

British Airborne (1943/45)

1944 saw the first mass employment of British airborne forces with the Normandy landings. These were followed by a series of aborted landings to support the breakout and Operation Market Garden to capture the Rhine bridges at Arnhem. The airborne troops were well-trained and keen to prove their worth and eager for battle after being stood down repeatedly.

British Airborne (1943/45)

This army list allows you to field a British airborne 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

Britain's airborne forces entered the fray in Tunisia and proceeded to lead the assault on Sicily, before spearheading the Normandy landings and the Rhine crossing (including the ill-fated Arnhem landings). Forces from the British Airborne (1943/45) list can be historically matched against the German Army (1941/43) list, the German Army (1944/45) list, the Fallschirmjäger (1943/45) list, the Waffen SS (1944/45) list and the Italian Army (1940/43) 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.

Parachute Landing

The Deep Strike special rule applies to all parachute troops. Parachuting is a hazardous method of deployment, with many parachutists being injured or lost. Each model landing by parachute must make a Landing Save roll on a D6. The score needed to survive is given in the following table. Failed rolls result in the model being removed from play.

	Open Terrain	Difficult Terrain
Soldier	2+	4+
Equipment (mortars, heavy machine-guns, artillery, radios, etc.)	4+	6

Parachute troops may always be brought on from reserve in the first turn if the player wishes. If they are not brought on in the first turn, they arrive randomly as normal.

Parachute troops drop from aircraft, so anti-aircraft guns may fire at any airdropped troops within range on the turn after landing regardless of intervening terrain, being assumed to shoot as the parachute troops come in for landing.

Glider Landing

Gliders are soft-skin vehicles. They deploy using a variant of the Deep Strike special rule, but cannot move once deployed. Gliders differ from most Deep Strike troops in that they can choose the direction of scatter before the distance is rolled. A glider that lands in or scatters through difficult terrain is automatically destroyed, although the passengers may roll to escape. Roll a D6 for each passenger and item of equipment. On a score of 4 to 6 the passenger is thrown clear or survives with minor injuries. On a roll of 1 to 3, the passenger is killed and is removed. The passengers in a glider cannot disembark in the turn that they land.

Heavy gliders differ only in that they are so heavy and difficult to control that they scatter 3D6" rather than 2D6". They are lost if any two of the scatter dice roll 1.

Gliders may always be brought on from reserve in the first turn if the player wishes. If they are not brought on in the first turn, they arrive randomly as normal.

Since gliders are aircraft, anti-aircraft guns may fire at any glider within range on the turn after landing, regardless of intervening terrain, being assumed to shoot as the glider comes in for landing.

Glider models can be very large. You might want to either use half-scale models or leave them out entirely.

Night Landings

Dropping parachute troops and gliders by night reduces their vulnerability as they land. The difficulty in finding the correct place to drop the parachutists or release the gliders increases dramatically.

Add an extra 2D6" to the scatter roll for night landings reflecting the difficulty of accurately locating the drop zone or landing zone. If two or more of the scatter dice roll 1, the glider tug or troop transport suffered such a serious navigation error that the troops were dropped too far away to take part in the battle!

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 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 Airborne Glossary

- Bombardier – gun crew leader
- Captain – company officer
- Colonel – senior officer
- Corporal – squad or section leader
- HEAT – High Explosive Anti-Tank, hollow-charge anti-tank ammunition
- Lieutenant – platoon officer
- Private – infantryman, common soldier
- Sergeant – assistant platoon leader
- RAF – Royal Air Force

British Airborne 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>
Glider Pilot	3	3	3	3	1	3	1	7	6+
Colonel	3	3	3	3	1	3	1	10	6+
Captain	3	3	3	3	1	3	1	9	6+
Corporal	3	3	3	3	1	3	1	7	6+
Private	3	3	3	3	1	3	1	7	6+
Veteran Sergeant	4	4	3	3	1	4	2	9	6+
Sniper	3	5	3	3	1	3	1	7	6+
Veteran Corporal	4	4	3	3	1	4	2	9	6+
Sapper	3	3	3	3	1	3	1	7	6+
Bombardier	2	3	3	3	1	2	1	7	6+
Gunner	2	3	3	3	1	2	1	7	6+
Veteran Bombardier	4	4	3	3	1	4	2	9	6+
Lieutenant	3	3	3	3	1	3	1	9	6+

<i>Armour:</i>	<i>Front</i>	<i>Side</i>	<i>Rear</i>	<i>BS</i>
Jeep	5	5	5	-
Recce jeep	5	5	5	3
Universal Carrier	9	8	8	-
Light truck	5	5	5	-
Glider	5	5	5	-
Tetrarch airborne tank	9	9	9	2
M22 Locust airborne tank	10	10	10	2
Stuart recce tank	11	10	10	2
Stuart Jalopy recce tank	11	10	10	3
Cromwell recce tank	12	11	11	3
Hawker Typhoon fighter-bomber	8	8	8	3

British Airborne Weapons Summary

Infantry Weapons

<i>Name</i>	<i>Range</i>	<i>Str.</i>	<i>AP</i>	<i>Type</i>
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<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
Captured MG 42 machine-gun	24	3	5	Heavy 5
Vickers medium machine-gun	36	3	5	Heavy 8
2" light mortar ¹	24	3	-	Heavy 2/Blast /Smoke
3" medium mortar	G 12-36	4	-	Heavy 1/Blast
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 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
Browning 0.30" machine-gun	24	3	5	Heavy 5
Browning 0.50" heavy machine-gun or 20 mm anti-aircraft cannon	24	4	5	Heavy 4
OQF 2 pdr anti-tank gun or US 37 mm tank gun	24	6	4	Heavy 2
Or firing High Explosive	24	2	-	Heavy 2/Blast
OQF 6 pdr anti-tank gun	24	8	3	Heavy 2
OQF 75 mm tank gun	36	7	3	Heavy 2
Or firing High Explosive	36	4	-	Heavy 2/Blast
OQF 17 pdr anti-tank gun	36	9	2	Heavy 2

Artillery Weapons

<i>Name</i>	<i>Range</i>	<i>Str.</i>	<i>AP</i>	<i>Type</i>
US 75 mm pack howitzer	36	4	-	Heavy 2/Blast
Or firing a barrage	G 72	4	-	Heavy 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	-
Recce jeep	5	5	5	3
Universal Carrier	9	8	8	-
Light truck	5	5	5	-
Glider	5	5	5	-

Type: Jeeps are fast, open-topped, wheeled vehicles. Universal Carriers are open-topped, fast, light tanks. Trucks are open-topped wheeled vehicles. Gliders are a special type of aircraft.

Crew: Each glider has a crew of two Glider Pilots.

Passengers: Light trucks can carry ten models and tow one towed weapon. Jeeps, and Universal Carriers can carry four models and tow one weapon.

Armament: Recce jeeps are armed with a Browning 0.30" anti-aircraft machine-gun.

Options: A recce jeep may replace the 0.30" anti-aircraft machine-gun with a M2 Browning 0.50" anti-aircraft machine-gun for +2 points. You may increase a recce jeep's front armour to 6 for +2 points.

Glider Pilot

Each glider had two pilots from the Glider Pilots Regiment. The pilots joined the units they landed with and fought until relieved.

	<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>
Glider Pilot	3	3	3	3	1	3	1	7	6+

Weapons: Sten sub machine-gun.

Character: A Glider Pilot is a character attached to one of the units that land in the pilot's glider.

HQ

Parachute HQ

Parachute HQ:

- 1 HQ Section
- 0 to 3 Snipers
- 0 to 2 Machine-gun Sections
- 0 to 2 Mortar Sections
- 0 to 2 Anti-tank Sections

HQ Section 55 points/75 points

Two brigades out of the three in an airborne division were parachute brigades. These usually landed first to secure a landing zone for the more vulnerable glider-borne air-landing brigades.

	<i>Points/ model</i>	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>	<i>Save</i>
Led by Colonel	75	3	3	3	3	1	3	1	10	6+
Led by Captain	55	3	3	3	3	1	3	1	9	6+
Sergeant	-	3	3	3	3	1	3	1	7	6+
Private	-	3	3	3	3	1	3	1	7	6+
Veteran Sergeant	+15	4	4	3	3	1	4	2	9	6+

Section: The HQ Section consists of 1 Colonel or Captain, 1 Sergeant and 4 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 +7 points. Up to one Private may be armed with a PIAT anti-tank projector for +3 points. Up to 2 privates may be armed with Sten submachine-guns for +4 points per model.

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

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

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

Special Rules

Leadership: Any British airborne 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.

Airdropped: A Parachute HQ may be airdropped using the Parachute Landing special rules.

Parachute Brigade: A detachment with a Parachute HQ may take Parachute Platoons as Troops choices.

0 to 3 Sniper 15 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	7	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.

Machine-gun Section..... 22 points per machine-gun

The parachute battalion's medium machine-guns provide strong defensive fire once in position.

	<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	7	6+
Private	3	3	3	3	1	3	1	7	6+

Section: A Machine-Gun Section consists of 1 to 3 machine-guns commanded by a Corporal. Each gun has a crew of 3 Privates.

Weapons: Vickers medium machine-guns. Each Private is armed with a Lee-Enfield rifle. The Corporal is armed with a Sten submachine-gun.

Mortar Section..... 22 points per mortar

Each parachute battalion had two platoons of 3" mortars to provide the infantry with close support.

	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>	<i>Save</i>
Corporal	3	3	3	3	1	3	1	7	6+
Private	3	3	3	3	1	3	1	7	6+

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

Weapons: OBL 3" medium mortars. Each Private is armed with a Lee-Enfield rifle. The Corporal is armed with a Sten submachine-gun.

Anti-tank Section 35 points

The only anti-tank weapons available to the parachute battalions were PIAT anti-tank projectors.

	<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	7	6+
Private	3	3	3	3	1	3	1	7	6+

Section: A Parachute Anti-tank Section consists of 3 PIAT teams commanded by a Corporal. Each team consists of three privates.

Weapons: Each team is armed with a PIAT anti-tank projector and two Lee-Enfield rifles. The Corporal is armed with a Sten submachine-gun.

Options: Up to one Private may be armed with a Bren light machine-gun for +7 points.

Air-landing HQ

Air-landing HQ:

- 1 HQ Section
- 0 to 3 Snipers
- 0 to 2 Machine-gun Sections
- 0 to 2 Mortar Sections
- 0 to 2 Anti-tank Sections
- 0 to 1 Forward Air Controller

HQ Section 55 points/75 points
The third brigade in each division was the air-landing brigade. Nearly twice as strong as the parachute brigades, the air-landing brigades reinforced the parachute brigades once the landing zones were cleared.

	<i>Points/ model</i>	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>	<i>Save</i>
Led by Colonel	75	3	3	3	3	1	3	1	10	6+
Led by Captain	55	3	3	3	3	1	3	1	9	6+
Sergeant	-	3	3	3	3	1	3	1	7	6+
Private	-	3	3	3	3	1	3	1	7	6+
Veteran Sergeant	+15	4	4	3	3	1	4	2	9	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 +7 points. Up to one Private may be armed with a PIAT anti-tank projector for +3 points. Up to 2 privates may be armed with Sten submachine-guns for +4 points per model.

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

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

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

Special Rules

Leadership: Any British airborne 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.

Air-landing: An Air-landing HQ may be air-landed using the Glider Landing special rules.

0 to 3 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	7	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.

Machine-gun Section 24 points per machine-gun

The air-landing brigade's machine-guns provide the infantry solid defensive fire.

	<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	7	6+
Private	3	3	3	3	1	3	1	7	6+

Section: A Machine-Gun Section consists of 1 to 3 machine-guns commanded by a Corporal. Each gun has a crew of 3 Privates.

Weapons: Vickers medium machine-guns. Each Private is armed with a Lee-Enfield rifle. The Corporal is armed with a Sten submachine-gun.

Transport: Each machine-gun includes a jeep to carry the machine-gun and crew.

Mortar Section 24 points per mortar

Each air-landing battalion had a platoon of 3" mortars to provide the infantry with close support.

	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>	<i>Save</i>
Corporal	3	3	3	3	1	3	1	7	6+
Private	3	3	3	3	1	3	1	7	6+

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

Weapons: OBL 3" medium mortars. Each Private is armed with a Lee-Enfield rifle. May be replaced with an OBL 4.2" heavy mortar for +4 points. The Corporal is armed with a Sten submachine-gun.

Transport: Each mortar includes a jeep to carry the mortar and crew.

Anti-tank Section 18 points per gun

Anti-tank weapons are critical to airborne operations, as counter-attacks by armoured forces are one of the most effective countermeasures.

	WS	BS	S	T	W	I	A	Ld	Save
Corporal	3	3	3	3	1	3	1	7	6+
Gunner	3	3	3	3	1	3	1	7	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 Gunners.

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 +4 points. Anti-tank section may be given MRC body armour giving 5+ save for +5 points per gun.

Vehicles: Each anti-tank gun has two jeeps to tow it and carry the crew and ammunition.

0 to 1 Forward Air Controller 250 points

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

Armour:	Front	Side	Rear	BS
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Forward Air Controller	5	5	5	-
Hawker Typhoon fighter-bomber	8	8	8	3

Type: Forward Air Controllers (FAC) travel in jeeps, which are fast, open-topped, wheeled vehicles. Typhoon fighter-bombers are fighter aircraft.

Armament: Typhoon fighter-bombers may attack with either 80lb Rockets (Ordnance 1/Blast, Range Guess 18, Strength 7, AP 3) or cannon (Linked Heavy 4, Range 18, 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.

Elites

Recce Troop

	Points/section	WS	BS	S	T	W	I	A	Ld	Save
Corporal	110	3	3	3	3	1	3	1	7	6+
Private	-	3	3	3	3	1	3	1	7	6+
Veteran Corporal	+15	4	4	3	3	1	4	2	9	6+

The only mobile component of an airborne division was its airborne reconnaissance regiment. Each recce squadron has three recce troops.

Troop: A Recce Troop consists of a Corporal and 7 Privates.

Weapons: Lee-Enfield rifles or Sten sub-machine-guns and fragmentation grenades.

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

Transport: A Recce Section includes 2 recce jeeps and 2 Universal Carriers.

Armament: Each recce jeep is armed with a Browning 0.30" machine-gun. Each Universal Carrier is armed with a Bren light machine-gun, a Boys anti-tank rifle and a smoke launcher.

Options: A recce jeep may replace the 0.30" anti-aircraft machine-gun with a M2 Browning 0.50" anti-aircraft machine-gun for +2 points. You may increase a recce jeep's front armour to 6 for +2 points. Carriers may be armed with 0.5" heavy machine-guns for +6 points per model. Carriers may be armed with PIAT anti-tank projectors in place of Boys anti-tank rifles at no cost.

Dismounted Actions: The infantry can dismount the Carrier's 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!)

Special Rules

Scouts: The recce regiment landed early and scouted the routes from the landing area to the objective. They also provided a mobile reserve and flank guard.

To represent this, any Recce Troop 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 Troop 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.

Air-landing: A Recce Troop held in reserve may be air-landed using the Glider Landing special rules.

0-2 Carrier Troop

	<i>Points/section</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>
Corporal	90	3	3	3	3	1	3	1	7	6+
Private	-	3	3	3	3	1	3	1	7	6+
Veteran Corporal	+15	4	4	3	3	1	4	2	9	6+

The recce regiment's support squadron has two carrier troops.

Troop: A Carrier Troop consists of a Corporal and 5 Privates.

Weapons: Lee-Enfield rifles or Sten sub-machine-guns and fragmentation grenades.

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

Transport: A Carrier 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 0.5" heavy machine-guns for +6 points per model. Carriers may be armed with PIAT anti-tank projectors in place of Boys anti-tank rifles at no extra cost.

Dismounted Actions: The infantry can dismount the Carrier's 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.

Special Rules

Air-landing: A Carrier Troop held in reserve may be air-landed using the Glider Landing special rules.

Recce Tank Troop

<i>Armour:</i>	<i>Points/Model</i>	<i>Front</i>	<i>Side</i>	<i>Rear</i>	<i>BS</i>
Tetrarch airborne tank	60	9	9	9	2
M22 Locust airborne tank	65	10	10	10	2

Each airborne reconnaissance squadron had a heavy troop of light tanks. These Tetrarch and Locust tanks were dropped by glider during the Normandy landings and the Rhine crossing.

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

Type: Tetrarch and Locust airborne tanks are fast tanks.

Armament: Tetrarch airborne tanks are armed with an OQF 2 pdr anti-tank gun, a BESA tank machine-gun, and a smoke launcher.

Locust airborne tanks are armed with a US 37 mm tank gun, a Browning tank machine-gun, and a smoke launcher.

Special Rules

Air-landing: Tetrarch and Locust airborne tanks may be air-landed by heavy gliders glider, deploying using the Glider Landing special rules. Each heavy glider carries one tank.

Sea-borne Tank Troop

<i>Armour:</i>	<i>Points/Model</i>	<i>Front</i>	<i>Side</i>	<i>Rear</i>	<i>BS</i>
Cromwell cruiser tank	200	11	10	10	3

The airborne reconnaissance regiment's heaviest assets were the sea-borne party of eight Cromwell cruiser tanks.

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

Type: Cromwell cruiser tanks are fast tanks.

Armament: Cromwell cruiser tanks are armed with an OQF 75 mm tank gun, two BESA tank machine-guns, and a smoke launcher.

Airborne Engineer Section

Airborne Engineer Section: **0 to 1 Airborne Engineer Officer at 15 points**
 1 to 4 Airborne Engineer Sub-sections at 70 points each.

Airborne 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	9	6+

Officer: The Airborne Engineer Section is lead by a Lieutenant.

Weapons: Webley Service Revolver.

Options: Airborne Engineer Officers may be given 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.

Special Rules

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

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

Airdropped: Airborne Engineer Sections may be airdropped if they include neither flame-throwers nor vehicles. They then deploy using the Parachute Landing special rules.

Air-landing: Airborne Engineer Sections may be air-landed deploying using the Glider Landing special rules.

Airborne Engineer Sub-section

Engineers were trained first and foremost in obstacle clearance, bridging and demolitions. Although trained as riflemen, they were deemed too valuable to be used in this role 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	2	2	3	3	1	3	1	7	6+
Sapper	2	2	3	3	1	3	1	7	6+
Veteran Corporal	4	4	3	3	1	4	2	9	6+

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

Engineers: Airborne Engineer Sub-sections are engineers.

Weapons: Lee-Enfield rifles and fragmentation grenades.

Options: The Corporal may be armed with a Sten submachine-gun for +4 points. Engineer Sub-sections may be given MRC body armour giving 5+ save for +10 points.

Options: Up to two Sappers may be armed with flame-throwers for +8 points per model. Up to two Sappers may have anti-tank grenades for +1 point or HEAT charges for +2 points. Engineer Sections may be equipped with MRC body armour giving a 5+ save for +10 points.

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

Vehicles: An Airborne Engineer Sub-section may include two jeeps for +15 points.

Air-landing 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	22	2	3	3	3	1	2	1	7	6+
Gunner	-	2	3	3	3	1	2	1	7	6+

Anti-tank weapons are critical to airborne operations, as counter-attacks by armoured forces are one of the most effective countermeasures.

Troop: An Air-landing Anti-tank Troop consists of 1 or 2 anti-tank guns commanded by a Bombardier. Each gun has a crew of 3 Gunners.

Weapons: OQF 17 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 +4 points.

Vehicles: Each OQF 17 pdr anti-tank gun has a light truck to tow it.

Special Rules

Air-landing: Air-landing Anti-tank Gun Troops may be air-landed in one glider per gun, deploying using the Glider Landing special rules. OQF 17 pdr anti-tank guns require heavy gliders.

Air-landing 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	16	2	3	3	3	1	2	1	7	6+
Gunner	-	2	3	3	3	1	2	1	7	6+

Part of the air-landing anti-tank regiment was the air-landing anti-aircraft battery.

Troop: An Air-landing 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: Oerlikon 20 mm anti-aircraft cannon. Each Gunner is armed with a Lee-Enfield rifle. The Bombardier is armed with a Sten submachine-gun.

Vehicles: Light anti-aircraft sections include jeeps to tow the guns.

Special Rules

Air-landing: Air-landing Anti-aircraft Troops may be air-landed in one glider per gun, deploying using the Glider Landing special rules.

British Army and Commando

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

Troops

Air-landing Platoon

Air-landing Platoon: 1 Air-landing HQ Section at 45 points
3 to 4 Air-landing Sections at 40 points each.

Air-landing HQ Section

The air-landing brigade normally landed as a follow-up wave on a landing zone secured by the parachute battalions. They sometimes provided specially trained *coup de main* forces to take particular targets.

	<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	9	6+
Sergeant	3	3	3	3	1	3	1	7	6+
Private	3	3	3	3	1	3	1	7	6+
Veteran Sergeant	4	4	3	3	1	4	2	9	6+

Troop: 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 is armed with a Sten submachine-gun.

Options: Up to 1 Private may be armed with a captured MG 42 machine-gun for +9 points. Up to one Private may be armed with a 2" light mortar for +10 points. Up to one Private may be armed with a PIAT anti-tank projector for +3 points. Any Privates may be armed with anti-tank grenades for +1 point per model. Up to 2 Privates may be armed with Sten submachine-guns for +4 points per model. Air-landing HQ Sections may be equipped with MRC body armour giving a 5+ save for +10 points.

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

Special Rules

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

Air-landing: Air-landing Platoons may be air-landed using the Glider Landing special rules.

Air-landing Section

Air-landing infantry units were stronger than parachute units, providing a strong follow-up force.

	<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	7	6+
Private	3	3	3	3	1	3	1	7	6+
Veteran Corporal	4	4	3	3	1	4	2	9	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: Up to 1 Private may be armed with a captured MG 42 machine-gun for +9 points. Any Privates may be armed with anti-tank grenades for +1 point per model. Up to 3 Privates may be armed with Sten submachine-guns for +4 points per model. Air-landing Sections may be equipped with MRC body armour giving a 5+ save for +10 points.

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

Fast Attack

Parachute Platoon

Parachute Platoon: **1 Parachute HQ Section at 45 points**
 2 to 3 Parachute Sections at 35 points each.

Parachute HQ Section

The two parachute brigades in an airborne division formed the initial assault forces, securing landing zones for the air-landing brigade and divisional support troops.

	<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	9	6+
Sergeant	3	3	3	3	1	3	1	7	6+
Private	3	3	3	3	1	3	1	7	6+
Veteran Sergeant	4	4	3	3	1	4	2	9	6+

Troop: The Parachute HQ Section consists of 1 Lieutenant, 1 Sergeant and 4 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 1 Private may be armed with a captured MG 42 machine-gun for +9 points. Up to one Private may be armed with a 2" light mortar for +10 points. Up to one Private may be armed with a PIAT anti-tank projector for +3 points. Any Privates may be armed with anti-tank grenades for +1 point per model. Up to 2 Privates may be armed with Sten submachine-guns for +4 points per model.

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

Special Rules

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

Airdropped: Parachute Platoons may be airdropped using the Parachute Landing special rules.

Parachute Section

Paratroopers are a tough bunch, determined to do the job and do it right.

	<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	7	6+
Private	3	3	3	3	1	3	1	7	6+
Veteran Corporal	4	4	3	3	1	4	2	9	6+

Section: A Parachute Section consists of a Corporal and 7 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: Up to 1 Private may be armed with a captured MG 42 machine-gun for +9 points. Any Privates may be armed with anti-tank grenades for +1 point per model. Up to 3 Privates may be armed with Sten submachine-guns for +4 points per model.

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

Heavy Support

Air-landing Light Artillery Troop

Air-landing Light Artillery Troop: 1 Troop HQ at 50 points

1 to 4 Pack Howitzers at 30 points each.

Troop HQ

Airborne divisions were unable to field much in the way of artillery, being limited to one regiment of pack howitzers.

	WS	BS	S	T	W	I	A	Ld	Save
Lieutenant	3	3	3	3	1	3	1	7	6+
Gunner	2	2	3	3	1	2	1	7	-

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 includes a jeep.

Pack Howitzer

The lightweight US-made 75 mm Pack Howitzer was an ideal weapon for airborne forces.

	WS	BS	S	T	W	I	A	Ld	Save
Bombardier	2	3	3	3	1	2	1	7	6+
Gunner	2	3	3	3	1	2	1	7	6+

Howitzer: A Pack Howitzer has a crew of a Bombardier and three Gunners.

Weapons: 75 mm pack howitzer. Each Gunner is armed with a Lee-Enfield rifle.

Vehicle: Pack Howitzers include two jeeps to tow the gun and carry the crew and ammunition. If one jeep is lost the crew must walk.

Special Rules

Leadership: Any Pack Howitzer crew within 12" of a Troop HQ may use the Leadership score of the Lieutenant for all Leadership tests.

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

Air-landing: Air-landing Light Artillery Troops may be air-landed using the Glider Landing special rules.

British Airborne Appendices

Force Structure

Choose a Staff HQ with its signaller to command the infantry. Keep the Staff HQ close to the Rifle Platoon's HQ Sections and supporting mortar groups. That way its signaller can relay calls for support to the mortars and any supporting artillery batteries.

Canadian Battalion

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. Canadian 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.

Polish Brigade

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 7 to a Leadership of 8 for +5 points per unit.

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