 CS Cruiser Tank 'Crusader CS' close-support tank	90	11	10	10	4
A12 CS Infantry Tank Mark II 'Matilda II CS' close-support tank	85	12	12	12	4

Type: A9 CS, A13 CS and A15 CS Cruiser Tank close-support tanks are medium tanks. A12 CS Infantry Tank Mark II close-support tanks are slow heavy tanks.

Armament: A9 CS Cruiser Tank Mark II close-support tanks are armed with an OQF 3.7" Smoke Mortar, three BESA tank machine-guns and a smoke launcher. A13 CS Cruiser Tank Mark IV close-support tanks are armed with an OQF 3.7" Smoke Mortar, two BESA tank machine-guns and a smoke launcher. A15 CS Cruiser Tank 'Crusader CS' close-support tanks are armed with an OQF 3" CS howitzer, two BESA tank machine-guns and a smoke launcher. A12 Infantry Tank Mark II 'Matilda II' close-support tanks are armed with an OQF 3" CS howitzer, a BESA tank machine-gun and a smoke launcher.

Close-support tanks may fire smoke ammunition as often as desired.

Special Rules

Armoured HQ: A detachment containing an Armoured HQ may take Tank Troop Fast Attack choice or Infantry Tank Platoon Elites choice as Troops choices.

Motor Battalion: Rifle Platoons in a detachment containing an Armoured HQ may add light trucks to HQ and Rifle Sections at no cost, but must reduce the section strength to 7 to fit in (discarding extra Privates as necessary).

Armoured Track Guards: A12 CS Infantry Tank Mark II close support tanks have armoured track guards that protect the vulnerable track mechanism. The vehicle treats Immobilised results as Crew Stunned instead on a D6 roll of 4+.

Commander Royal Artillery (CRA)

Royal Artillery HQ: **1 Command Troop at 45 points**

Command Troop

Artillery headquarters combined a number of specialist sections to ensure rapid and accurate artillery support.

Troop: A Command Troop consists of an office-bodied lorry.

Option: The Command Troop may include a Survey Section for +25 points and a Counter-battery Section for +25 points.

Special Rules

Signaller: A Command Troop counts as having a signaller and can communicate with any other model within 12" and can communicate with any other signaller model, regardless of distance.

Artillery Survey: If the Survey Section begins the game on the table, the British player may draw a map and measure the position of terrain features before either side deploys.

Counter-battery: A counter-battery section can locate any one weapon with a range greater than 60", or any rocket artillery, that fired a barrage last turn. This allows the Troop to call and observe barrages aimed at the located artillery.

Elites

Divisional Cavalry Troop

Recce Troop: **0 to 1 Armoured Car Section**
 0 to 2 Scout Sections

Armoured Car Section

The reconnaissance regiments were the eyes and ears of the infantry. After the fall of France, there weren't many vehicles to go round, so they were equipped with the rather makeshift Humber Light Recce Car or the South African-built Marmon-Harrington armoured car.

<i>Armour:</i>	<i>Points/ Model</i>	<i>Front</i>	<i>Side</i>	<i>Rear</i>	<i>BS</i>
Humber light recce car	30	9	8	8	3
Marmon-Harrington armoured car	37	9	8	8	3

Section: An Armoured Car Section consists of up to 5 light recce or armoured cars. The section lacks radios so it must operate as a unit.

Type: Humber light recce cars and Marmon-Harrington armoured cars are fast, wheeled vehicles.

Armament: Humber light recce cars are armed with a Bren machine-gun, a Boys anti-tank rifle and a smoke launcher. Marmon-Harrington armoured cars are armed with a 0.303" Vickers tank machine-gun, a boys anti-tank rifle and a smoke launcher in the turret and a further 0.303" Vickers tank machine-gun on an anti-aircraft mounting. The armoured car may not fire any other weapon while firing the anti-aircraft machine-gun.

Special Rules

Scouts: The role of the recce regiments was to scout ahead of the main body, seeking out enemy positions and relaying the information back.

To represent this, any Recce Troops in the army may be deployed at the start of the battle, even in scenarios where they could not normally be deployed. For example, if you were the defender in a Take and Hold mission, then your Recce Troop would set up at the start of the battle instead of being placed in reserve with the rest of the Elite units. If you're playing a scenario where you can only deploy a limited number of units then any Recce Troops you deploy are not counted against the limit for the scenario.

In addition to this rule, after both sides have deployed, any Recce Troops may make a 'free move'. The move happens before the first turn takes place. All of the normal movement rules apply.

Scout Section..... 100 points

A Recce Troop normally had a section of armoured cars and two sections of scout carriers.

	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>	<i>Save</i>
Corporal	3	4	3	3	1	3	1	6	6+
Private	3	4	3	3	1	3	1	6	6+
Veteran Corporal	4	5	3	3	1	3	2	8	6+

Section: A Scout Section consists of a Corporal and 5 Privates.

Weapons: Lee-Enfield rifles and fragmentation grenades. The Corporal may be armed with a Thompson submachine-gun for +4 points.

Character: The Corporal may be upgraded to a Veteran Corporal for +15 points.

Vehicles: A Scout Section includes 3 Scout Carriers.

Armament: Each Scout Carrier is armed with a Bren light machine-gun, a Boys anti-tank rifle and a smoke launcher.

Options: Scout Carriers may be armed with a vehicle-mounted Vickers medium machine-gun for +6 points per model.

Dismounted Actions: The infantry can dismount the Scout Carriers' weapons and use them in place of their rifles. While the infantry are dismounted, the Scout Carriers' weapons cannot be fired from the carriers (no-one is left to fire them!)

Armoured Car Troop

<i>Armour:</i>	<i>Points/Model</i>	<i>Front</i>	<i>Side</i>	<i>Rear</i>	<i>BS</i>
Rolls Royce armoured car	30	9	8	8	3
Marmon Harrington armoured car	37	9	8	8	3
Guy armoured car	40	9	8	8	3
Humber armoured car	40	9	8	8	3

A cavalry regiment was allocated to each corps to keep the general informed of enemy movements.

Troop: An Armoured Car Troop consists of up to four armoured cars.

Type: Rolls Royce, Marmon Harrington, Guy and Humber armoured cars are fast, wheeled vehicles.

Armament: Rolls Royce armoured cars are armed with a Bren light anti-aircraft machine-gun, a Boys anti-tank rifle and a smoke launcher. Marmon-Harrington armoured cars are armed with a 0.303" Vickers tank machine-gun, a boys anti-tank rifle and a smoke launcher in the turret and a further 0.303" Vickers tank machine-gun on an anti-aircraft mounting. Guy and Humber armoured cars are armed with a 15 mm machine-gun, a BESA tank machine-gun and a smoke launcher.

Anti-aircraft machine-guns may not be fired at the same time as any other turret-mounted weapon.

Options: Marmon Harrington armoured cars may replace their Vickers tank machine-gun and Boys anti-tank rifle with a captured Breda 20 mm anti-aircraft gun in an open-topped mount at a saving of -10 points, or a German 28 mm heavy anti-tank rifle at a saving of -5 points, or a German 37 mm anti-tank gun at no cost.

Special Rules

Scouts: The role of the recce regiments was to scout ahead of the main body, seeking out enemy positions and relaying the information back. Although they were typically well armed, recce troops were expected to avoid combat. Their mission as the General's eyes was far more important than any incidental damage they might cause.

To represent this, any Armoured Car Troops in the army may be deployed at the start of the battle, even in scenarios where they could not normally be deployed. For example, if you were the defender in a Take and Hold mission, then your Armoured Car Troop would set up at the start of the battle instead of being placed in reserve with the rest of the Elite units. If you're playing a scenario where you can only deploy a limited number of units then any Armoured Car Troops you deploy are not counted against the limit for the scenario.

In addition to this rule, after both sides have deployed, any Armoured Car Troops may make a 'free move'. The move happens before the first turn takes place. All of the normal movement rules apply.

Machine-gun Platoon

	<i>Points/gun</i>	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>	<i>Save</i>
Sergeant	27	3	4	3	3	1	3	1	6	6+
Private	-	3	4	3	3	1	3	1	6	6+

Each infantry division had a battalion of medium machine-guns. Although the machine-gun section had six men, only a few remained in the gun position, the remainder being more concerned with maintaining the ammunition supply.

Platoon: A Machine-gun Platoon consists of 1 to 4 machine-guns commanded by a Sergeant. Each gun has a crew of 3 Privates.

Weapons: Vickers medium machine-guns. Each Private is armed with a Lee-Enfield rifle. The Sergeant may be armed with a Thompson submachine-gun for +4 points.

Transport: Each machine-gun includes a light truck at no extra cost.

Infantry Tank Platoon

<i>Armour:</i>	<i>Points/Model</i>	<i>Front</i>	<i>Side</i>	<i>Rear</i>	<i>BS</i>
A11 Infantry Tank Mark I 'Matilda I' infantry tank	28	11	11	11	3
A12 Infantry Tank Mark II 'Matilda II' infantry tank	65	12	12	12	4
Valentine infantry tank	40	11	11	11	3

Army Tank Brigades equipped with infantry tanks supported the infantry divisions in their attacks. These heavily armoured tanks were virtually immune to enemy fire.

Platoon: An Infantry Tank Platoon consists of 1 to 3 infantry tanks.

Type: All infantry tanks are slow medium tanks. The A11 Infantry Tank Mark I 'Matilda' tanks are very slow tanks. Roll 2D6 each turn and take the higher roll to determine how far they can move.

Armament: A11 Infantry Tank Mark I 'Matilda I' infantry tanks are armed with a 0.303" Vickers tank machine-gun and a smoke-launcher. A12 Infantry Tank Mark II 'Matilda II' and Valentine infantry tanks are armed with an OQF 2 pdr anti-tank gun, a BESA tank machine-gun and a smoke-launcher.

Option: A11 Infantry Tank Mark I 'Matilda I' infantry tanks may replace their 0.303" Vickers tank machine-gun with a 0.5" Vickers tank machine-gun for +5 points.

Tanks may be equipped with a Bren anti-aircraft light machine-gun for +5 points. The tank cannot fire any turret weapons while firing the anti-aircraft machine-gun.

Special Rules

Armoured Track Guards: A12 Infantry Tank Mark II 'Matilda II' infantry tanks have armoured track guards that protect the vulnerable track mechanism. The vehicle treats Immobilised results as Crew Stunned instead on a D6 roll of 4+.

Engineer Section

Engineer Section: 0 to 1 Engineer Officer at 12 points
1 to 4 Engineer Sub-sections at 95 points each

Engineer Officer

Each division had several field companies of the Royal Engineers attached for general engineering work.

	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>	<i>Save</i>
Lieutenant	3	4	3	3	1	3	1	8	6+

Officer: The Engineer Section is lead by a Lieutenant.

Weapons: Webley Service Revolver.

Character: The Lieutenant is a character and follows all the rules for characters given in the Warhammer 40,000 rules.

Special Rules

Leadership: Any Engineer Sub-section within 12" of an Engineer Officer may use the Lieutenant's Leadership characteristic for all Leadership tests.

Engineers: Engineer Sections are combat engineers.

Demolitions and Obstacles: A player with an Engineer Sub-section in their detachment may place D3 minefields, booby traps, razor wire obstacles, or craters in their deployment area for each Engineer Sub-section before deploying any of their troops.

Engineer Sub-section

Engineers were trained first and foremost in obstacle clearance, bridging and demolitions. They were deemed too valuable to be used as riflemen except in the direst emergency.

	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>	<i>Save</i>
Corporal	3	4	3	3	1	3	1	6	6+
Sapper	2	3	3	3	1	2	1	6	6+
Veteran Corporal	4	5	3	3	1	3	2	8	6+

Sub-section: An Engineer Sub-section consists of a Corporal and 11 Sappers.

Weapons: Lee-Enfield rifles and fragmentation grenades.

Options: The Corporal may be armed with a Thompson submachine-gun for +4 points.

Character: The Corporal may be upgraded to a Veteran Corporal for +15 points.

Transport: Engineer Sub-sections include a lorry as transport.

Special Rules

Mine Clearance: Infantry and engineers may attempt to gap a minefield while moving at D6" per turn. Troops attempting to gap a minefield may not shoot. Engineers attempting to gap a minefield only trigger mines on a roll of 6. If a model attempting to gap a minefield crosses the minefield successfully, that section of minefield is destroyed. Note that engineers crossing the minefield normally do not destroy minefield sections.

Anti-tank Troop

	<i>Points/gun</i>	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>	<i>Save</i>
Bombardier	11	2	4	3	3	1	2	1	6	6+
Gunner	-	2	4	3	3	1	2	1	6	6+

The OQF 2 pdr anti-tank gun was one of the best in the world at the start of the war. Unfortunately By the end of 1941 it was decidedly out-dated and old 18 pdr field guns were issued to back them up until the new OQF 6 pdr could arrive.

Troop: An Anti-Tank Gun Section consists of 1 to 4 anti-tank guns commanded by a Bombardier. Each gun has a crew of 3 Gunners.

Weapons: French 25 mm or Bofors 37 mm anti-tank guns. May be replaced with OQF 2 pounder anti-tank guns for +5 points, OQF 6 pdr anti-tank guns for +10 points or OQF 18 pounder heavy anti-tank guns for +12 points. Each Gunner is armed with a Lee-Enfield rifle.

Options: Up to one Gunner may be armed with a Bren light machine-gun for +8 points. The Bombardier may be armed with a Thompson submachine-gun for +6 points.

Vehicles: Each anti-tank gun has a light truck as a towing vehicle. The gun may be carried portee-style on the back of a lorry instead for an extra +3 points.

Special Rules

Delicate: The French 25 mm gun was not designed for motor transport and was too fragile to be towed behind a truck. It is always carried in the truck rather than towed.

Turntable: OQF 2 pdr guns have a turntable mounting and do not count as moving when changing facing.

Portee: At the start of the game, an anti-tank gun may be carried on the deck of the truck rather than towed. Such portee guns may be fired from the back of the towing vehicle without disembarking. If a gun begins the game carried portee style, it must remain so for the entire game.

Light Anti-aircraft Troop

	<i>Points/gun</i>	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>	<i>Save</i>
Bombardier	25	2	4	3	3	1	2	1	6	6+
Gunner	-	2	4	3	3	1	2	1	6	6+

Each division contained a light anti-aircraft regiment armed with dozens of light anti-aircraft guns.

Troop: A Light Anti-Aircraft Troop consists of 1 to 3 light anti-aircraft guns commanded by a Bombardier. Each gun has a crew of 3 Gunners.

Weapons: A Bofors 40 mm anti-aircraft gun. Each Gunner is armed with a Lee-Enfield rifle. The Bombardier may be armed with a Thompson submachine-gun for +6 points.

Vehicles: Light Anti-Aircraft Troops include light trucks to tow the guns.

Special Rules

Turntable: Light anti-aircraft guns have turntable mountings and do not count as moving when changing facing.

Royal Air Force

<i>Armour:</i>	<i>Points/Model</i>	<i>Front</i>	<i>Side</i>	<i>Rear</i>	<i>BS</i>
Westland Lysander army co-operation aircraft	75	6	6	6	3

The RAF was believed that the war would be decided by fleets of bomber aircraft devastating the enemy homeland and refused to put much time or effort into army co-operation. The Westland Lysander was specifically built for this role. While ideal as a flying observation post, the Lysander lacked the speed and punch required for ground attack work.

Aircraft: You may include between 1 and 4 army co-operation aircraft as a single Elites choice. Army co-operation aircraft may either form a single unit or arrive and move independently.

Type: Lysander army co-operation aircraft are aircraft.

Armament: Lysander army co-operation aircraft may attack with either bombs (Ordnance 1/Blast, Range Guess 6, Strength 5) or machine-guns (Linked Heavy 3, Range 24, Strength 3, AP 5).

Troops

Rifle Platoon

Rifle Platoon: 1 HQ Section at 40 points
2 to 3 Rifle Sections at 45 points each.

HQ Section

The basis of every infantry battalion is its rifle platoons. With four companies of three platoons, a battalion has sufficient troops for most tasks.

	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>	<i>Save</i>
Lieutenant	3	4	3	3	1	3	1	8	6+
Sergeant	3	4	3	3	1	3	1	6	6+
Private	3	4	3	3	1	3	1	6	6+
Veteran Sergeant	4	5	3	3	1	3	2	8	6+

Section: The HQ Section consists of 1 Lieutenant, 1 Sergeant and 6 Privates.

Weapons: Lee-Enfield rifles and fragmentation grenades. The Lieutenant is armed with a Webley Service Revolver.

Options: Up to one Private may be armed with an OML 2" light mortar for +15 points. Up to one Private may be armed with a Boys anti-tank rifle for +5 points. The Sergeant may be armed with a Thompson submachine-gun for +4 points.

Character: The Lieutenant is a character and follows all the rules for characters given in the Warhammer 40,000 rules. The Sergeant may be upgraded to a Veteran Sergeant for +15 points.

Special Rules

Leadership: Any Rifle Section within 12" of a HQ Section may use the Lieutenant's Leadership characteristic for all Leadership tests.

Rifle Section

The humble Private made up the core of any British army.

	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>	<i>Save</i>
Corporal	3	4	3	3	1	3	1	6	6+
Private	3	4	3	3	1	3	1	6	6+
Veteran Corporal	4	5	3	3	1	3	2	8	6+

Section: A Rifle Section consists of a Corporal and 9 Privates.

Weapons: Lee-Enfield rifles and fragmentation grenades. The Corporal may be armed with a Thompson submachine-gun for +4 points. One Private is armed with a Bren light machine-gun.

Character: The Corporal may be upgraded to a Veteran Corporal for +15 points.

Fast Attack

Tank Troop

<i>Armour:</i>	<i>Points/Model</i>	<i>Front</i>	<i>Side</i>	<i>Rear</i>	<i>BS</i>
Light Mark IV light tank	35	9	8	8	3
Light Mark VI light tank	55	9	8	8	3
M3 Light Tank 'General Stuart'	95	10	10	10	3
A9 Cruiser Tank Mark II	65	9	9	9	4
A10 Cruiser Tank Mark III	50	10	9	9	4
A13 Cruiser Tank Mark IV	95	10	9	9	4
A15 Cruiser Tank 'Crusader'	75	11	10	10	4

There were never enough Cruiser tanks to fully equip all of the armoured regiments so they mixed light and cruiser tanks together to make up numbers.

Troop: A Light or Cruiser Tank Troop consists of 1 to 4 tanks.

Type: Light Tank Mark IV and Light Tank Mark VI tanks are fast light tanks. M3 Light Tank 'General Stuart' and A13 Cruiser Tank Mark IV tanks are fast medium tanks. A9 and A10 Cruiser Tank and A15 Cruiser Tank 'Crusader' cruiser tanks are medium tanks.

Armament: Light Tank Mark IV tanks are armed with a 0.303" Vickers tank machine-gun. Light Tank Mark VI tanks are armed with a 0.5" and a 0.303" Vickers tank machine-gun. M3 Light Tank 'General Stuart' tanks are armed with a US 37 mm tank gun and two

Browning tank machine-guns. A9 Cruiser Tank Mark II tanks are armed with an OQF 2 pdr anti-tank gun and three BESA tank machine-guns. A10 and A13 Cruiser Tank tanks are armed with an OQF 2 pdr anti-tank gun and a BESA tank machine-gun. A15 Cruiser Tank 'Crusader' tanks are armed with an OQF 2 pdr anti-tank gun and two BESA tank machine-guns. All have smoke launchers.

Options: Stuart light tanks may be fitted with a Browning 0.30" anti-aircraft machine-gun for +12 points. Other tanks may mount a Bren light machine-gun for anti-aircraft work for +5 points. Anti-aircraft machine-guns cannot be fired while any other turret weapon is being fired.

Captured Tank Troop

The severe shortage of tanks convinced the British armoured regiments in the Desert to press the Italian tanks they captured at Beda Fomm in December 1940 into service against their former owners.

Troop: A Captured Tank Troop consists of 1 to 3 M11/39 or M13/40 medium tanks from the Italian Army 1940/43 list.

Scout Platoon

Scout Platoon: **0 to 1 Scout HQ Section at 40 points**
 1 to 4 Scout Sections at 100 points

Scout HQ Section

Each infantry battalion or motor company had a scout platoon mounted in Bren Carriers. As well as providing local reconnaissance for the battalion, the scout platoons were a useful mobile reserve.

	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>	<i>Save</i>
Lieutenant	3	4	3	3	1	3	1	8	6+
Sergeant	3	4	3	3	1	3	1	6	6+
Veteran Sergeant	4	5	3	3	1	3	2	8	6+

Section: The Scout HQ section consists of a Lieutenant and a Sergeant.

Weapons: Lee-Enfield rifle and fragmentation grenades. The Lieutenant is armed with a Webley Service Revolver.

Options: The Sergeant may be armed with a Thompson submachine-gun for +4 points.

Character: The Lieutenant is a character and follows all the rules for characters given in the Warhammer 40,000 rules. The Sergeant may be upgraded to a Veteran Sergeant for +15 points.

Transport: The Scout HQ Section has a Bren Carrier as transport.

Armament: The Bren Carrier is armed with a Bren light machine-gun and a smoke launcher.

Special Rules

Leadership: Any Scout Section within 12" of a Scout Officer may use the Lieutenant's Leadership characteristic for all Leadership tests.

Scout Section

Each scout platoon had three or four scout sections capable of operating as a mounted scouting force or dismounting as appropriate.

	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>	<i>Save</i>
Corporal	3	4	3	3	1	3	1	6	6+
Private	3	4	3	3	1	3	1	6	6+
Veteran Corporal	4	5	3	3	1	3	2	8	6+

Section: A Scout Section consists of a Corporal and 5 Privates.

Weapons: Lee-Enfield rifles and fragmentation grenades. The Corporal may be armed with a Thompson submachine-gun for +4 points.

Character: The Corporal may be upgraded to a Veteran Corporal for +15 points.

Vehicles: A Scout Section includes 3 Bren Carriers.

Armament: Each Bren Carrier is armed with a Bren light machine-gun, a Boys anti-tank rifle and a smoke launcher.

Options: Bren Carriers may be armed with a vehicle-mounted Vickers medium machine-gun for +6 points per model.

Dismounted Actions: The infantry can dismount the Bren Carriers' weapons and use them in place of their rifles. While the infantry are dismounted, the Bren Carriers' weapons cannot be fired from the carriers (no-one is left to fire them!)

Heavy Support

Field or Royal Horse Artillery Troop

Field Artillery Troop: 1 Troop HQ at 40 points
1 to 6 Field Guns or Howitzers

Troop HQ

A division's field artillery provided it with the heavy support it needed to destroy all but the heaviest enemy positions or break up enemy attacks.

	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>	<i>Save</i>
Lieutenant	3	4	3	3	1	3	1	8	6+
Gunner	2	4	3	3	1	3	1	6	6+

Troop: A Troop HQ consists of a Lieutenant and a Gunner equipped as a signaller.

Weapon: The Lieutenant is armed with a Webley Service Revolver. The Signaller is armed with a Lee-Enfield rifle.

Character: The Lieutenant is a character and follows all the rules for characters given in the Warhammer 40,000 rules.

Vehicle: The Troop HQ rides in a field car.

Special Rules

Leadership: Any field gun or howitzer crew within 12" of a Troop HQ may use the Leadership score of the Lieutenant for all Leadership tests.

Signaller: A signaller or radio operator can communicate with any other model within 12" and can communicate with any other signaller model, regardless of distance.

Field Gun 35 points per gun

The foundation of the artillery was the humble field gun. Most were still the venerable old OQF 18 pounder at the start of the war, although they were beginning to be supplemented with the new OQF 25 pounder gun on the same carriage. It wasn't until 1941 that the new gun/howitzer carriage became available allowing regiments to have all the same type of weapon.

	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>	<i>Save</i>
Bombardier	2	4	3	3	1	2	1	6	6+
Gunner	2	4	3	3	1	2	1	6	6+

Gun: A Field Gun has a crew of a Bombardier and 3 Gunners.

Weapons: OQF 18 pdr field gun. May be replaced with a OQF 25 pdr Mk I field gun at no cost or a OQF 25 pdr Mk II field gun/howitzer for +8 points. Each Gunner is armed with a Lee-Enfield rifle.

Vehicle: Field Guns include a Dragon (from 'drag-gun') artillery tractor or a Quad (from quadruped or 4x4) artillery tractor to tow the gun.

Special Rules

Gun Platform: OQF 25 pdr Mk II guns are fired from a wheel-shaped platform that allows them to change facing quickly. They do not count as moving when changing facing.

Field Howitzer 35 points per gun

Until the new gun/howitzer became available, the old OQF 4.5" field howitzer soldiered on. Howitzers formed one 12-gun battery in each artillery regiment, the other being field guns.

	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>	<i>Save</i>
Bombardier	2	4	3	3	1	2	1	6	6+
Gunner	2	4	3	3	1	2	1	6	6+

Gun: A Field Howitzer has a crew of a Bombardier and 4 Gunners.

Weapons: OQF 4.5" field howitzer. Each Gunner is armed with a Lee-Enfield rifle.

Vehicle: Field Howitzers include a Dragon (from 'drag-gun') artillery tractor or a Quad (from quadruped or 4x4) artillery tractor to tow the gun.

Corps Medium Artillery Troop

Corps Medium Artillery Troop: 1 Troop HQ at 40 points
1 to 4 Guns or Howitzers

Troop HQ

Medium and heavy artillery was grouped into Corps Medium Regiments under Corps control, although in Italy armoured divisions were often allocated a Medium Regiment on a permanent basis.

	WS	BS	S	T	W	I	A	Ld	Save
Lieutenant	3	4	3	3	1	3	1	8	6+
Gunner	2	4	3	3	1	3	1	6	6+

Troop: A Troop HQ consists of a Lieutenant and a Gunner equipped as a signaller.

Weapon: The Lieutenant is armed with a Webley Service Revolver. The Signaller is armed with a Lee-Enfield rifle.

Character: The Lieutenant is a character and follows all the rules for characters given in the Warhammer 40,000 rules.

Vehicle: The Troop HQ rides in a field car.

Special Rules

Leadership: Any Corps Medium gun or howitzer crew within 12" of a Troop HQ may use the Leadership characteristic of the Lieutenant for all Leadership tests.

Signaller: A signaller or radio operator can communicate with any other model within 12" and can communicate with any other signaller model, regardless of distance.

Medium Gun..... 90 points per gun

The first modern medium artillery piece to see service was the 4.5" gun. Experience showed it to lack punch, despite its impressive range. Until this arrived in adequate numbers, the old 60 pounder or the OBL 4.5" Mk I, a 4.5" barrel on the same carriage, had to suffice.

	WS	BS	S	T	W	I	A	Ld	Save
Bombardier	2	4	3	3	1	2	1	6	6+
Gunner	2	4	3	3	1	2	1	6	6+

Gun: A Medium Gun has a crew of a Bombardier and 5 Gunners.

Weapons: OBL 60 pdr medium gun. May be replaced with a OBL 4.5" Mk I medium gun for no cost or with a OBL 4.5" Mk II medium gun for +5 points. Each Gunner is armed with a Lee-Enfield rifle.

Vehicle: Medium Guns include a lorry to tow the gun.

Heavy Howitzer 95 points per gun

In the larger calibres the same situation prevailed. The newly designed 5.5" gun/howitzer was still not available, so antiquated designs like the old OBL 6" howitzer filled the gap.

	WS	BS	S	T	W	I	A	Ld	Save
Bombardier	2	4	3	3	1	2	1	6	6+
Gunner	2	4	3	3	1	2	1	6	6+

Gun/howitzer: A Heavy Howitzer has a crew of a Bombardier and 6 Gunners.

Weapons: OBL 6" heavy howitzer. Each Gunner is armed with a Lee-Enfield rifle.

Vehicle: Heavy howitzers include a lorry to tow the gun.

Super-heavy Artillery Troop

Super-heavy Artillery Troop: 1 Troop HQ at 40 points
1 to 4 Heavy Howitzers at 55 points per gun

Troop HQ

Super-heavy artillery was kept under army control. The few pieces available were allocated as needed.

	WS	BS	S	T	W	I	A	Ld	Save
Lieutenant	3	4	3	3	1	3	1	8	6+
Gunner	2	4	3	3	1	3	1	6	6+

Troop: A Troop HQ consists of a Lieutenant and a Gunner equipped as a signaller.

Weapon: The Lieutenant is armed with a Webley Service Revolver. The Signaller is armed with a Lee-Enfield rifle.

Character: The Lieutenant is a character and follows all the rules for characters given in the Warhammer 40,000 rules.

Vehicle: The Troop HQ rides in a field car.

Special Rules

Leadership: Any Super-heavy Howitzer crew within 12" of a Troop HQ may use the Leadership characteristic of the Lieutenant for all Leadership tests.

Signaller: A signaller or radio operator can communicate with any other model within 12" and can communicate with any other signaller model, regardless of distance.

Super-heavy Howitzer

The First World War 8" howitzer was still the mainstay of the heavy regiments at the outbreak of war. Its replacement, the 7.2" howitzer, was an worn-out 8" howitzer sleeved down to fire modern ammunition. Unfortunately the carriage wasn't up to the task!

	WS	BS	S	T	W	I	A	Ld	Save
Bombardier	2	4	3	3	1	2	1	6	6+
Gunner	2	4	3	3	1	2	1	6	6+

Howitzer: A Super-heavy Howitzer has a crew of a Bombardier and 7 Gunners.

Weapons: OBL 8" super-heavy howitzer. May be replaced with OBL 7.2" heavy howitzer at no cost. Each Gunner is armed with a Lee-Enfield rifle.

Vehicle: Super-heavy Howitzers include two lorries to tow the gun and carry the crew and ammunition.

Special Rules

Heavy artillery: The 8" super-heavy howitzer fired shells weighing 200 pounds (90 kg) apiece. Naturally the rate of fire was slow. On top of this, the 7.2" heavy howitzer firing shells of the same weight suffered because the old 8" howitzer carriage was inadequate for the

recoil of the newer 7.2" high-velocity shell causing the gun to recoil up ramps placed behind the wheels. This of course required the gunners to relay the gun after each shot.

Super-heavy howitzers of both types require the gunners to spend a turn relaying the gun between each shot.

British Army Appendices

Force Structure

Infantry

British infantry is very solid. The best tactic is to give them lots of tank and artillery support to keep the enemy quiet and advance as fast as possible in a line to minimise losses to enemy artillery. With their 'Stiff Upper Lip', the infantry will probably get into hand-to-hand combat which they have a good chance of winning. You will need to bring up heavy weapons and fresh infantry to hold the position as once they've done their dash, the infantry are very vulnerable to a sudden counter-attack.

In the defence, rely on your medium machine-guns, anti-tank guns and artillery. The infantry provide a screen to protect the heavy weapons from enemy infantry. Keep a unit in reserve behind the line to reinforce any area where the enemy appears to be succeeding.

Tanks

There are two totally distinct types of British tanks – Infantry Tanks and Cruiser Tanks. Infantry tanks are very heavily armoured and well enough armed to deal with most opposition. Use them to lead infantry attacks, where they can deal with enemy positions with total impunity allowing the infantry to advance unhindered.

Cruiser tanks are a totally different matter. They are very lightly armoured, although fairly well armed. Do not use them as infantry support tanks, they will do little to help the infantry when they are knocked out. Instead, use your speed and mobility to seek out the enemy weaknesses and exploit them. To a large extent you will have to do this without proper support due to the lack of motor infantry and artillery.

Artillery

Artillery is one of the strong points of any British army. It is cheap and plentiful. Choose a Commander Royal Artillery to command your artillery. The Commander Royal Artillery remains near the batteries providing signals support for them. The Troop HQ should move forward with the troops to observe for the guns (in addition to other characters), relaying calls for support through the Commander Royal Artillery.

Guards Regiments

The long traditions of the Guards regiments made them particularly hardy in battle. Guards units increase the Leadership characteristic of every model by 1 at a cost of +5 points per unit.

Scottish Regiments

Scottish regiments have the traditional bagpipes to pipe them into battle. A Scottish Staff HQ may include a Piper for +40 points. The Piper is an independent character with the same characteristics as a Private with the following special rule.

Piper: A Scots piper inspires any Scotsman who hears the skirl of bagpipes. All Scottish units within 12" of a Piper re-roll failed Morale Tests.

South African Regiments

The South African Brigades suffered a series of unfortunate defeats in 1941. Like the New Zealand Division, South Africa could not afford to replace their Division if it was wiped out. Unfortunately the caution displayed by the South African commanders in attempting to protect their national army gained them a reputation for timidity. Reduce the cost and Leadership rating of the Colonel to that of a Captain.

The Stiff Upper Lip and All That! rule does not affect South African units. Instead, they increase the Leadership characteristic of any model with a Leadership characteristic of 6 to a Leadership rating of 7.

Indian Army Regiments

The Indian Army was predominantly recruited from the 'war-like races', such as the Gurkhas, Sikhs, and Rajput. Their pride in their martial tradition and warrior culture makes them determined fighters willing to put up with hardship and danger. Combined with their British officers unwillingness to let the side down, they can be very formidable.

The Stiff Upper Lip and All That! rule applies to units within 12" of an officer rather than units with an NCO, at a cost of +10 points per officer. Indian units increase the Leadership characteristic of any model with a Leadership characteristic of 6 to a Leadership of 7.

In the Indian Army, an Indian Captain was called a Subedar, an Indian Lieutenant a Jemadar, an Indian Sergeant a Havildar, an Indian Corporal a Naik, and an Indian Private a Sepoy. Of course, just to be interesting, in the Indian cavalry regiments, a Captain is a Rissaldar, a Sergeant a Daffadar, and a Trooper a Sowar.

Gurkhas (pronounced 'Gorkha') are typically rather short, but never underestimate their fighting ability. A Gurkha unit is equipped with Kukri fighting knives at a cost of an additional +10 points. Gurkha regiments are of course rifle regiments, hence Gurkha privates are known as Riflemen rather than Sepoys.

Kukri: The Gurkhas carried their wicked Kukri fighting knives. These weapons may not be drawn unless they shed blood. Their proficiency with these weapons means that Gurkha units may re-roll missed Wound rolls when using their Kukri.

The Indian Army had a unique vehicle in its Indian Pattern Carrier (counts as an open-topped wheeled vehicle). This wheeled carrier replaced Universal Carriers and scout cars in some Indian Army units.

Armour:	Points	Front	Side	Rear	BS
Indian Pattern Carrier	-	9	8	8	-

New Zealand Regiments

The 'colonial' New Zealanders were seen as somewhat undisciplined and individualistic, but fairly keen. As with the Canadians, New Zealand units are not affected by the Stiff Upper Lip and All That! rule. Instead, they increase the Leadership characteristic of any model with a Leadership characteristic of 6 to a Leadership of 7.

The 28th Maori Battalion of the 2nd NZ Division had a unique reputation among its opponents. The Maori Battalion inspired fear in the German Army. They fought well and hard, and this, combined with stories about their warrior history, made them a dreaded foe. Rifle Platoons may be Maori when taken as an Elites Choice for 60 points per section. Of course, a Maori formation may take Maori as Troops choices, but must take all Rifle Platoons as Maori.

Maori Privates have Leadership characteristic of 8. Maori Lieutenants, and Veteran Corporals and Sergeants have a Leadership characteristic of 9. All have a Weapons Skill of 4, but a Ballistic Skill of only 3. Maori units loved automatic weapons and acquired them as often as they could from friend and foe alike. They may have up to two additional light machine-guns for +8 points per

weapon and two additional submachine-guns for +4 points per weapon.

Ferocious Cannibals: The Maori gained a rather fanciful, though unfounded, reputation among their enemies as 'ferocious cannibals'. Despite the more mundane nature of reality, their enthusiasm for bayonet work and their fearful reputation means that Maori always strike first in hand-to-hand combat in the first round of any combat, regardless of initiative or other factors. This applies even if they are not in base contact with the enemy. If the combat lasts more than one round, Maori strike in the normal order in subsequent rounds. Maori units must assault if they can.

Australian Regiments

The Australians gained a reputation as a rough bunch, but superb fighters. The Stiff Upper Lip and All That! rule does not affect Australian units. Instead, they increase the Leadership characteristic of any model with a Leadership characteristic of 6 to a Leadership of 7.

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