

British Army (1944/45)

The British Army reached a peak in 1944. Having learned from the disasters at the start of the war, the British generals were winning battles consistently. The army's equipment was finally up to scratch, although the tank of the Armoured Brigades, the US-built Sherman, was beginning to lose its edge. The British Army was ready to invade Europe. Britain's gruelling losses in the Normandy Campaign though, drained the supply of reserves. Britain had been fighting too long and the soldiers' enthusiasm for war was waning.

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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 was never renowned for its brilliant strategy, but by 1944, they were dictating strategy to the German and Japanese forces, making them respond to British initiatives, rather than dancing to the Axis tune.

Britain has a strategy rating of 2.

Enemies

By 1944 most of the minor Axis powers were out of the fray. The British Army and its Commonwealth and Dominion allies were fighting Germany in Italy and Europe and the Japanese in India and the Far East. Forces from the British Army (1944/45) list can be historically matched against the German Army (1944/45) list, the Fallschirmjäger (1943/45) list, the Waffen SS (1944/45) list and the Japanese Army (1942/45) list.

Special Rules

Stiff Upper Lip and All That!

The British NCO is renowned 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.

Extra Armour

Many British armoured vehicle crews considered the armour of their vehicles to be inadequate. They covered their tanks and armoured cars with spare track links, sandbags, and railway sleepers in an effort to improve their protection. A vehicle fitted with such extra armour must show it on the model. Extra armour reduces any Damage Roll for Glancing Hits by -1, treating results of less than 1 as 1. Penetrating Hits reduced to Glancing Hits by the Hull Down Rule are not affected.

2nd Tactical Air Force – Interdiction

The complete Allied domination of the skies posed a problem for the Germans. Not only did they face increasing attacks on the field of battle, but they also faced incredible difficulties moving reserves and supplies to the battlefields. A British Army player may spend 100 points (for up to a 3000 point game) to have the RAF (Royal Air Force) strafe and bomb enemy reserves and lines of advance. If this option is taken, any reserves held by the enemy player roll on the following table to see when they arrive.

	Turn 1	Turn 2	Turn 3	Turn 4	Turn 5+
Reserves arrive on ...	-	5+	4+	3+	2+

Fighter Command – Air Superiority

The RAF's Fighter Command had, with its allies, wrested almost total air superiority from the German *Luftwaffe* (airforce) by 1944.

A British Army player may spend 50 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).

Bomber Command – Bring on the Heavies!

Operations Charnwood, Goodwood, Totalize and Tractable were preceded by some of the heaviest tactical air strikes of the war. Hundreds of heavy bombers turned the German positions into a moonscape. Unfortunately, not all of the bombs fell on German positions and many British, Canadian and Polish servicemen were killed or wounded as well.

A British Army player may spend 200 points (for up to a 3000 point game) to have the RAF's Bomber Command carpet bomb the enemy positions before the game begins. If this option is taken, the British army player conducts a preliminary bombardment on the enemy (in addition to any in the scenario) even if not normally permitted by the scenario.

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
- MRC – Medical Research Council, designed plastic body armour
- 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

	<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>Sv</i>
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 ¹	2	3	3	3	1	2	1	6	6+
Lieutenant	3	3	3	3	1	3	1	8	6+

<i>Armour:</i>	<i>Front</i>	<i>Side</i>	<i>Rear</i>	<i>BS</i>
Jeep	5	5	5	-
Universal Carrier	9	8	8	-
M9 half-track	9	8	8	-
ACV (Armoured Command Vehicle)	8	8	8	-
Lloyd Carrier	9	8	6	-
Crusader gun tower	10	9	9	-
Light truck or Quad artillery limber	5	5	5	-
Lorry	5	5	5	-
Wasp Flame-thrower	9	8	7	3
Cromwell VI close-support tank	11	10	10	3
Cromwell VIII close-support tank	12	11	11	3
Sherman close-support tank	12	11	11	3
Churchill V close-support tank	13	12	12	3
Churchill VIII close-support tank	14	12	12	3
Crusader A/A SP gun	9	9	9	3
Forward Air Controller	9	8	8	3
Humber light recce car	9	8	8	2
Humber Mk III armoured car	9	9	9	2
Humber Mk IV armoured car	9	9	9	2
Stuart recce tank	11	10	10	2
Stuart Jalopy recce tank	11	10	10	3
Cromwell recce tank	11	10	10	3
Challenger recce tank	12	11	11	3
Daimler scout car	9	8	8	3
Humber scout car	10	9	9	3
Daimler armoured car	9	9	9	2
Staghound armoured car	10	9	9	3
AEC Mk III support car	11	10	10	3
M3 75 mm GMC support gun	9	8	8	3
Bulldozer	6	5	5	-
AVRE engineer tank	13	12	12	3
Sherman Crab mine-clearing flail tank	12	11	11	3
Churchill IV infantry tank	13	12	12	3
Churchill VI infantry tank	13	12	12	3
Churchill VII infantry tank	14	12	12	3
Crocodile flame-throwing tank	14	12	12	3
Bofors 40 mm SP anti-aircraft gun	5	5	5	3
M16 SP anti-aircraft gun	9	8	8	4

<i>Armour:</i>	<i>Front</i>	<i>Side</i>	<i>Rear</i>	<i>BS</i>
Defrocked Priest	10	10	10	-
Ram Kangaroo	12	11	11	3
LVT4 Buffalo amphibian	9	8	8	3
Cromwell IV cruiser tank	11	10	10	3
Cromwell VII cruiser tank	12	11	11	3
Comet cruiser tank	12	11	11	3
Sherman tank	12	11	11	3
Sherman Firefly tank	12	11	11	3
M10 Wolverine or Achilles SP gun	11	11	11	3
Archer SP anti-tank gun	10	10	10	3
Sexton or Priest SP field gun	11	10	8	3
Sherman OP tank	12	11	11	3
Auster Air Observation Post	7	7	7	-
Hawker Typhoon fighter-bomber	8	8	8	3
Supermarine Spitfire fighter	8	8	8	3

British Army Weapons Summary

Infantry Weapons

<i>Name</i>	<i>Range</i>	<i>Str.</i>	<i>AP</i>	<i>Type</i>
Webley Service Revolver	12	2	6	Pistol
Sten 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
0.5" heavy machine-gun	24	4	5	Heavy 4
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

<i>Name</i>	<i>Range</i>	<i>Str.</i>	<i>AP</i>	<i>Type</i>
BESA or Browning tank machine-gun	24	3	5	Heavy 3
Quadruple 0.5" heavy machine-gun	24	4	5	Linked Heavy 4
15 mm heavy machine-gun or 20 mm anti-aircraft cannon	24	4	5	Heavy 4
20 mm twin anti-aircraft cannon	24	4	5	Linked Heavy 4
40 mm Bofors anti-aircraft gun	24	5	4	Heavy 3
Or firing High Explosive	24	2	-	Heavy 3/Blast
OQF 2 pdr anti-tank gun or US 37 mm tank gun	24	6	4	Heavy 2
Or firing HE ¹	24	2	-	Heavy 2/Blast
OQF 6 pdr anti-tank gun	24	8	3	Heavy 2
Or firing HE ¹	24	3	-	Heavy 2/Blast
OQF or 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 77 mm gun	36	8	3	Heavy 2
Or firing High Explosive	36	4	-	Heavy 2/Blast
OQF 17 pdr anti-tank gun	36	9	2	Heavy 2
Or firing High Explosive	36	3	-	Heavy 2/Blast
OQF 3.7" anti-aircraft gun ²	36	9	2	Heavy 2
Or firing HE ²	36	4	-	Heavy 2/Blast
Or firing a barrage	G 84	4	-	Heavy 1/Blast
OQF 95 mm CS howitzer or US 105 mm tank howitzer	36	5	-	Heavy 2/Blast
Or firing HEAT	36	8	5	Heavy 2
Wasp flame-gun	Temp	5	4	Assault 1
Crocodile flame-gun	Temp	6	4	Assault 1
AVRE Petard Mortar	12	10	2	Ordnance 1/Blast

¹ OQF 2 pdr and 6 pdr guns are not normally issued with High Explosive ammunition, but may be issued with High Explosive for +5 points per gun.

² OQF 3.7" anti-aircraft guns were poorly laid out for ground shooting. They require a 6 to hit a ground target.

Artillery Weapons

<i>Name</i>	<i>Range</i>	<i>Str.</i>	<i>AP</i>	<i>Type</i>
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
M1 155 mm long-range gun	G 120	8	-	Ordnance 1/Blast
OBL 7.2" Mk I* heavy howitzer	G 84	9	-	Ordnance 1/Blast
OBL 7.2" Mk 6 heavy howitzer	G 96	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

<i>Armour:</i>	<i>Front</i>	<i>Side</i>	<i>Rear</i>	<i>BS</i>
Jeep	5	5	5	-
Universal Carrier	9	8	8	-
M9 half-track	9	8	8	-
ACV (Armoured Command Vehicle)	8	8	8	-
Lloyd Carrier	9	8	6	-
Crusader gun tower	10	9	9	-
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 and M9 half-tracks are open-topped light tanks. Crusader gun towers are open-topped medium 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. Crusader gun towers can carry four models and tow one weapon. M9 half-tracks can carry twelve 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 Wasp Flame-thrower Section
- 0 to 1 Pioneer Section
- 0 to 1 RASC Transport Sections

HQ Section 55 points/70 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. The Sergeant is armed with a Sten submachine-gun.

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 PIAT anti-tank projector 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 or one M9 half-track.

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. The divisional Machine-gun Battalion also had a company of 4.2" mortars for heavier punch.

	<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+

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. The Corporal is armed with a Sten submachine-gun.

Transport: Each mortar includes a light truck at no extra cost or a Universal Carrier for +10 points to carry the mortar and crew.

Anti-tank Section 15 points per gun

The British Army was well supplied with anti-tank guns, having 6 six pounder guns per battalion and 48 more six and seventeen pounders in the anti-tank regiment.

	<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+

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 6 pounder anti-tank guns. Each Gunner is armed with a Lee-Enfield rifle. The Corporal is armed with a Sten submachine-gun.

Options: Up to one Gunner may be armed with a Bren light machine-gun for +6 points. The Anti-tank Section may be equipped with MRC body armour giving 5+ save for +5 points per gun.

Vehicles: Each anti-tank gun has a light truck at no cost or a Lloyd Carrier for +5 points as a towing vehicle.

Wasp Flame-thrower Section 20 points per model

Each machine-gun company was issued with a section of Wasp flame-throwers during 1944.

<i>Armour:</i>	<i>Front</i>	<i>Side</i>	<i>Rear</i>	<i>BS</i>
Wasp Flame-thrower	9	8	7	3

Section: A Wasp Flame-thrower Section consists of 1 to 3 Wasp flame-throwers.

Type: Wasp flame-throwers are open-topped, light tanks.

Armament: Wasp flame-throwers are armed with a Wasp flame-gun.

Special Rules

Fuel Tanks: The large quantity of fuel carried by Wasp Flame-throwers makes them extremely vulnerable when hit. To represent this all glancing hits are treated as penetrating hits instead.

Pioneer Section 50 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	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 Sten submachine-gun for +2 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. Pioneer Sections may be equipped with MRC body armour giving 5+ save for +5 points.

Character: The Corporal may be upgraded to a Veteran Corporal for +10 points.

Transport: Pioneer Sections include a light truck as transport at no extra cost or a M9 half-track for +5 points.

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**
- 0 to 1 Recce Troop**
- 0 to 1 Anti-aircraft Troop**
- 0 to 1 Bridge-layer Troop**
- 0 to 1 Forward Air Controller at 300 points.**

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 (except a Sherman Firefly 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 +25 points.

<i>Armour:</i>	<i>Points/Model</i>	<i>Front</i>	<i>Side</i>	<i>Rear</i>	<i>BS</i>
Cromwell VI close-support tank	215	11	10	10	3
Cromwell VIII close-support tank	235	12	11	11	3
Sherman close-support tank	140	12	11	11	3
Churchill V close-support tank	170	13	12	12	3
Churchill VIII close-support tank	175	14	12	12	3

Type: Cromwell close-support tanks are fast medium tanks. Sherman close-support tanks are medium tanks. Churchill close-support tanks are slow heavy tanks.

Armament: Cromwell and Churchill close-support tanks are armed with an OQF 95 mm CS howitzer and two BESA tank machine-guns. Sherman close-support tanks are armed with a US 105 mm howitzer and two Browning tank machine-guns. All have smoke launchers.

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

Options: Any close-support tank may be fitted with extra armour for +5 points.

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 M9 half-tracks to HQ and Rifle Sections for +12 points per vehicle, removing one Private from each section as a driver.

Signaller: A command tank can call artillery fire as a character and counts as a signaller and can communicate with any other model within 12" and can communicate with any other signaller model, regardless of distance.

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+.

Recce Troop

The recce troop provided a reserve of crews and a useful scouting force to the regiment.

<i>Armour:</i>	<i>Points/Model</i>	<i>Front</i>	<i>Side</i>	<i>Rear</i>	<i>BS</i>
Stuart recce tank	70	11	10	10	2
Stuart 'Jalopy' recce tank	60	11	10	10	3

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

Type: Stuart recce tanks are fast medium tanks. Stuart 'Jalopy' recce tanks are open-topped, fast medium tanks.

Armament: Stuart light tanks are armed with a US 37 mm tank gun and two Browning tank machine-guns. Stuart jalopies are armed with a 0.5" heavy anti-aircraft machine-gun and hull-mounted Browning tank machine-gun.

Options: May be fitted with additional armour for +5 points.

Anti-aircraft Troop

Each regiment officially had an A/A troop, but most were disbanded in August 1944.

<i>Armour:</i>	<i>Points/Model</i>	<i>Front</i>	<i>Side</i>	<i>Rear</i>	<i>BS</i>
Crusader A/A Mk 1 anti-aircraft tank	60	9	9	9	3
Crusader A/A Mk 2 anti-aircraft tank	65	9	9	9	3

Troop: An Anti-aircraft Troop consists of 1 to 4 anti-aircraft tanks.

Type: Crusader A/A Mk 1 anti-aircraft tanks are open-topped medium tanks. Crusader A/A Mk 2 anti-aircraft tanks are medium tanks.

Armament: Crusader A/A Mk 1 are armed with a Bofors 40 mm gun. Crusader A/A Mk 2 are armed with twin 20 mm cannon.

Bridge-layer Troop

Valentine and later Churchill bridge-layer tanks were assigned to the armoured brigades.

<i>Armour:</i>	<i>Points/Model</i>	<i>Front</i>	<i>Side</i>	<i>Rear</i>	<i>BS</i>
Valentine bridge-layer	20	11	11	11	-
Churchill bridge-layer	25	14	12	12	-

Troop: A Bridge-layer Troop consists of 1 or 2 bridge-layers.

Type: Valentine bridge-layer tanks are slow, medium tanks. Churchill bridge-layer tanks are slow heavy tanks.

Special Rules

Bridge-layers: Valentine and Churchill bridge-layer tanks may span gaps and ditches for other vehicles. Bridge-layer tanks may place their bridges instead of moving.

Armoured Track Guards: Churchill bridgelayer 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+.

The planes come in at full throttle without warning, four hundred miles an hour, and sometimes you miss seeing the first one dive. But the moment he releases his rockets, everybody across the entire front is aware that the Tiffies [Typhoons] are operating. It must make the German's blood run cold, for even back here at the guns, three miles from the targets being attacked, the monstrous swoosh of the rockets ripping the air on their way down to the ground from the straining, diving planes can cause anxiety. Even after days of hearing them, the skin on the back of your neck tenses up whenever you hear the awesome scu-roo-ching of the rockets descending. You never fail to watch, for each pilot puts on a truly magnificent display of courage that is silently applauded by thousands of other watching Allied soldiers. – Lieutenant George G Blackburn, 4 RCA

Forward Air Controller

The Royal Air Force attached pilots to Army units in order to closely co-ordinate air strikes with ground operations.

Armour:	Front	Side	Rear	BS
Forward Air Controller	9	8	8	-
Hawker Typhoon fighter-bomber	8	8	8	3

Type: Forward Air Controllers (FAC) travel in specialised armoured cars, which are wheeled vehicles. Typhoon fighter-bombers are fighter aircraft.

Armament: Typhoon fighter-bombers may attack with either 80lb Rockets (Ordnance 1/Blast, Range Guess 24, Strength 7, AP 3) or cannon (Linked Heavy 4, Range 24, Strength 4, AP 5).

Special Rules

Cab Rank: A FAC is in constant contact with a 'cab rank' of fighter-bombers waiting overhead. The FAC may call one Typhoon fighter-bomber from the cab rank each turn. Bring on a new Typhoon fighter at the start of each turn as if it had just arrived from reserves. The aircraft must attack a target visible to the FAC. Do not roll to see if the aircraft attacks the wrong target, it is always under the owning player's control.

Losses: Each Typhoon fighter-bomber damaged by the enemy gains them 60 victory points. Each Typhoon fighter-bomber destroyed by the enemy gains them 120 victory points.

Commander Royal Artillery (CRA)

Royal Artillery HQ: 1 Command Troop at 35 points
 0 to 1 Air Observation Post at 75 points
 0 to 1 Naval Gunfire Officer at 200 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.

The Counter-battery Section may be equipped with anti-aircraft radar for counter-mortar operations 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.

Anti-aircraft Radar: When operating as counter-mortar radar, anti-aircraft radar allows the counter-battery section to locate weapons with a range as little as 24" that fired a barrage last turn.

Air Observation Post

Artillery officers often flew Auster light aircraft giving them a better position to observe the fire of their guns.

Armour:	Front	Side	Rear	BS
Auster Air Observation Post	7	7	7	-

Type: An Air Observation Post (AOP) is an aircraft.

Artillery Observer: The AOP may call and observe the fire of any British artillery, counting as a character and a signaller.

Special Rules

Long Sorties: Unlike normal aircraft, the AOP may remain on the table from turn to turn. Once it leaves the table, it may never return.

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.

Naval Gunfire Officer

While the British Army was operating near to the Normandy Beaches, it frequently called on the Royal Navy's warships for heavy fire support.

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

NGFO: A Naval Gunfire Officer (NGFO) is accompanied by a Gunner equipped as a signaller.

Weapon: The NGFO is armed with a Webley service revolver. The Gunner is armed with a Lee-Enfield rifle.

Vehicle: A Naval Gunfire Officer (NGFO) travels in either a light truck at no cost or an M9 half-track for +100 points.

Special Rules

Naval Gunfire: Every second turn, a NGFO can call and observe fire for a salvo of D3 naval guns. Each gun is Ordnance 1/ Blast, Strength 10.

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.

Elites

Recce Troop

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

Armoured Car Section

A Recce Troop normally had a section of armoured cars and two sections of scout carriers. Their role was to probe ahead of the main force or cover the flanks in open warfare.

<i>Armour:</i>	<i>Points/Model</i>	<i>Front</i>	<i>Side</i>	<i>Rear</i>	<i>BS</i>
Humber light recce car	25	9	8	8	2
Humber Mk III armoured car	35	9	9	9	2
Humber Mk IV armoured car	35	9	9	9	2

Section: An Armoured Car Section consists of up to 3 light recce cars, and up to two more light recce cars or armoured cars. The section lacks radios so it must operate as a unit.

Type: Humber light recce and 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. Humber Mk III armoured cars are armed with a 15 mm machine-gun, a BESA machine-gun and a smoke launcher. Humber Mk IV armoured cars are armed with a 37 mm anti-tank gun, a BESA machine-gun and a smoke launcher.

Option: Any car may be fitted with extra armour for +5 points.

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..... 75 points

The recce regiment of an infantry division was predominantly equipped with universal 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	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 Scout Section consists of a Corporal and 5 Privates.

Weapons: Lee-Enfield rifles and fragmentation grenades. The Corporal is armed with a Sten submachine-gun.

Character: The Corporal may be upgraded to a Veteran Corporal for +10 points.

Vehicles: A Scout Section includes 3 Universal Carriers.

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

Options: Carriers may be armed with a 0.5" heavy machine-gun for +6 points per model. Carriers may be armed with PIAT anti-tank projectors in place of Boys anti-tank rifles at no cost. Scout Sections may be equipped with MRC body armour giving 5+ save for +10 points.

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

Armoured Recce Troop

<i>Armour:</i>	<i>Points/Model</i>	<i>Front</i>	<i>Side</i>	<i>Rear</i>	<i>BS</i>
Cromwell recce tank	145	11	10	10	3
0-3 Challenger recce tank	140	12	11	11	3

Each armoured division had an armoured reconnaissance regiment of light and cruiser tanks to cover its flanks and lead the advance.

Troop: An Armoured Recce Troop consists of 1 to 3 recce tanks. Being radio equipped, the tanks may operate independently and do not need to remain together as a unit.

Type: Cromwell recce tanks are fast medium tanks. Challenger recce tanks are medium tanks.

Armament: Cromwell recce tanks are armed with an OQF 6 pdr tank gun, two BESA tank machine-guns, and a smoke launcher.

Challenger recce tanks are armed with an OQF 17 pdr anti-tank gun, a BESA tank machine-gun, and a smoke launcher.

Option: Cromwell tanks may be equipped with HE ammunition for their OQF 6 pdr anti-tank gun for +5 points. Cromwell tanks may replace their OQF 6 pdr tank gun with an OQF 75 mm tank gun for +35 points.

Limited Availability: A detachment must have more Cromwell recce tanks than Challenger recce tanks and no more than three Challenger recce tanks in all.

Armoured Car Troop

<i>Armour:</i>	<i>Points/Model</i>	<i>Front</i>	<i>Side</i>	<i>Rear</i>	<i>BS</i>
Daimler scout car	16	9	8	8	3
Humber scout car	18	10	9	9	3
Humber Mk III armoured car	45	9	8	8	3
Humber Mk IV armoured car	35	9	8	8	2
Daimler armoured car	35	9	8	8	2
Staghound armoured car	60	10	9	9	3
AEC Mk III support car	70	11	10	10	3
M3 75 mm GMC half-track support car	45	9	8	8	3

Armoured reconne regiments were initially corps troops, but were soon returned to the armoured divisions.

Troop: An Armoured Car Troop consists of 1 or 2 patrols, and up to 1 support car or gun. A patrol consists of up to 1 scout car and up to 1 armoured car. Each patrol or support car is a separate unit, but the vehicles of each patrol must remain together as the scout cars lack radios.

Type: Humber and Daimler scout cars are fast, open-topped, wheeled vehicles. Humber, Daimler and Staghound armoured cars are fast, wheeled vehicles. AEC support cars are wheeled vehicles. M3 GMC support guns are open-topped, light tanks.

Armament: Daimler and Humber scout cars are armed with a Bren light machine-gun. Humber Mk III armoured cars are armed with a 15 mm machine-gun, a BESA tank 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. Staghound armoured cars are armed with a 37 mm anti-tank gun, two Browning tank machine-guns and a smoke launcher. AEC support cars are armed with a 75 mm tank gun, a BESA tank machine-gun and a smoke launcher. M3 75 mm GMC support guns are armed with a 75 mm tank gun.

Option: Any car may be fitted with extra armour for +5 points. Daimler armoured cars may be equipped with HE ammunition for their OQF 2 pdr anti-tank guns for +5 points.

Special Rules

Scouts: The role of the reconne regiments was to scout ahead of the main body, seeking out enemy positions and relaying the information back. Although they were typically well armed, reconne 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 is armed with a Sten submachine-gun.

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 is armed with a Sten submachine-gun.

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

Armour:	Points/Model	Front	Side	Rear	BS
Churchill IV infantry tank	125	13	12	12	3
Churchill VI infantry tank	155	13	12	12	3
Churchill VII infantry tank	160	14	12	12	3
Crocodile flame-throwing tank	175	14	12	10	3

Tank Brigades equipped with infantry tanks supported the infantry divisions in their attacks.

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

Type: Churchill infantry tanks and Crocodile flame-throwing tanks are slow, heavy tanks.

Armament: Churchill IV tanks are armed with an OQF 6 pdr tank gun and two BESA tank machine-guns. Churchill VI and VII tanks are armed with an OQF 75 mm tank gun and two BESA tank machine-guns. Crocodile tanks are armed with an OQF 75 mm tank gun, a BESA tank machine-gun, and a hull-mounted Crocodile flame-gun. All have smoke-launchers.

Options: Any tank may be fitted with extra armour for +5 points. Churchill IV tanks may be equipped with HE ammunition for their OQF 6 pdr anti-tank guns for +5 points.

Special Rules

Crocodile Flame-gun: Such is the ferocity of the Crocodile's flame-gun, that any units who suffer casualties because of it must make an immediate fall-back move as if they had failed a Morale test. Units that ignore Morale checks ignore this rule. The unit is not actually broken and does not need to rally at the start of its next turn. If the unit suffers 25% casualties it takes a Morale test as usual, but this rule applies if it passes the test.

Top Secret: Crocodile flame-throwing tanks are top secret. If a Crocodile tank falls into enemy hands (unless totally destroyed) the enemy gets 100 victory points regardless of the scenario.

Armoured Track Guards: Churchill infantry tanks and Crocodile flame-throwing 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+.

Hobart's Funnies

Armour:	Points/Model	Front	Side	Rear	BS
AVRE engineer tank	175	13	12	12	3
Churchill ARK (Armoured Ramp Carrier)	25	13	12	12	-
Sherman Crab mine-clearing flail tank	155	12	11	11	3

Despite the opposition and even derision the 79th Armoured Division and it's leader, Major-General Hobart encountered, the 'Funnies', as they were known, proved their worth in Normandy and north-west Europe.

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: AVRE (Assault Vehicle, Royal Engineers) engineer tanks, Churchill ARK ramp carriers, are slow heavy tanks. Sherman Crab mine-clearing tanks are medium tanks.

Armament: AVRE's are armed with a Petard demolition mortar, two BESA tank machine-guns and a smoke launcher. Sherman Crab mine-clearing tanks are armed with an OQF 75 mm tank gun, a Browning tank machine-gun and a smoke launcher.

Special Rules

Fascine: AVRE engineer tanks may carry a fascine, a bundle of saplings or pipes that can be used to fill impassable ditches. While carrying the fascine, they cannot shoot. They may place the fascine before or after moving making the ditch into difficult terrain.

SBG Bridge: AVRE engineer tanks may carry a SBG (Small Box Girder) bridge to bridge streams, surmount walls, and cross craters. While carrying the bridge, they cannot shoot and count as light

tanks when crossing difficult ground. An AVRE may place the bridge before or after moving. Roll a D6, on a score of 2-6, the bridge spans the gap, on a roll of 1, the bridge falls into the gap and is gone.

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 Sherman Crab flail tank may attempt to gap minefields at 6" per turn. The Sherman Crab counts as being protected by a smoke launcher, but cannot shoot, 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: AVRE and Churchill ARK 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**
- 0 to 1 Armoured Demolition Section.**

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.

Options: Engineer Officers may be equipped with MRC body armour giving 5+ save for +2 points.

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 Sten submachine-gun for +2 points. Engineer Sub-sections may be equipped with MRC body armour giving 5+ save for +10 points.

Character: The Corporal may be upgraded to a Veteran Corporal for +10 points.

Transport: Engineer Sub-sections include a lorry at no cost or an M9 half-track for +5 points 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.

Armoured Demolition Section

Armoured divisions had field squadrons rather than companies with six AVRE demolition tanks in each squadron.

Section: An Armoured Demolition Section consists of up to two AVRE engineering tanks purchased from the Hobart's Funnies Elites choice.

Self-propelled Anti-tank Troop

<i>Armour:</i>	<i>Points/Model</i>	<i>Front</i>	<i>Side</i>	<i>Rear</i>	<i>BS</i>
M10 Wolverine self-propelled anti-tank gun	110	11	11	11	3
M10C Achilles self-propelled anti-tank gun	120	11	11	11	3
Archer self-propelled anti-tank gun	45	10	10	10	3

As the war progressed up to half of the anti-tank batteries of a division could be self-propelled.

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: M10 Wolverine and M10C Achilles self-propelled anti-tank guns are open-topped medium tanks. Archer self-propelled anti-tank guns are slow, open-topped, turretless medium tanks.

Armament: M10 Wolverine self-propelled anti-tank guns are armed with a US 76 mm anti-tank gun and 0.5" heavy machine-gun. M10C Achilles self-propelled anti-tank guns are armed with an

OQF 17 pdr anti-tank gun and 0.5" heavy machine-gun. M10 Wolverine and M10C Achilles self-propelled anti-tank guns may only fire either one or the other of their weapons in each turn. Archer self-propelled anti-tank guns are armed with an OQF 17 pdr anti-tank gun.

Special Rules

Rear-facing gun: In order to fit the 17 pdr gun on such a small chassis, the Archer self-propelled anti-tank guns had the gun facing to the rear with the gun recoiling through the driving position!

Archer self-propelled anti-tank guns may not fire in the same turn that they move.

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	15	2	3	3	3	1	2	1	6	6+
Gunner	-	2	3	3	3	1	2	1	6	6+

The British Army was well supplied with anti-tank guns with six of the six pounder guns per battalion and 48 more six and seventeen pounders in the anti-tank regiment.

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 +8 points. Each Gunner is armed with a Lee-Enfield rifle. The Bombardier is armed with a Sten submachine-gun.

Options: Up to one Gunner may be armed with a Bren light machine-gun for +6 points. Anti-tank sections may be equipped with MRC body armour giving 5+ save for +5 points per gun.

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. An OQF 17 pdr may be towed by a M9 half-track for +15 points, or a Crusader gun tower for +30 points.

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	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 is armed with a Sten submachine-gun.

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

Self-propelled Anti-aircraft Troop

<i>Armour:</i>	<i>Points/Model</i>	<i>Front</i>	<i>Side</i>	<i>Rear</i>	<i>BS</i>
Bofors 40 mm self-propelled anti-aircraft gun	24	6	5	5	3
M16 self-propelled anti-aircraft gun	50	9	8	8	4

As the British Army became more mechanised and mobile, it adopted more mobile anti-aircraft guns.

Troop: A Self-propelled Anti-aircraft Troop consists of 1 to 3 self-propelled anti-aircraft guns.

Type: Bofors 40 mm self-propelled anti-aircraft guns are open-topped wheeled vehicles. M16 self-propelled anti-aircraft guns are open-topped, light tanks.

Armament: Bofors 40 mm self-propelled anti-aircraft guns are armed with a Bofors 40 mm anti-aircraft gun. M16 self-propelled anti-aircraft guns are armed with quadruple 0.5" heavy machine-guns

Heavy 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	35	2	3	3	3	1	2	1	6	6+
Gunner	-	2	3	3	3	1	2	1	6	6+

GHQ heavy anti-aircraft regiments provided the big guns covering the army's rear areas. In the absence of German aircraft, they often supported ground operations as artillery.

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

Weapons: An OQF 3.7" anti-aircraft gun. Each Gunner is armed with a Lee-Enfield rifle. The Bombardier is armed with a Sten submachine-gun.

Vehicles: Heavy Anti-aircraft Troops include a lorry to tow the gun.

Special Rules

Turntable: OQF 3.7" anti-aircraft guns have turntable mountings and do not count as moving when changing facing.

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.

	WS	BS	S	T	W	I	A	Ld	Save
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 5 Privates.

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

Options: Up to one Private may be armed with an OML 2" light mortar for +10 points. Up to one Private may be armed with a PIAT anti-tank projector for +3 points. HQ Sections may be equipped with MRC body armour giving 5+ save for +5 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.

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.

	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 Rifle Section consists of a Corporal and 9 Privates.

Weapons: Lee-Enfield rifles and fragmentation grenades. The Corporal is armed with a Sten submachine-gun. One Private is armed with a Bren light machine-gun.

Options: Rifle Sections may be equipped with MRC body armour giving 5+ save for +5 points.

Character: The Corporal may be upgraded to a Veteran Corporal for +10 points.

Adding to his sweaty discomfort, under his battledress he is wearing the [Medical Research Council] body armour that was issued to all infantrymen and artillery carrier crews coming to Normandy: the fabric-covered moulded pieces of dense plastic, designed to yield, but not break, on catching the impact of a bullet or shell fragment. Unlike the medieval variety, body armour in Normandy, 1944, is made up of separate pieces that dangle on shoulder straps, and is usually (but not always) worn underneath battledress pants and blouses. Your back is protected by one piece, an upside-down "T" across the kidneys and lungs, with the perpendicular part running up the spine between the shoulder blades. Across the chest is a breast protector, and from it a belly-pad hangs down loosely, so that when you bend over, the two will fold. But when jumping down into a trench with knees bent, you can knock your wind out, since the lower piece is inclined to get jammed up and strike you across the belt line. – Lieutenant George G Blackburn, 4 RCA

Fast Attack

Armoured Personnel Carrier Troop

Armour:	Points/Model	Front	Side	Rear	BS
Defrocked Priest armoured personnel carrier	12	10	10	10	-
Ram Kangaroo armoured personnel carrier	15	11	11	11	3
M9 Half-track armoured personnel carrier	10	9	8	8	-
LVT4 Buffalo amphibian	55	9	8	8	3

The Canadians pioneered the fully tracked Armoured Personnel carrier (APC) for Operation Totalize where they used 'defrocked' M7 Priest self-propelled guns.

Troop: An Armoured Personnel Carrier Troop consists of 1 to 3 sections of 4 APC's or 2 LVT 4 Buffalo amphibians. Each section counts as a separate unit.

Type: Defrocked Priests (or 'Holy Rollers') and Ram Kangaroos are open-topped tanks. M9 Half-tracks are open-topped, light tanks. LVT4 Buffalo amphibians are slow, open-topped, amphibious, heavy tanks.

Armament: LVT4 Buffalo amphibians are armed with a 20 mm cannon and two 0.5" heavy machine-guns.

Options: Ram Kangaroos may have a hull-mounted Browning tank machine-guns for +10 points per model.

Passengers: APC's are attached to an infantry unit for a battle. Each APC section can carry a Rifle Platoon into battle.

Special Rules

Natural Amphibian: LVT4 Buffalo amphibians do not require any preparation before swimming.

Tank Troop

<i>Armour:</i>	<i>Points/Model</i>	<i>Front</i>	<i>Side</i>	<i>Rear</i>	<i>BS</i>
Cromwell IV cruiser tank	145	11	10	10	3
Cromwell VII cruiser tank	190	12	11	11	3
Comet cruiser tank	210	12	11	11	3
Sherman medium tank	130	12	11	11	3
Sherman Firefly medium tank	140	12	11	11	3

Each Armoured Brigade had three Armoured Regiments of more than 60 medium tanks.

Troop: A Tank Troop consists of 1 to 3 Cromwell or Comet cruiser or Sherman medium tanks and 0 to 2 Sherman Firefly medium tanks. Being radio equipped, the tanks may operate independently and do not need to remain together as a unit.

Type: Cromwell and Comet cruiser tanks are fast medium tanks. Sherman and Sherman Firefly tanks are medium tanks.

Armament: Cromwell IV tanks are armed with an OQF 6 pdr tank gun and two BESA tank machine-guns. Cromwell VII tanks are armed with an OQF 75 mm 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. Comet tanks are armed with an OQF 77 mm tank gun and two BESA tank machine-guns. Sherman

Firefly tanks are armed with an OQF 17 pdr anti-tank gun and a Browning tank machine-gun. All have smoke launchers.

Options: Cromwell IV tanks may be equipped with HE ammunition for their OQF 6 pdr anti-tank guns for +5 points. Cromwell IV tank may replace its OQF 6 pdr tank gun with an OQF 75 mm tank gun for +30 points. A Sherman tank may replace its 75 mm tank gun for a 76 mm tank gun for +5 points. Any tank may be fitted with extra armour for +5 points.

If the entire Tank Troop consists of Sherman medium tanks, they may be fitted as Sherman DD amphibious tanks for +10 points.

Limited Availability: You must have more Sherman or Cromwell tanks than you have Sherman Firefly tanks.

Scout Platoon

Scout Platoon:	0 to 1 Scout Officer 30 at points
	1 to 4 Scout Sections at 75 points

Scout HQ Section

Each infantry battalion or motor company had a scout platoon mounted in universal 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	3	3	3	1	3	1	8	6+

Officer: The Scout Platoon is lead by a Lieutenant.

Weapons: Webley Service Revolver.

Options: Scout Officers may be equipped with MRC body armour giving 5+ save for +2 points.

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

Transport: The Scout Officer has a Universal Carrier as transport.

Armament: The Universal 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	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 Scout Section consists of a Corporal and 5 Privates.

Weapons: Lee-Enfield rifles and fragmentation grenades. The Corporal is armed with a Sten submachine-gun.

Character: The Corporal may be upgraded to a Veteran Corporal for +10 points.

Vehicles: A Scout Section includes 3 Universal Carriers.

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

Options: Carriers may be armed with a 0.5" heavy machine-gun for +6 points per model. Carriers may be armed with PIAT anti-tank projectors in place of Boys anti-tank rifles at no cost. Scout Sections may be equipped with MRC body armour giving 5+ save for +5 points.

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

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.

Options: Troop HQ may be equipped with MRC body armour giving 5+ save for +5 points.

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

<i>Armour:</i>	<i>Points/Model</i>	<i>Front</i>	<i>Side</i>	<i>Rear</i>	<i>BS</i>
Sexton self-propelled field gun	90	11	10	8	3
Priest self-propelled field gun	100	11	10	8	3
Sherman OP tank	80	12	11	11	3

Normally only the armoured divisions were equipped with self-propelled guns, however, for the Normandy landings the assault divisions were given a regiment of Priests.

Troop: A Self-propelled Artillery Troop consists of up to four Sexton or Priest self-propelled guns and one Sherman OP tank.

Type: Sexton and Priest self-propelled field guns are open-topped, medium tanks. Sherman observation posts are medium tanks.

Armament: Sexton self-propelled field guns are armed with a 25 pdr field gun and a Bren light machine-gun. Priest self-propelled

field guns are armed with a US 105 mm field gun and a Bren light machine-gun. Both may only fire one or the other of their weapons in each turn. Sherman observation post tanks are armed with two Browning tank machine-guns and smoke launchers.

Special Rules

Observation Posts: Sherman observation post tanks 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.

AGRA Troop

AGRA Troop: **1 Troop HQ at 40 points**
1 to 4 Guns or Howitzers

Troop HQ 40 points
Medium and heavy artillery was grouped into AGRA's (Army Groups, Royal Artillery) under Corps and Army Group control.

	<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+
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 AGRA 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 85 points per gun

By 1944, the OBL 4.5" gun had almost disappeared in favour of the heavier shell of the OBL 5.5" gun/howitzer. It saw a revival in 1945 when its range proved useful in mobile operations.

	<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	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 85 points per gun
The 5.5" gun formed the mainstay of the AGRA.

	<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	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 Howitzer 55 points per gun

The pre-war 7.2" howitzer was still the mainstay of the heavy regiments, now mounted on the carriage of the US 155 mm gun.

	<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	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. May be replaced with OBL 7.2" Mk 6 heavy howitzer for +55 points. 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.

Heavy Gun 115 points per gun

The US 155mm 'Long Tom' gun provided the heavy regiments with an excellent long-range 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	3	3	3	1	2	1	6	6+
Gunner	2	3	3	3	1	2	1	6	6+

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

Weapons: US 155 mm 'Long Tom' heavy gun. Each Gunner is armed with a Lee-Enfield rifle.

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

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

By the later part of the war, Britain's armies had learned to support their tanks, making the cavalry charges of the Desert era a thing of the past. Tanks need infantry support to root out anti-tank guns and clear the way for the unarmoured supporting weapons. Sending them off willy-nilly is a recipe for disaster. The quick reactions and heavy firepower of the German Panzers will quickly overwhelm them. Move cautiously maintaining solid fire support at all times.

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.

Armour:	Points	Front	Side	Rear	BS
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 three interesting armoured vehicles of their own design in Europe. 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. The third, the Ram OP tank is treated as a Sherman OP tank.

Armour:	Points	Front	Side	Rear	BS
C15TA armoured truck	-	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 45 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. 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.

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.

Italian Regiments

The Stiff Upper Lip and All That! rule does not affect royalist Italian units fighting with the Allied forces in 1944/45. Instead, they re-roll failed Rally attempts to reflect their determination to show that the Italian military is worthy of respect.

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