

British Army (1942/43)

1942 finally saw the British Army winning major victories against the German army. The tide of the war was turning in the West, although the Japanese were a new threat in the Far East. Combining hard won experience with American supplied equipment and effective generalship, the British army of the mid-war years was formidable in battle.

British Army (1942/43)

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

Having taken the worst that the Germans could hand out and survived, the British Army was beginning to stage effective offensives in North Africa, although the Japanese were still dominating the Far East.

Britain has a strategy rating of 2.

Enemies

1942 and 1943 were the turning points for the British Army. Despite continuing defeats at the start of the year, by 1943 the weight of the Soviet Union and the United States were beginning to show. The British Army and its Commonwealth and Dominion allies were fighting Germany in North Africa and Italy and the Japanese in India and the Far East. Forces from the British Army (1942/43) list can be historically matched against the German Army (1941/43) list, the Fallschirmjäger (1940/43) list, the Fallschirmjäger (1943/45) list and the Japanese Army (1942/45) 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.

Fighter Command – Air Superiority

The RAF's Desert Airforce strongly contested control of the air with the German *Luftwaffe* (airforce) throughout the Mediterranean campaign.

A British Army player may spend 100 points (for up to a 3000 point game) to have total air superiority. If this option is taken, D3 Spitfire fighters attack any unit of enemy aircraft immediately before they arrive on table. Spitfire fighters are armed with linked machine-guns and cannon (Linked Heavy 3, Strength 4, BS 3).

British Army Glossary

- AGRA – Artillery Group Royal Artillery
- AOP – Air Observation Post
- Bombardier – gun crew leader
- Captain – company officer
- Colonel – senior officer
- Corporal – squad or section leader
- FAC – Forward Air Controller
- HEAT – High Explosive Anti-Tank, hollow-charge anti-tank ammunition
- Lieutenant – platoon officer
- NGFO – Naval Gunfire Officer
- OBL – Ordnance Breach Loading, artillery
- OML – Ordnance Muzzle Loading, mortars
- OQF – Ordnance Quick Firing, guns
- PIAT – Projector Infantry Anti-tank, infantry anti-tank weapon
- Private – infantryman, common soldier
- RAF – Royal Air Force
- Regiment – cavalry or artillery battalion or parent formation of a battalion in a brigade
- 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	3	3	3	1	3	1	9	6+
Captain	3	3	3	3	1	3	1	8	6+
Sergeant	3	3	3	3	1	3	1	6	6+
Corporal	3	3	3	3	1	3	1	6	6+
Private	3	3	3	3	1	3	1	6	6+
Veteran Sergeant	4	4	3	3	1	3	2	8	6+
Sniper	3	5	3	3	1	3	1	6	6+
Veteran Corporal	4	4	3	3	1	3	2	8	6+
Sapper	2	2	3	3	1	2	1	6	6+
Bombardier	2	3	3	3	1	2	1	6	6+
Gunner	2	3	3	3	1	2	1	6	6+
Lieutenant	3	3	3	3	1	3	1	8	6+

Armour:	Front	Side	Rear	BS
Jeep	5	5	5	-
Universal Carrier	9	8	8	-
ACV (Armoured Command Vehicle)	8	8	8	-
Lloyd Carrier	9	8	6	-
Light truck or Quad artillery limber	5	5	5	-
Lorry	5	5	5	-
Crusader II close-support tank	12	11	11	3
Churchill II close-support tank	13	12	12	3
Humber light recce car	9	8	8	2
Marmon-Harrington Mk III armoured car	9	8	8	2
Marmon-Harrington Mk IV armoured car	9	8	8	2
Humber Mk II or III armoured car	9	8	8	2
Humber Mk IV armoured car	9	8	8	2
Daimler armoured car	9	8	8	2
Bulldozer	6	5	5	-
Churchill ARK armoured ramp carrier	13	12	12	-
Matilda Scorpion mine-clearing flail tank	12	12	12	-
Deacon self-propelled anti-tank gun	9	9	9	3
M10 Wolverine self-propelled gun	11	11	11	3
Valentine infantry tank	11	11	11	3
Churchill infantry tank	13	12	12	3
Stuart 'Honey' light tank	10	10	10	2
Crusader II cruiser tank	11	10	10	3
Crusader III cruiser tank	11	10	10	2
Grant or Lee medium tank	11	11	11	3
Sherman tank	12	11	11	3
Bishop self-propelled field gun	10	10	10	3
Priest self-propelled field gun	11	10	8	3
Kitty-bomber fighter-bomber	7	7	7	3
Hawker Hurricane tank-buster	7	7	7	3
Mitchell medium bomber	7	7	7	-
Supermarine Spitfire fighter	8	8	8	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 ¹	24	3	- Heavy 2/Blast /Smoke
OML 3" medium mortar	G 12-36	4	- Heavy 1/Blast
OML 4.2" heavy mortar	G 18-48	5	- Heavy 1/Blast
Boys anti-tank rifle	24	4	5 Heavy 2
PIAT projector firing HEAT	18	7	5 Heavy 1
Or firing HE	18	3	- Heavy 1/Blast
Flame-thrower	Temp	4	5 Assault 1

¹ OML 2" light mortars are issued with WP (white phosphorous) incendiary smoke ammunition. This produces both a cloud of dense white smoke and burning fragments.

Heavy Weapons

Name	Range	Str.	AP Type
BESA or Browning tank machine-gun	24	3	5 Heavy 3
Browning 0.30" anti-aircraft machine-gun or vehicle-mounted Vickers medium machine-gun	24	3	5 Heavy 5
Browning 0.50" 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
Captured 28 mm heavy anti-tank rifle	24	5	4 Heavy 2
Captured 37 mm anti-tank gun	24	5	4 Heavy 2
Or firing High Explosive	24	2	- Heavy 2/Blast
US 37 mm tank gun	24	6	4 Heavy 2
Or firing High Explosive	24	2	- Heavy 2/Blast
OQF 2 pdr anti-tank gun	24	6	4 Heavy 2
OQF 6 pdr anti-tank gun	24	7	3 Heavy 2
US 75 mm tank gun	36	7	3 Heavy 2
Or firing High Explosive	36	4	- Heavy 2/Blast
US 76 mm gun	36	8	3 Heavy 2
Or firing High Explosive	36	3	- Heavy 2/Blast
OQF 17 pdr anti-tank gun	36	9	2 Heavy 2
Or firing High Explosive	36	3	- Heavy 2/Blast
OQF 3" CS howitzer	24	4	- Heavy 2/Blast

Artillery Weapons

Name	Range	Str.	AP Type
OQF 25 pdr 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
US 105 mm field gun	36	7	3 Heavy 2
Or firing High Explosive	36	5	- Heavy 2/Blast
Or firing a barrage	G 84	5	- Heavy 1/Blast
OBL 4.5" 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 5.5" medium gun/howitzer	36	9	2 Ordnance 1
Or firing High Explosive	36	7	- Ordnance 1/Blast
Or firing a barrage	G 84	7	- Ordnance 1/Blast
OBL 7.2" Mk I* heavy howitzer	G 84	9	- Ordnance 1/Blast

HEAT (High Explosive Anti-tank) is a shaped-charge, low-velocity anti-tank ammunition. Treat all Penetrating Hits from HEAT ammunition as Glancing Hits.

Transport

Armour:	<i>Front</i>	<i>Side</i>	<i>Rear</i>	<i>BS</i>
Jeep	5	5	5	-
Universal Carrier	9	8	8	-
ACV (Armoured Command Vehicle)	8	8	8	-
Lloyd Carrier	9	8	6	-
Quad artillery limber	5	5	5	-
Light truck	5	5	5	-
Lorry	5	5	5	-

Type: Jeeps are fast, open-topped, wheeled vehicles. Universal and Lloyd Carriers are open-topped light tanks. Trucks and lorries are open-topped wheeled vehicles. Quad artillery limbers and ACV's are wheeled vehicles.

Passengers: Quad artillery limbers and light trucks can carry ten models and tow one towed weapon. Lorries can carry twenty models and tow one towed weapon. Jeeps, and Universal and Lloyd Carriers can carry three models and tow one weapon.

Armament: If the passengers of a half-track or truck 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 2 Mortar Sections
- 0 to 2 Anti-tank Sections
- 0 to 1 Anti-aircraft Sections
- 0 to 1 Pioneer Section
- 0 to 1 RASC Transport Section

HQ Section 50 points/65 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	70	3	3	3	3	1	3	1	9	6+
Led by Captain	55	3	3	3	3	1	3	1	8	6+
Sergeant	-	3	3	3	3	1	3	1	6	6+
Private	-	3	3	3	3	1	3	1	6	6+
Veteran Sergeant	+10	4	4	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 +6 points. Up to one Private may be armed with a Boys anti-tank rifle or PIAT anti-tank projector for +4 points. The Sergeant may be armed with a Thompson submachine-gun for +3 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 +10 points.

Transport: The HQ Section includes two Jeeps or Universal Carriers.

Signaller: One Private may be upgraded to a signaller for +25 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

Trained by Gillies, the gamekeepers of the Scottish Highlands, British snipers were extremely deadly.

	<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..... 18 points per mortar

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

	WS	BS	S	T	W	I	A	Ld	Save
Corporal	3	3	3	3	1	3	1	6	6+
Private	3	3	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 +4 points.

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

Anti-aircraft Section 12 points per team

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

	WS	BS	S	T	W	I	A	Ld	Save
Corporal	3	3	3	3	1	3	1	6	6+
Private	3	3	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 1 Privates in each team may be armed with a Boys anti-tank rifle for +4 points per model.

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

Anti-tank Section 12 points per gun

The British Army was well supplied with anti-tank guns having 4 to 8 two pounder guns per battalion and 48 more two and six pounders in the anti-tank regiment.

	WS	BS	S	T	W	I	A	Ld	Save
Corporal	3	3	3	3	1	3	1	6	6+
Private	3	3	3	3	1	3	1	6	6+

Section: An Anti-Tank Gun Section consists of 1 or 2 anti-tank guns commanded by a Corporal. Each gun has a crew of 3 Privates.

Weapons: OQF 2 pounder anti-tank guns. May be replaced with OQF 6 pounder anti-tank guns at no cost. Each Gunner is armed with a Lee-Enfield rifle.

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

Vehicles: Each anti-tank gun has a light truck at no cost or a Lloyd Carrier for +5 points as a towing vehicle. The gun may be carried portee-style on the back of a lorry instead for an extra +2 points.

Special Rules

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.

Pioneer Section 50 points

Pioneer sections were small and efficient specialist units.

	WS	BS	S	T	W	I	A	Ld	Save
Corporal	3	3	3	3	1	3	1	6	6+
Private	3	3	3	3	1	3	1	6	6+
Veteran Corporal	4	4	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 +3 points. Up to two Privates may be armed with flame-throwers for +8 points per model. 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 +10 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 35 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 Command 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. Being radio equipped, the tanks may operate independently and do not need to remain together as a unit.

Command Tank: A command tank is equipped with extra communications equipment for +10 points.

<i>Armour:</i>	<i>Points/ Model</i>	<i>Front</i>	<i>Side</i>	<i>Rear</i>	<i>BS</i>
Crusader II close-support tank	75	11	10	10	3
Churchill II close-support tank	110	13	12	12	3

Type: Crusader close-support tanks are medium tanks. Churchill close-support tanks are slow heavy tanks.

Armament: Crusader II close-support tanks are armed with an OQF 3" CS howitzer and a BESA tank machine-gun. Churchill II close-support tanks are armed with two 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: Churchill close support 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+.

Commander Royal Artillery (CRA)

Royal Artillery HQ: **1 Command Troop at 35 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.

Victor Target: If the Survey Section began the game on the table, British characters can call fire from any and all units that they can communicate with, rather than just one unit as usual.

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.

Armoured Car Troop

<i>Armour:</i>	<i>Points/Model</i>	<i>Front</i>	<i>Side</i>	<i>Rear</i>	<i>BS</i>
Marmon Harrington Mk III armoured car	35	9	8	8	2
Marmon Harrington Mk IV armoured car	40	9	8	8	2
Humber Mk II or III armoured car	35	9	8	8	2
Humber Mk IV armoured car	35	9	8	8	2
Daimler armoured car	30	9	8	8	2

Recece regiments were allocated to both corps and armoured divisions.

Troop: An Armoured Car Troop consists of up to four armoured cars. Being radio equipped, the armoured cars may operate independently and do not need to remain together as a unit.

Type: Marmon Harrington, Humber and Daimler armoured cars are fast, wheeled vehicles.

Armament: Marmon Harrington Mk III armoured cars are armed with a vehicle-mounted Vickers medium machine-gun, a Bren light anti-aircraft machine-gun, a Boys anti-tank rifle and a smoke launcher. Humber Mk II and III armoured cars are armed with a 15 mm machine-gun, a BESA tank machine-gun and a smoke launcher. Marmon Harrington Mk IV armoured cars are armed with an OQF 2 pdr anti-tank gun, a BESA tank machine-gun, a Browning 0.3" anti-aircraft machine-gun and a smoke launcher. Humber Mk IV armoured cars are armed with a 37 mm anti-tank gun, a BESA tank machine-gun and a smoke launcher. Daimler armoured cars are armed with a 2 pdr anti-tank 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 medium machine-gun 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 recece regiments was to scout ahead of the main body, seeking out enemy positions and relaying the information back. Although they were typically well armed, recece 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	20	3	3	3	3	1	3	1	6	6+
Private	-	3	3	3	3	1	3	1	6	6+

Each infantry division had a battalion of medium machine-guns. Although the machine-gun section had ten 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 or a Universal Carrier for +5 points to carry the gun and crew.

Mortar Platoon

	<i>Points/mortar</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	25	3	3	3	3	1	3	1	6	6+
Private	-	3	3	3	3	1	3	1	6	6+

To supplement the 3" mortars of the infantry battalions, the machine-gun battalions had 16 of the new heavier 4.2" mortars.

Platoon: A Mortar Platoon consists of 1 to 4 mortars commanded by a Sergeant. Each mortar has a crew of 3 Privates.

Weapons: OML 4.2" mortars. Each Private is armed with a Lee-Enfield rifle. The Sergeant may be armed with a Thompson submachine-gun for +4 points.

Transport: Each mortar includes a light truck at no extra cost or a Universal Carrier for +5 points to carry the mortar and crew

Infantry Tank Platoon

<i>Armour:</i>	<i>Points/Model</i>	<i>Front</i>	<i>Side</i>	<i>Rear</i>	<i>BS</i>
Valentine III infantry tank	45	11	11	11	3
Valentine IX infantry tank	30	11	11	11	2
Churchill I or II infantry tank	120	13	12	12	3
Churchill III or IV infantry tank	95	13	12	12	3
Sherman medium tank	130	12	11	11	3

Army Tank Brigades equipped with infantry tanks supported the infantry divisions in their attacks. In Italy the Churchill tanks were supplemented by adding Sherman tanks in each platoon to provide the capability to fire high explosive shells.

Platoon: An Infantry Tank Platoon consists of 1 to 3 infantry tanks. Being radio equipped, the tanks may operate independently and do not need to remain together as a unit.

Type: Valentine infantry tanks are slow medium tanks. Churchill infantry tanks are slow, heavy tanks. Sherman tanks are medium tanks.

Armament: Valentine III infantry tanks are armed with an OQF 2 pdr anti-tank gun and a BESA tank machine-gun. Valentine IX infantry tanks are armed solely with an OQF 6 pdr anti-tank gun. Churchill II infantry tanks are armed with an OQF 2 pdr anti-tank gun, an OQF 3" CS howitzer and a BESA tank machine-gun. Churchill III or IV tanks are armed with an OQF 6 pdr tank gun and two BESA tank machine-guns. Sherman tanks are armed with a US

75 mm tank gun and two Browning tank machine-guns. All have smoke-launchers.

Tanks armed with OQF 3" CS howitzers may fire smoke ammunition as often as desired.

Option: Churchill III tanks may replace their OQF 6 pdr anti-tank gun and one BESA tank machine-gun for a US 75 mm tank gun and Browning tank machine-gun from a Sherman tank (known as 'Churchill NA 75') for +35 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: Churchill 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 Tanks

<i>Armour:</i>	<i>Points/Model</i>	<i>Front</i>	<i>Side</i>	<i>Rear</i>	<i>BS</i>
Churchill ARK (Armoured Ramp Carrier)	25	13	12	12	-
Matilda Scorpion mine-clearing flail tank	35	12	12	12	-

Starting with the Scorpion mine-clearing flail Operation Supercharge during the Battle of El Alamein, the Royal Engineers developed ever more sophisticated engineering vehicles.

Detachment: A detachment of engineering vehicles consists of up to 5 engineering vehicles. Being radio equipped, the tanks may operate independently and do not need to remain together as a unit.

Type: Churchill ARK ramp carriers, are slow, heavy tanks. Matilda Scorpion mine-clearing tanks are slow, medium tanks.

Armament: Engineer tanks are unarmed.

Special Rules

ARK: Churchill ARK ramp carriers bridged gaps and ditches by driving into the ditch and dropping their ramps to allow other vehicles to drive over them. An ARK may drop its ramps after moving to form a bridge over which other vehicles can cross.

Mine Clearance: A Matilda Scorpion flail tank may attempt to gap minefields at 6" per turn. The Scorpion counts as being protected by a smoke launcher while clearing mines. Mine-clearing flails attempting to gap a minefield only trigger mines on a roll of 6. If a model crosses the minefield successfully, that section of minefield is destroyed.

Armoured Track Guards: Churchill ARK and Matilda Scorpion 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 10 points**
 1 to 4 Engineer Sub-sections at 75 points each
 0 to 1 Bulldozer at 35 points

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	3	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	3	3	3	1	3	1	6	6+
Sapper	2	2	3	3	1	2	1	6	6+
Veteran Corporal	4	4	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 +10 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.

Bulldozer

Bulldozers provide the engineers with a huge advantage in muscle power allowing them to complete tasks much faster.

<i>Armour:</i>	<i>Front</i>	<i>Side</i>	<i>Rear</i>	<i>BS</i>
Bulldozer	6	5	5	-

Type: Bulldozers are slow, open-topped tanks.

Option: Bulldozers may be armoured with an Armour Value of 7 for +10 points.

Special Rules

Bulldozer: A Bulldozer may re-roll failed Difficult Terrain tests. Any vehicle following the route cleared by a bulldozer may also re-roll failed Difficult Terrain tests.

Self-propelled Anti-tank Troop

<i>Armour:</i>	<i>Points/Model</i>	<i>Front</i>	<i>Side</i>	<i>Rear</i>	<i>BS</i>
Deacon self-propelled anti-tank gun	26	9	9	9	3
M10 Wolverine self-propelled anti-tank gun	110	11	11	11	3

The success of German self-propelled guns and the vulnerability of anti-tank guns carried portee-style encouraged the British to build their own somewhat less successful designs. These were quickly replaced with the US-built Wolverine.

Troop: A Self-propelled Anti-tank Troop consists of 1 to 4 self-propelled anti-tank guns. Being radio equipped, the guns may operate independently and do not need to remain together as a unit.

Type: Deacon self-propelled anti-tank guns are wheeled vehicles. M10 Wolverine self-propelled anti-tank guns are open-topped medium tanks.

Armament: Deacon self-propelled anti-tank guns are armed with an OQF 6 pdr anti-tank gun. M10 Wolverine self-propelled anti-tank guns are armed with a US 76 mm anti-tank gun and 0.5" heavy machine-gun. M10 Wolverine self-propelled anti-tank guns may only fire either one or the other of their weapons in each turn.

Anti-tank Troop

	Points/gun	WS	BS	S	T	W	I	A	Ld	Save
Bombardier	12	2	3	3	3	1	2	1	6	6+
Gunner	-	2	3	3	3	1	2	1	6	6+

The 6 pdr arrived in quantity by the Battle of El Alamein, replacing the elderly 2 pdr. A few of the new 17 pdr anti-tank guns arrived in Tunisia and more later in Italy. Initially they were mounted as 'Pheasants' on 25 pdr field gun carriages pending the production of a proper 17 pdr carriage.

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: OQF 6 pounder anti-tank guns. May be replaced with an OQF 17 pounder anti-tank gun for +12 points. Each Gunner is

armed with a Lee-Enfield rifle. The Bombardier may be armed with a Thompson submachine-gun for +4 points.

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

Vehicles: Each anti-tank gun has a light truck to tow it. An OQF 6 pdr anti-tank gun may be towed by a Lloyd Carrier for +5 points.

Light Anti-aircraft Troop

	Points/gun	WS	BS	S	T	W	I	A	Ld	Save
Bombardier	19	2	3	3	3	1	2	1	6	6+
Gunner	-	2	3	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 +4 points.

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

Royal Air Force

Armour:	Points/Model	Front	Side	Rear	BS
Curtis P40 Kittyhawk 'Kitty-bomber' fighter-bomber	115	7	7	7	3
Hawker Hurricane IID tank-buster	120	7	7	7	3
Mitchell medium bomber	140	7	7	7	3

The RAF was beginning to develop the techniques of close air support in the middle war years, after deeming their role to be entirely strategic at the War's commencement. As well as the fighter-bomber types, the RAF flew tank-busting Hurricanes and the US Mitchell bomber (known to the Germans as 'eighteens' since they always arrived in perfect formations of eighteen aircraft).

Aircraft: You may include between 1 and 4 fighter-bomber or tank-buster aircraft or 3 Mitchell medium bombers as a single Elites choice. Fighter-bomber and tank-buster aircraft may either form a

single unit or arrive and move independently. Mitchell medium bombers always operate as a unit.

Type: Kittyhawk fighter-bombers, Hurricane tank-busters, and Mitchell medium bombers are aircraft.

Armament: Kittyhawk fighter-bombers may attack with either bombs (Ordnance 1/Blast, Range Guess 6, Strength 7) or machine-guns (Linked Heavy 5, Range 24, Strength 4, AP 5). Hurricane tank-busters are armed with twin 40 mm cannon (Linked Heavy 3, Range 24, Strength 8, AP 3). Mitchell medium bombers are armed with bombs (Ordnance 2/Blast, Range Guess 6, Strength 7).

Commando and Airborne

You may use any choice from the Commando list or Airborne list as an Elites choice.

Troops

Rifle Platoon

Rifle Platoon: 1 HQ Section at 30 points
2 to 3 Rifle Sections at 35 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	3	3	3	1	3	1	8	6+
Sergeant	3	3	3	3	1	3	1	6	6+
Private	3	3	3	3	1	3	1	6	6+
Veteran Sergeant	4	4	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. The Sergeant may be armed with a Thompson submachine-gun for +4 points.

Options: Up to one Private may be armed with a OML 2" light mortar for +10 points. Up to one Private may be armed with a Boys anti-tank rifle or PIAT anti-tank projector 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 +10 points.

Transport: Rifle Platoons may include two lorries as transport for +35 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	3	3	3	1	3	1	6	6+
Private	3	3	3	3	1	3	1	6	6+
Veteran Corporal	4	4	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 +10 points.

Fast Attack

Light or Cruiser Tank Troop

<i>Armour:</i>	<i>Points/Model</i>	<i>Front</i>	<i>Side</i>	<i>Rear</i>	<i>BS</i>
Stuart 'Honey' light tank	70	10	10	10	2
Crusader II cruiser tank	55	11	10	10	3
Crusader III cruiser tank	45	11	10	10	2

One or two squadrons of each armoured regiment were equipped with light or cruiser tanks in North Africa. In Italy, they were finally replaced with medium tanks.

Troop: A Light or Cruiser Tank Troop consists of 1 to 4 tanks. Being radio equipped, the tanks may operate independently and do not need to remain together as a unit.

Type: Stuart light tanks are fast tanks. Crusader cruiser tanks are medium tanks.

Armament: Stuart light tanks are armed with a US 37 mm tank gun and two Browning tank machine-guns. Crusader II cruiser tanks are

armed with an OQF 2 pdr anti-tank gun and a BESA tank machine-gun. Crusader III cruiser tanks are armed with an OQF 6 pdr gun and a BESA tank machine-gun. All have smoke launchers.

Options: Stuart light tanks may be fitted with a Browning 0.30" anti-aircraft machine-gun for +10 points. Anti-aircraft machine-guns cannot be fired while any other turret weapon is being fired.

Heavy Support

Field Artillery Troop

Field Artillery Troop: 1 Troop HQ at 40 points
1 to 4 Field Guns at 35 points each.

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.

	WS	BS	S	T	W	I	A	Ld	Save
Lieutenant	3	3	3	3	1	3	1	8	6+
Gunner	2	3	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 Jeep or Universal Carrier.

Special Rules

Leadership: Any field gun 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

Infantry divisions had three regiments of the small but powerful 25 pdr field gun, while armoured divisions had one towed and one self-propelled regiment.

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

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

Weapons: OQF 25 pdr field gun. Each Gunner is armed with a Lee-Enfield rifle.

Vehicle: Field Guns include a Quad artillery limber to tow the gun.

Special Rules

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

Self-propelled Artillery Troop

Armour:	Points/Model	Front	Side	Rear	BS
Bishop self-propelled field gun	70	10	10	10	2
Priest self-propelled field gun	100	11	10	8	3
Universal Carrier observation post	50	9	8	8	-

The Bishop was initially envisioned as a self-propelled anti-tank gun, a rather unlikely role for such an ungainly beast. When it finally arrived in the Desert, it became the first British self-propelled artillery piece of the war. The arrival of the US-built M7 Priest provided a far more practical weapon.

Troop: A Self-propelled Artillery Troop consists of up to four Bishop or Priest self-propelled guns and one Universal Carrier OP.

Type: Bishop self-propelled field guns are slow, medium tanks. Priest self-propelled field guns are open-topped, medium tanks. Universal Carrier observation posts are open-topped light tanks.

Armament: Bishop self-propelled field guns are armed with a 25 pdr field gun. Priest self-propelled field guns are armed with a US 105 mm field gun and a Bren light machine-gun, but may only fire one or the other of their weapons in each turn.

Special Rules

Observation Posts: Universal Carrier observation posts can call artillery fire as a character and counts as having a signaller who can communicate with any other model within 12" and with any other signaller model, regardless of distance.

Corps Medium Artillery Troop

Corps Medium Artillery Troop: 1 Troop HQ at 40 points
1 to 4 Guns or Howitzers at 85 points per gun

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	3	3	3	1	3	1	8	6+
Gunner	2	3	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 Jeep or Universal Carrier.

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

The first modern medium artillery piece to see service was the 4.5" gun. Experience showed it to lack punch, despite it's impressive range.

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

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

Weapons: OBL 4.5" medium gun. Each Gunner is armed with a Lee-Enfield rifle.

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

Medium Gun/howitzer

The later 5.5" gun/howitzer on the same carriage proved a more balanced gun, firing a heavier shell over a worthwhile distance.

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

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

Weapons: OBL 5.5" medium gun/howitzer. Each Gunner is armed with a Lee-Enfield rifle.

Vehicle: Medium Gun/howitzers include a lorry to tow the gun.

Heavy Artillery Troop

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

Troop HQ

Medium and heavy artillery was grouped into Corps Medium Regiments under Corps and Army Group control.

	WS	BS	S	T	W	I	A	Ld	Save
Lieutenant	3	3	3	3	1	3	1	8	6+
Gunner	2	3	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 Jeep or Universal Carrier.

Special Rules

Leadership: Any Corps Medium Artillery 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.

Heavy Howitzer

The pre-war 7.2" howitzer was still the mainstay of the heavy regiments. An unusual weapon, the 7.2" was an obsolete 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	3	3	3	1	2	1	6	6+
Gunner	2	3	3	3	1	2	1	6	6+

Howitzer: A Heavy Howitzer has a crew of a Bombardier and 7 Gunners.

Weapons: OBL 7.2" Mk I* heavy howitzer. Each Gunner is armed with a Lee-Enfield rifle.

Vehicle: Heavy Howitzers include two lorries to tow the gun and carry the crew and ammunition.

Special Rules

Inadequate Carriage: The old 8" howitzer carriage was inadequate for the recoil of the newer 7.2" barrel causing the gun to recoil up ramps placed behind the wheels. This of course required the gunners to relay the gun after each shot.

OBL 7.2" Mk I* heavy howitzers require the gunners to spend a turn relaying the gun between each shot.

British Army Appendices

Force Structure

Infantry

British infantry are 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

British tank operations were not very inspiring at this point in the war. A lack of understanding of and equipment for all arms operations often saw tanks on their own facing anti-tank guns they were unable to subdue. Your tanks (except for the excellent new American tanks) are not equipped with dual-purpose anti-tank and anti-infantry weapons, having to rely on machine-guns against anti-tank guns. This will put you at a severe disadvantage. The answer lies in developing techniques for effective co-operation with your artillery and infantry. Unfortunately this will limit your mobility dramatically.

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.

You may choose to have a high proportion of Afrikaners in your units. In this case their rather stern outlook and strong Protestant background makes them less inclined to worry about the vagaries of war. Afrikaner units automatically pass their first morale test in the same manner as the Stiff Upper Lip and All That! Rule. Due to their sympathies with the German cause however, the player must dice at the start of each turn for each unit with a German enemy within 24", in sight and within range of at least one weapon carried. On a roll of a 1 the unit may not shoot at German models this turn, on a 2 to 6, the unit may shoot as normal.

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.

Gurkhas 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.

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.

<i>Armour:</i>	<i>Points</i>	<i>Front</i>	<i>Side</i>	<i>Rear</i>	<i>BS</i>
Indian Pattern Carrier	-	9	8	8	-

Canadian Regiments

The British Army considered the Canadians very 'American'. They were seen to 'rush about madly' rather than approach things in the slow and steady way favoured by the British. The Stiff Upper Lip and All That! rule does not affect Canadian units. Instead, they increase the Leadership characteristic of any model with a Leadership characteristic of 6 to a Leadership of 7.

The Canadians also had two interesting armoured vehicles of their own design in Italy. The first is the C15TA Armoured Truck, an armoured 15 CWT light truck (counts as an open-topped wheeled vehicle) which they used anywhere that British units would use Universal Carriers or half-tracks. The second is the Otter Light Recce Car. Canadian units use this rather than the British Humber LRC. The Otter has the same characteristics as the Humber.

Armour:	Points	Front	Side	Rear	BS
C15TA armoured truck	-	9	8	8	-

Free French Regiments

The Free French were all volunteers dedicated to freeing their country. Free French units are not affected by the Stiff Upper Lip and All That! rule, instead they re-roll failed morale tests when facing German or Italian troops.

Polish Regiments

The Poles in general fit in well with the British Army, although, fighting as they were to establish a free Poland, they were perhaps more determined in their approach. Polish units increase the Leadership characteristic of any model with a Leadership characteristic of 6 to a Leadership of 7 for +5 points per unit.

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 3rd NZEF in the Pacific converted its Valentines to Valentine CS configuration for use in the Pacific. Allow NZ Valentines to be armed with 3" CS howitzers for +15 points per vehicle.

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 and Ballistic Skill of 4. 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 +6 points per weapon and two additional submachine-guns for +2 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.

The Australians used tanks to great effect against the Japanese in the South Pacific. Mostly they used Matilda infantry tanks, which are slow medium tanks with armoured skirts armed with an OQF 2 pdr anti-tank gun and a BESA machine-gun. They may be issued HE ammunition (Range 24", Strength 2, AP 6, Heavy 2/Burst) for +10 points. The OQF 2 pdr anti-tank gun may be replaced with an OQF 3" CS howitzer for +20 points.

Armour:	Points	Front	Side	Rear	BS
Matilda infantry tank	60	12	12	12	3

Australian Matilda tanks may be converted to Matilda Frog flame-thrower tanks for +8 points, with the OQF 2 pdr anti-tank gun replaced with a flame-thrower (Range Template, Strength 5, AP 4, Assault 1).

Perhaps the strangest conversion is the Matilda Hedgehog with a naval anti-submarine rocket unit mounted on the rear deck. For an extra +150 points a Matilda can be fitted with Hedgehog rockets (Range G 18-36, Strength 10, AP 2, Ordnance Blast). It may only fire 3 times during a game however.

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