

# Home Guard (1940/44)

*When the disastrous Battle of France led to Dunkirk and the loss of much of the BEF, Britain was left the sole opposition remaining to the goals of Germany and Italy. Shorn of her army (only one division was anything like full strength and equipment), Britain prepared for the inevitable invasion. Popular feeling demanded the creation of some form of militia through which the people could defend themselves from the 'Nazi hordes'. The first creation, the Local Defence Volunteers (LDV) were quickly appropriated by Churchill and re-named the Home Guard. Untrained and poorly armed, but enthusiastic, the Home Guard freed precious, trained army units from guard and security duties. By the time they received rifles and some degree of training the Battle of Britain was over and the spectre of invasion had receded. Over the next few years, the Home Guard gained in experience, training and equipment, continuing to allow regular army units to be sent to battle overseas, rather than garrisoning the British Isles. Finally, in 1944, with the liberation of Europe well under way, they were disbanded.*

## Home Guard (1940/44)

This army list allows you to field a Home Guard 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 Home Guard lacked any form of operational mobility and intelligence, being tied to its locality. Engagements would mostly have been at the discretion of any invading force

The Home Guard has a strategy rating of 1.

### Enemies

Although there are few officially reported incidents, it appears that the *Abwehr* (German intelligence and special operations) may have made a number of raids on the British Isles. Official embarrassment and propaganda requirements have hidden any such activities. Of course, the other option is Operation Sealion, the projected invasion of Britain, which was still possible as late as 1942. Forces from the Home Guard (1940/44) list can be historically matched against the German Army (1939/40) list, the German Army (1941/43) list, the Waffen SS (1939/41) list, the Waffen SS (1942/43) list and the Fallschirmjäger (1940/42) list.

### Special Rules

#### Plain Speaking

There was a lot of 'plain speaking' in the Home Guard. The members, often prominent in their communities or even in Parliament showed little hesitation in speaking out when they felt things were not being done correctly. This led to a command channel that was more informal than usual in the regular army.

Home Guard detachments do not have fixed ranks. You may appoint any member of a unit to command that unit. Once chosen, however, the command cannot change within a game, even if the incumbent dies.

#### Stiff Upper Lip and All That!

The British NCO is renowned for steadiness. Old Sweats were trained in the old regular army and retain this steadiness, after all, having faced the Fuzzy Wuzzies and advanced in a measured line against the Boer rebels, what is there to fear from a few Huns? A unit that includes a Sergeant or Old Sweat always passes the first Morale Test they are required to take in a game.

#### Boy Scouts

Boy Scouts are young and energetic, but, boys being boys, not entirely reliable. They always move 2D6" regardless of terrain. Boy (and Girl) Scouts use the 'secret paths' known only to the young, adventurous and imaginative. A unit that has a Boy Scout treats Difficult Terrain as open terrain.

#### Slowing Down a Bit

Generals and Old Sweats tend to be getting on a bit in years. They treat all terrain as Difficult Terrain and move only D6" in difficult terrain.

Generals who are armed with a pistol may be armed with a sword as well for +1 point. The sword counts as an extra close combat weapon giving the General an extra attack.

#### Black Powder Weapons

Each time a black powder weapon fires, place a cloud of smoke the size of the blast template over the weapon's position.

At the start of the game the defender rolls a scatter die to determine the wind direction. The attacker may re-roll the scatter die to generate a new wind direction. Regardless of the result, any re-roll is final. A roll of 'hit' means that there is only a light breeze and smoke does not drift. Roll a D6 for the smoke at the end of each player's turn (except the one in which the smoke was appeared). On a score of 4 to 6, the smoke drifts D6" down wind. On a roll of 1 to 3, the smoke disperses and is removed.

#### Unreliable Weapons

If the player rolls a 1 on any roll to hit with an unreliable weapon, the weapon has jammed. The model is now unarmed.

#### Unsafe Weapons

If the player rolls a 1 on any roll to hit with an unsafe weapon, the weapon has malfunctioned, endangering the crew. Place a blast template over the weapon. Any model under the template is hit and any partly under the template is hit on a roll of 4+. The blast has a Strength rating of 1 and no AP rating.

#### Anti-tank Grenades

The Home Guard were issued with many types of anti-tank grenade, most of which were varieties of the incendiary Molotov Cocktail. Home Guard anti-tank grenades are unreliable, unsafe, and can only cause Glancing Hits.

#### Improvised Weapons

Many of the Home Guard were armed with axes, clubs and farm implements. These count as close combat weapons, but give their opponent a +1 to any armour save rolls.

## Bayonet Pikes

In 1941, Churchill ordered Bayonet Pikes issued to the Home Guard to ensure that every man had a weapon. These weapons increase the Initiative rating of the wielder by 1 in close combat combat.

## Home Guard Glossary

- Abwehr – German intelligence services
- Army Cadet Force – School-age boys training as future soldiers
- ARP – Air Raid Patrol, maintained black-out discipline and assisted during air raids
- Auxunits – Auxiliary Units, stay-behind parties remaining concealed in OB's to sabotage German supplies
- Bayonet Pike – a bayonet welded to the end of a steel tube.
- Beaverbrook – Lord, Minister of Aircraft Production
- Blacker Bombard – A large spigot mortar originally designed for and rejected by the infantry. The designer claimed “longer range than a 3” mortar and better AT performance than a 2 pdr anti-tank gun.” The mortar weighed a massive 360lb and needed to be dismantled to move and emplaced to fire
- Brandenburgers – Abwehr special operations troops
- Civvy – Civilian in the Home Guard
- Company Commander – company officer
- Fifth Column – Enemy sympathisers in the civilian population
- Fire Watch – Fire services, usually kept busy during air raids
- Fougasse – Flame trap combining a drum of fuel and a mine
- General – Retired regular army officer in the Home Guard
- HE – High Explosive, normal explosive ammunition
- Home Guardsman – infantryman, common soldier
- Keep – Fortified nodal point
- LDV – Local Defence Volunteers (or “Look, Duck, Vanish”)
- Local Defence Companies – Precursors to the auxunits
- Local Defence Volunteers – Precursors to the Home Guard
- Molotov Cocktail – petrol bomb counts as an anti-tank grenade
- Nodal Point – The focus of a Home Guard companies operations, usually the local village
- Northover Projector – Simple black-powder gun firing SIP grenades using toy pistol caps as igniters. Described by one user as “a piece of drainpipe on three legs.”
- No. 68 EY rifle grenade – weak anti-tank grenade turned down by the army
- No. 76 Self-Igniting Phosphorus (SIP) – Unsafe incendiary grenade
- No. 73 Thermos Bomb – Anti-tank grenade made of a small tin filled with explosives
- No. 74 Sticky Bomb – Unsafe anti-tank grenade
- OB – Operational base, underground bunker housing an auxunit
- Old Sweat – Veteran regular army soldier in the Home Guard
- Platoon Commander – platoon officer
- Police – Still responsible for ‘keeping the peace’, even in wartime
- Sealöwe – Operation Sealion, the invasion of Britain
- Section Commander – section leader, assistant platoon leader
- SIP – No. 76 Self-Igniting Phosphorus grenade
- Smith Gun – Another simple gun firing grenades
- Spiv – Black marketer, trading in illegal or rationed items
- Spigot Mortar – Mortar firing projectile off a rod rather than from a barrel, Blacker Bombard
- Warden – ARP warden
- Young Army – Army Cadet Force
- Zone Commander – senior officer

## Home Guard 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>
Zone Commander	3	3	3	3	1	3	1	8	6+
Company Commander	3	3	3	3	1	3	1	7	6+
Sergeant	3	3	3	3	1	3	1	6	6+
Boy Scout	1	1	1	2	1	4	1	4	-
Cadet	2	3	2	2	1	3	1	5	-
Civvy	2	2	3	3	1	2	1	5	-
General	2	3	2	3	1	1	1	7	-
Old Sweat	2	3	2	3	1	1	1	6	-
Poacher	2	5	3	3	1	2	1	5	-
Stay-behind	2	3	3	3	1	2	1	7	-

<i>Armour:</i>	<i>Front</i>	<i>Side</i>	<i>Rear</i>	<i>BS</i>
Civilian motorcycle	5	5	5	-
Civilian car	5	5	5	-
Civilian lorry or bus	5	5	5	-
Old armoured car	8	7	7	2
Armadillo armoured car	8	7	7	2
Beaverette armoured car	7	6	5	2
Mobile pillbox armoured car	8	8	8	-
Old tank	10	9	9	2

## Home Guard Weapons Summary

### Infantry Weapons

<i>Name</i>	<i>Range</i>	<i>Str.</i>	<i>AP</i>	<i>Type</i>
Pistol	6	2	6	Pistol
Submachine-gun	6	2	6	Assault 3
Shotgun	18	3	5	Heavy 1
Smith and Wesson carbine	18	2	6	Rapid-fire 2
Rifle <sup>1</sup>	24	3	5	Heavy 1
Rifle grenade launcher <sup>1</sup>	24	3	5	Heavy 1
BAR or Lewis light machine-gun	24	3	5	Heavy 4
Vickers medium machine-gun	36	3	5	Heavy 8
Boys anti-tank rifle	24	4	5	Heavy 2
Northover Projector <sup>2,3</sup>	G 18	4	-	Heavy 1/Blast
Blacker Bombard	G 24	6	-	Heavy 1/Blast
Smith Gun <sup>2</sup>	24	4	-	Heavy 2/Blast

<sup>1</sup> Unreliable weapon

<sup>2</sup> Unsafe weapon

<sup>3</sup> Black powder weapon

### Heavy Weapons

<i>Name</i>	<i>Range</i>	<i>Str.</i>	<i>AP</i>	<i>Type</i>
Tank machine-gun <sup>1</sup>	24	3	5	Heavy 3
Old tank gun <sup>1</sup>	24	4	5	Heavy 2
Or firing High Explosive	24	3	-	Heavy 2/Blast

<sup>1</sup> Unreliable weapon

### Artillery Weapons

<i>Name</i>	<i>Range</i>	<i>Str.</i>	<i>AP</i>	<i>Type</i>
Old field gun <sup>1</sup>	30	4	-	Heavy 2/Blast

<sup>1</sup> Unreliable weapon

## Transport

<b>Armour:</b>	<i>Front</i>	<i>Side</i>	<i>Rear</i>	<i>BS</i>
<b>Civilian motorcycle</b>	5	5	5	-
<b>Civilian car</b>	5	5	5	-
<b>Civilian lorry or bus</b>	5	5	5	-

**Type:** Motorcycles, cars, buses and lorries are open-topped, wheeled vehicles.

**Option:** Civilian vehicles (except motorcycles) may be fitted with improvised armour for +3 points per vehicle.

**Passengers:** Motorcycles can carry one model. Cars can carry three models and tow one towed weapon. Lorries can carry twenty models and tow one towed weapon. Buses can carry thirty models.

### Special Rules

**Civilian Vehicles:** Civilian vehicles are not at all suitable for cross-country movement and become immobilised when crossing difficult ground on a roll of 1 to 4, only proceeding on their way on a roll of a 5 or 6.

**Improvised Armour:** Improvised 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.

## HQ

### Home Guard Command

**Home Guard Command:**           **1 HQ Section**  
   **0 to 3 Poachers**  
   **0 to 2 Heavy Support Sections**

**HQ Section** ..... 15 points/35 points  
**Zone, and to some extent Company, Commanders tended to be more experienced and regular positions than lower levels.**

	<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 Zone Commander	35	3	3	3	3	1	3	1	8	6+
Led by Company Commander	15	3	3	3	3	1	3	1	7	6+
Sergeant	-	3	3	3	3	1	3	1	6	6+
Boy Scout	-	1	1	1	2	1	4	1	4	-
Cadet	-	2	3	2	2	1	3	1	5	-
Civvy	-	2	2	3	3	1	2	1	5	-
General	-	2	3	2	3	1	1	1	7	-
Old Sweat	-	2	3	2	3	1	1	1	6	-

**Section:** The HQ Section consists of a Zone or Company Commander, a regular Sergeant and 2 to 6 Boy Scouts, Cadets, Civvies, Generals and Old Sweats.

**Weapons:** Improvised weapons. The Zone or Company Commander is armed with a Webley Service Revolver. The Sergeant is armed with a rifle.

**Options:** Up to 2 Home Guardsmen may be armed with pistols for +1 point per model, shotguns or Smith and Wesson carbines for +2 points per model, or Thompson submachine-guns for +3 points per model. Any Home Guardsmen may be armed with rifles for +1 point per model. Up to 3 Home Guardsmen may be armed with Sten submachine-guns for +3 points per model. All Home Guardsmen without firearms may be armed with Bayonet Pikes for +2 points for the entire section. The entire section may be issued with helmets giving a Save of 6 for +3 points.

**Characters:** A Zone or Company Commander is an independent character and follows all the rules for characters given in the Warhammer 40,000 rules.

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

**Transport:** A HQ Section may include 2 or 3 civilian cars or motorcycles for +8 points.

### Special Rules

**Leadership:** Any Home Guard section or weapons crew within 12" of a HQ Section may use the Zone or Company Commander's Leadership characteristic for all Leadership tests.

**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.

**Poacher** ..... 30 points

**Well versed in avoiding unwelcome attention and bagging their prey quickly and quietly, poachers may well have given a German invasion an unwelcome fright.**

	<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>
Poacher	2	5	3	3	1	2	1	5	-

**Weapons:** Poacher's rifle.

**Character:** The poacher is an independent character. When a Poacher fires his 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 poacher's rifles must test to avoid pinning as for a barrage.

**Camouflage:** Poachers livelihoods often depend on the skill with which they can cover their tracks. A poacher gains a +1 to any cover save roll when they go to ground.

**Heavy Support Section..... 10 points per bombard**

The support weapons issued to the Home Guard may have had little military value, but they did give the Home Guard the feeling that they could do something and armed more men at once than a rifle would!

	WS	BS	S	T	W	I	A	Ld	Save
Boy Scout	1	1	1	2	1	4	1	4	-
Cadet	2	3	2	2	1	3	1	5	-
Civvy	2	2	3	3	1	2	1	5	-
General	2	3	2	3	1	1	1	7	-
Old Sweat	2	3	2	3	1	1	1	6	-

**Section:** A Heavy Support Section consists of a support weapon with a crew of 5 to 10 Boy Scouts, Cadets, Civvies, Generals and Old Sweats.

**Weapons:** Blacker Bombard. May be replaced with a Smith Gun at no cost. Each Home Guardsman has an improvised weapon.

**Immobile:** The Blacker Bombard is a heavy weapon and needs to be emplaced to fire. The crew is unable to move the weapon during the game.

**Transport:** Smith Guns may be provided with civilian transport for +10 points.

## Elites

### Auxunit

	Points/unit	WS	BS	S	T	W	I	A	Ld	Save
Stay-behind	-	2	3	3	3	1	2	1	7	-

The original commandos were the Local Defence Force and it's 'stay-behind' teams, later known as Auxiliary Units (Auxunits if you were in the know). Each unit had an OB or operational base set up in a bunker concealed deep in woods or some other inaccessible place. When the Germans occupied the area, the Auxunits, well trained and supplied for demolition, would stage sabotage raids to sow fear and confusion in the rear areas.

**Auxunit:** An Auxunit consists of 3 to 8 Stay-behinds.

**Weapons:** Pistols and HEAT charges.

**Options:** Up to one Stay-behind may be equipped with a rifle for +1 point. Up to one Stay-behind may be equipped with a Thompson submachine gun for +3 points.

Auxunits may acquire captured items of German equipment purchased from the German Army list.

#### Special Rules

**Infiltrators:** Auxunits specialist in getting close to the enemy without being detected. To represent this they may set up using the Infiltrators rule, but only if the mission allows infiltrators to be used. If the mission does not allow troops to use the Infiltrators rule, then the Auxunit must set up normally with the rest of the army.

**Deep Strike:** Auxunits were expected to appear behind enemy lines as if from nowhere. To represent this, Auxunits may set up using the Deep Strike rules, but only if the mission allows a Deep Strike to be used. If the mission does not allow troops to use the Deep Strike rule, then the Auxunit must set up normally with the rest of the army.

## Tank

Armour:	Points/Model	Front	Side	Rear	BS
Old armoured car	10	9	8	8	2
Old tank	12	9	8	8	2
Beaverette armoured car	8	7	6	5	2
Armadillo armoured car	12	8	8	7	2
Mobile pillbox armoured car	10	7	8	8	2

Some Home Guard units managed to beg or borrow museum pieces from the First World War to give them some armoured support. Later, others (particularly those guarding Lord Beaverbrook's Ministry of Aircraft Production factories) were issued makeshift armoured cars.

**Type:** Old armoured cars, and Armadillo and Mobile Pillbox armoured-cars are slow, wheeled vehicles. Old tanks are slow tanks. Beaverette armoured cars are open-topped, slow, wheeled vehicles.

**Armament:** Old armoured cars and tanks are armed with a tank machine-gun. Beaverette armoured cars are armed with a Bren light machine-gun. Armadillo armoured cars are armed with an old tank gun. Mobile pillbox armoured cars are unarmed.

**Options:** Old tanks and armoured cars may have another tank machine-gun for +4 points. Old tanks may have up to two old tank guns (with an associated tank machine-gun) for +8 points each.

**Passengers:** Mobile pillbox armoured cars may carry a Home Guard section, half of whom can fire while in the vehicle.

#### Special Rules

**Civilian Vehicles:** Beaverette, Armadillo, and mobile pillbox armoured cars are based on civilian chassis, not at all suitable for cross-country movement and become immobilised when crossing difficult ground on a roll of 1 to 4, only proceeding on their way on a roll of a 5 or 6.

## Naval Landing Party

Naval landing parties formed of Royal Marines would have taken part in the defence of Britain's naval facilities. Use a normal British Army Rifle Platoon, but allow up to 3 Marines per section to be armed with Lanchester submachine-guns for +3 points per model.

The Lieutenant may be armed with a cutlass (counts as a second close combat weapon) for +1 point.



## RAF Regiment

The RAF Regiment provided security for RAF airfields. Use a normal British Army Rifle Platoon to represent them, however their uniform is RAF blue rather than the khaki of the army.

## Regular Army, Colonials, and Yanks

You may use any choice from the British Army, Command or Airborne lists, or the US Army list as an Elites choice. Most

Commonwealth countries had forces training in Britain during the dark days of 1940 and 1941 as well.

## Special Characters

**Captain Warbearing..... 5 points**

**Captain Warbearing (pronounced in the typical English fashion as 'warbring') joined the armoured corps in 1918, but missed the Great War. Now, too old for active service, his Home Guard platoon is his pride and joy.**

	WS	BS	S	T	W	I	A	Ld	Save
Warbearing	2	3	2	3	1	2	1	7	-

**Weapons:** Pistol

**Character:** Captain Warbearing is an independent character and follows all the rules for characters given in the Warhammer 40,000 rules.

### Special Rules

**Extreme Luck:** Once per game *each* player may re-roll one throw that affects Captain Warbearing or a unit he is with (either own or opponent's roll).

**Self-righteousness:** Captain Warbearing knows what's right and the Hun is not going to stop him! Warbearing has an invulnerable save of 6.

**Pompous:** Captain Warbearing may not benefit from other's leadership.

*Captain Warbearing is based on Captain Mainwaring, a character from the BBC comedy series Dad's Army (which provided the author with a lot of the inspiration for this list!) It is used without their permission, however no challenge to their copyright is intended. Thanks to James Langham for this special character.*

**Sergeant Millson..... 5 points**

**Sergeant Millson served in the Great War as a Captain, but is now second in command of the platoon. Well-bred and incredibly polite, Sergeant Millson is well liked. Millson works as a clerk at Warbearing's bank.**

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

**Weapons:** Rifle, bayonet and helmet

**Characters:** Sergeant Millson is an independent character and follows all the rules for characters given in the Warhammer 40,000 rules.

### Special Rules

**Polite:** Once per game may ask any enemy unit within 6" to move back a normal move, to their surprise they agree before thinking.

*Sergeant Millson is based on Sergeant Wilson, a character from the BBC comedy series Dad's Army (which provided the author with a lot of the inspiration for this list!) It is used without their permission, however no challenge to their copyright is intended. Thanks to James Langham for this special character.*

**Lance Corporal Owens..... 10 points**

**Lance Corporal Owens is a veteran of wars stretching back to the Sudan last century. His men probably followed into action more out of morbid curiosity than belief in his leadership.**

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

**Weapons:** Rifle, bayonet and helmet

**Character:** Lance Corporal Owens is a character and follows all the rules for characters given in the Warhammer 40,000 rules.

**Butcher's Van:** Lance Corporal Owens is the local butcher. He has a civilian van capable of carrying 8 models (one of whom must be Owens). The butcher's van is equipped with firing ports which allow up to half the platoon to fire in any direction (including at aircraft, unless of course the gas conversion unit is fitted as a petrol-saving measure!) If Owens is not driving the van, it cannot move.

### Special Rules

**They Don't Like It Up 'Em:** When using a bayonet, Lance Corporal Owens is allowed to re-roll failed attacks. He must however enter close combat in the assault phase if possible.

**You Ain't That Young Any More Owensie:** Treat Lance Corporal Owens as an Old Sweat for movement purposes.

**When We Was In The Sudan, General Kitchener, He Says To Me:** The fact that he has done everything inspires confidence and allows Lance Corporal Owens or the unit he is with to re-roll one failed leadership test per turn. However, if your opponent chooses you must re-roll a successful leadership test as Owens finishes his tale and the unit realises the incompetence of the British Army. Remember that you may only re-roll once.

*Lance Corporal Owens is based on Lance Corporal Jones, a character from the BBC comedy series Dad's Army (which provided the author with a lot of the inspiration for this list!) It is used without their permission, however no challenge to their copyright is intended. Thanks to James Langham for this special character.*

**Private 'Taffy' Gordon ..... 3 points**

**Gordon is an ex-merchant seaman from the wilds of Scotland and is therefore known as "Taffy" a nickname for a Welshman.**

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

**Weapons:** Rifle and helmet

**Character:** Private Gordon is a character and follows all the rules for characters given in the Warhammer 40,000 rules.

### Special Rules

**We're Doomed I Say, Doomed:** Gordon's pessimism makes everything else look positively cheery. No negative modifiers are applied to morale checks of any unit containing Private Gordon.

*Private Gordon is based on Private Fraser, a character from the BBC comedy series Dad's Army (which provided the author with a lot of the inspiration for this list!) It is used without their permission, however no challenge to their copyright is intended. Thanks to James Langham for this special character.*

**Private Goffer ..... 10 points**

**Private Goffer is the platoon medic who has been employed by both the Army and Navy (well, actually the Army and Navy Stores really). He is, however, a WW1 veteran who was highly decorated. Being a pacifist, he will not fight.**

	WS	BS	S	T	W	I	A	Ld	Save
Goffer	1	1	2	3	1	1	0	5	6+

**Weapons:** Helmet

**Character:** Private Goffer is a character and follows all the rules for characters given in the Warhammer 40,000 rules.

**Special Rules**

**Conscientious Objector:** Private Goffer will not fight under any circumstances.

**Oh Dear, All This Exertion:** Treat Private Goffer as an Old Sweat for movement purposes.

**Could I Be Excused Please Sir?:** Private Goffer suffers from a poor bladder. If the movement dice come up with a double, Private Goffer is unable to move for a turn while he is 'excused'.

**Stretcher-bearer:** Private Goffer is a stretcher-bearer and allows any one model within 12" to ignore the first failed saving throw it rolls in every turn. Goffer 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. Goffer may not save models while he is in base contact with an enemy model.

*Private Goffer is based on Private Godfrey, a character from the BBC comedy series Dad's Army (which provided the author with a lot of the inspiration for this list!) It is used without their permission, however no challenge to their copyright is intended. Thanks to James Langham for this special character.*

**Private Spike ..... 2 points**

**Private Spike, Millson's nephew, is a young man who is convinced that the war should be more like the movies. His mother's concern for her 'little boy' ensures that he always wears his vest and scarf.**

	WS	BS	S	T	W	I	A	Ld	Save
Spike	2	3	2	2	1	2	1	5	6+

**Weapons:** Thompson submachine-gun, bayonet and helmet

**Option:** May be armed with a Lewis light machine-gun for +1 point.

**Character:** Private Spike is a character and follows all the rules for characters given in the Warhammer 40,000 rules.

**Special Rules**

**Uncle Arthur, Mum Says:** Military orders are always subject to Private Spike's mother's approval. If Spike starts a turn more than 2" from Captain Warbearing, roll a dice. On a roll of 1 Private Spike must attempt to return to Captain Warbearing this turn. On any other roll he may move as normal.

*Private Spike is based on Private Pike, a character from the BBC comedy series Dad's Army (which provided the author with a lot of the inspiration for this list!) It is used without their permission, however no challenge to their copyright is intended. Thanks to James Langham for this special character.*

**Private Fuller ..... 5 points**

**Private Fuller is a spiv who is a valuable asset to the platoon, ensuring that they are never short of anything.**

	WS	BS	S	T	W	I	A	Ld	Save
Fuller	3	3	3	3	1	4	1	6	6+

**Weapons:** Rifle and helmet

**Options:** May be armed with a grenade launcher in addition to a rifle for +3 points.

**Character:** Private Fuller is a character and follows all the rules for characters given in the Warhammer 40,000 rules.

**Special Rules**

**'Ere I Knows This Geezer:** Private Fuller allows the platoon to be very well equipped. Any platoon containing Fuller may arm any of its members with rifles for only +1 point per model.

*Private Fuller is based on Private Walker, a character from the BBC comedy series Dad's Army (which provided the author with a lot of the inspiration for this list!) It is used without their permission, however no challenge to their copyright is intended. Thanks to James Langham for this special character.*

**ARP Warden Bolger ..... Special**

**If any other special character is used, the opposing player may choose to add ARP Warden Bolger to the Home Guard detachment as a special character. The opposing player chooses where Bolger deploys and where he moves.**

**ARP Warden Bolger is the bane of Warbearing's military ambitions. Bolger takes his role seriously and frowns upon Warbearing's platoon playing soldiers when it interferes with his blackout.**

	WS	BS	S	T	W	I	A	Ld	Save
Bolger	2	0	2	3	1	2	1	7	6+

**Weapons:** Helmet and official manner

**Character:** ARP Warden Bolger is a character and follows all the rules for characters given in the Warhammer 40,000 rules.

**Motorcycle:** ARP Warden Bolger may be mounted on a civilian motorcycle if Lance Corporal Owens' butcher's van is used.

**Special Rules**

**Self-righteousness:** Bolger knows what's right and that tin pot Napoleon Warbearing is not going to stop him! Bolger has an invulnerable save of 6.

**We Booked It First:** Once per game ARP Warden Bolger when he is in the same building as a Home Guard unit, Bolger may attempt to evict them since 'we booked it first'. In this case, Bolger and the leader of the Home Guard unit both roll take a Leadership test. If only one fails, they must move out, otherwise they bicker and must roll again next turn (doing nothing in the meantime).

**Put That Light Owt:** On any night turn in which ARP Warden Bolger starts within 12" of a building, roll a die. On a roll of 1, Bolger notices a light on in the building and spends the turn telling the occupants to put the light out. Roll again each turn with the occupants finally putting the light out on a roll of 4+. On any other roll the occupants argue noisily with Bolger for the turn.

**Non-combatant:** ARP Warden Bolger may not fight and may not move closer than 12" to a visible German character or unit.

*ARP Warden Bolger is based on ARP Warden Hodges, a character from the BBC comedy series Dad's Army (which provided the author with a lot of the inspiration for this list!) It is used without their permission, however no challenge to their copyright is intended. Thanks to James Langham for this special character.*

# Troops

## Home Guard Platoon

**Home Guard Platoon:**           **1 HQ Section at 10 points**  
   **0 to 1 Support Section at 10 points**  
   **0 to 5 Home Guard Sections at 5 points each.**

### HQ Section

At the local level the Home Guard often reflected the social structure of the local community with the local notables commanding.

	WS	BS	S	T	W	I	A	Ld	Save
Boy Scout	1	1	1	2	1	4	1	4	-
Cadet	2	3	2	2	1	3	1	5	-
Civvy	2	2	3	3	1	2	1	5	-
General	2	3	2	3	1	1	1	7	-
Old Sweat	2	3	2	3	1	1	1	6	-

**Section:** The HQ Section consists of 1 to 10 Boy Scouts, Cadets, Civvies, Generals and Old Sweats, one of whom is nominated as the Platoon Commander

**Weapons:** Improvised weapons. The Platoon Commander is armed with a pistol.

**Options:** Up to 2 Home Guardsmen may be armed with pistols for +1 point per model, shotguns or Smith and Wesson carbines for +2 points per model, or Thompson submachine-guns for +3 points per model. Up to 6 Home Guardsmen may be armed with rifles for +1 point per model. Up to 4 more Home Guardsmen may be armed with rifles for +2 points per model. Up to 1 rifle-armed Home Guardsman may also have a grenade launcher for +3 points. Up to 3 Home Guardsmen may be armed with Sten submachine-guns for +3 points per model. Up to 3 Home Guardsmen may be armed with (decidedly) unsafe anti-tank grenades for +1 point per model. All Home Guardsmen without firearms may be armed with Bayonet Pikes for +2 points for the entire section.

The entire section may be issued with helmets giving a Save of 6 for +3 points and armed with fragmentation grenades for +5 points.

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

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

### Special Rules

**Leadership:** Any Support or Home Guard Section within 12" of a HQ Section may use the Platoon Commander's Leadership characteristic for all Leadership tests.

**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.

### Support Section

**Heavy weapons were few and far between in the Home Guard.**

	WS	BS	S	T	W	I	A	Ld	Save
Boy Scout	1	1	1	2	1	4	1	4	-
Cadet	2	3	2	2	1	3	1	5	-
Civvy	2	2	3	3	1	2	1	5	-
General	2	3	2	3	1	1	1	7	-
Old Sweat	2	3	2	3	1	1	1	6	-

**Section:** A Support Section consists of one support weapon with a crew of 3 to 6 Boy Scouts, Cadets, Civvies, Generals and Old Sweats, one of whom is nominated as the Section Commander

**Weapons:** Browning Automatic Rifle or Lewis light machine-gun. May be replaced with a Northover Projector for +2 points, or a Boys anti-tank rifle at no cost. Each Home Guardsman is armed with an improvised weapon.

**Options:** Up to 1 Home Guardsmen may be armed with a pistol for +1 point, a shotgun for +2 points, or a Thompson submachine-gun for +3 points. Up to 3 Home Guardsmen may be armed with rifles for +1 point per model. Up to 2 more Home Guardsmen may be armed with rifles for +2 points per model. Up to 2 Home Guardsmen may be armed with Sten submachine-guns for +3 points per model. All Home Guardsmen without firearms may be armed with Bayonet Pikes for +2 points for the entire section.

The entire section may be issued with helmets giving a Save of 6 for +3 points.

### Home Guard Section

**The Home Guard was never a uniform force at the lower echelons. No two Home Guard sections were quite the same.**

	WS	BS	S	T	W	I	A	Ld	Save
Boy Scout	1	1	1	2	1	4	1	4	-
Cadet	2	3	2	2	1	3	1	5	-
Civvy	2	2	3	3	1	2	1	5	-
General	2	3	2	3	1	1	1	7	-
Old Sweat	2	3	2	3	1	1	1	6	-

**Section:** A Home Guard Section consists of 6 to 10 Boy Scouts, Cadets, Civvies, Generals and Old Sweats, one of whom is nominated as the Section Commander

**Weapons:** Improvised weapons.

**Options:** Up to 2 Home Guardsmen may be armed with pistols for +1 point per model, shotguns or Smith and Wesson carbines for +2 points per model, or Thompson submachine-guns for +3 points per model. Up to 6 Home Guardsmen may be armed with rifles for +1 point per model. Up to 4 more Home Guardsmen may be armed with rifles for +2 points per model. Up to 1 rifle-armed Home Guardsman may also have a grenade launcher for +3 points. Up to 3 Home Guardsmen may be armed with Sten submachine-guns for +3 points per model. Up to 3 Home Guardsmen may be armed with (decidedly) unsafe anti-tank grenades for +1 point per model. All Home Guardsmen without firearms may be armed with Bayonet Pikes for +2 points. The entire section may be issued with helmets

giving a Save of 6 for +3 points and armed with fragmentation grenades for +5 points.

**Dad's Army (Who Do You Think You Are Kidding Mr Hitler)**

*Who do you think you are kidding Mr. Hitler  
if you think we're on the run?  
We are the boys who will stop your little game,  
We are the boys who will make you think again!  
'Cos who do you think you are kidding Mr. Hitler,  
if you think old England's done?  
Mr. Brown goes off to town on the 8:21,  
But he comes home each evening and he's ready with his gun.  
So watch out Mr. Hitler you have met your match in us.  
If you think you can beat us, we're afraid you missed the bus.  
'Cos who do you think you are kidding Mr. Hitler,  
if you think old England's done?  
Who do you think you are kidding Mr. Hitler  
if you think old England's done?  
- Billy Childish*

bicycles at any time and revert to infantry. Once they have abandoned their bicycles, they may not use them again.

## Fast Attack

### Motor Platoon

A Motor Platoon is organised exactly as a Home Guard Platoon, except that it has motorised transport and costs an extra 10 points per section.

A Motor Platoon may include civilian motorcycles, cars, lorries, and buses as needed to transport its personnel.

### Bicycle Platoon

A Bicycle Platoon is organised exactly as a Home Guard Platoon, except that it has bicycles for transport and costs an extra 10 points per section. The Northover projector cannot be carried on a bicycle and may be carried in a civilian car instead.

**Special Rules**

**Bicycles:** The Bicycle Platoon is mounted on bicycles. They move as medium wheeled vehicles. Home Guardsmen may abandon their

## Mounted Platoon

A Mounted Platoon is organised exactly as a Home Guard Platoon, except that it has horses for transport and costs an extra 20 points per section. The Northover projector cannot be carried on horseback and must be carried in a civilian car (or a farm wagon if you are so inclined) instead.

**Special Rules**

**Cavalry:** Mounted Platoons are cavalry as described in the Warhammer 40,000 rulebook.

## Heavy Support

### Machine-gun Section

	Points/gun	WS	BS	S	T	W	I	A	Ld	Save
Boy Scout	20	1	1	1	2	1	4	1	4	-
Cadet	-	2	3	2	2	1	3	1	5	-
Civvy	-	2	2	3	3	1	2	1	5	-
General	-	2	3	2	3	1	1	1	7	-
Old Sweat	-	2	3	2	3	1	1	1	6	-

A few lucky Home Guard units were issued with Vickers medium machine-guns (or sometimes the First World War Maxim machine-gun).

**Section:** A Machine-gun Section consists of a machine-gun with a crew of 3 to 6 Boy Scouts, Cadets, Civvies, Generals and Old Sweats, one of whom is nominated as the Section Commander.

**Weapons:** Vickers medium machine-gun. Each Home Guardsman is armed with an improvised weapon.

**Options:** Up to 1 Home Guardsmen may be armed with a pistol for +1 point, a shotgun for +2 points, or a Thompson submachine-gun for +3 points. Up to 3 Home Guardsmen may be armed with rifles for +1 point per model. Up to 2 more Home Guardsmen may be armed with rifles for +2 points per model. Up to 2 Home

Guardsmen may be armed with Sten submachine-guns for +3 points per model. All Home Guardsmen without firearms may be armed with Bayonet Pikes for +1 point.

The entire section may be issued with helmets giving a Save of 6 for +3 points.

**Transport:** The Machine-gun Section includes 3 civilian cars or a civilian lorry to carry the gun and crew.

*The Vickers was undoubtedly the aristocrat of our weapons at this time, and was sedulously groomed by the men, who delighted in dismantling it and reassembling it. A convoy of no less than three cars was allotted to carry it and its warlike paraphernalia and attendant acolytes about the country.*



## Field Gun

	<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>
<b>Boy Scout</b>	20	1	1	1	2	1	4	1	4	-
<b>Cadet</b>	-	2	3	2	2	1	3	1	5	-
<b>Civvy</b>	-	2	2	3	3	1	2	1	5	-
<b>General</b>	-	2	3	2	3	1	1	1	7	-
<b>Old Sweat</b>	-	2	3	2	3	1	1	1	6	-

**Some Home Guard units even found old artillery pieces (and more amazingly ammunition for them).**

**Section:** A Field Gun consists of a field gun with a crew of 3 to 6 Boy Scouts, Cadets, Civvies, Generals and Old Sweats.

**Weapons:** Old field gun. Each Home Guardsman is armed with an improvised weapon.

**Options:** Up to 1 Home Guardsmen may be armed with a pistol for +1 point, a shotgun for +2 points, or a Thompson submachine-gun for +3 points. Up to 3 Home Guardsmen may be armed with rifles for +1 point per model. Up to 2 more Home Guardsmen may be

armed with rifles for +2 points per model. Up to 2 Home Guardsmen may be armed with Sten submachine-guns for +3 points per model. All Home Guardsmen without firearms may be armed with Bayonet Pikes for +1 point.

The entire section may be issued with helmets giving a Save of 6 for +3 points.

**Transport:** The field gun includes a civilian lorry to tow the gun and carry the crew.

## Home Guard Appendices

### Force Structure

The Home Guard is more suited to scenario games than points-based army selection. Stick with the equipment available at the time the scenario is set, remembering that it wasn't until mid-late 1942 that the majority of Home Guardsmen were able to be issued a firearm (thanks in a large part to the cheap and cheerful Sten gun). In any historical scenario there are likely to be significant numbers of Home Guard without weapons at all.

The trick with the Home Guard is to use what you have wisely. Each type of Home Guardsman has a different set of strengths and weaknesses. In a defensive position, the ageing bones of Generals and Old Sweats count for less than their discipline and shooting. In a more mobile situation, the younger sorts may prove more useful, although a few old hands in the leadership would be useful.

Try to gather the available weapons together into fire groups to support grenade-armed assault groups since rifles are of little value when moving. That way you maximise the value of the weapons that you have. Provide a number two for each rifleman, then casualties can be taken from the unarmed troops, keeping your valuable rifles in action. Likewise, provide large crews for heavy weapons to keep them in action despite casualties.

More than that, all there is to say is "They don't like it up 'em!"

### Weapon Availability

The Home Guard was issued with a wide assortment of weapons during its existence. The following is a rough guide of when different weapons became available.

- Pistols and shotguns – mid 1940
- Miscellaneous anti-tank grenades – mid-late 1940
- Rifles, carbines, machine-guns, and Thompson submachine-guns – mid-late 1940
- Northover Projector – late 1940
- Blacker Bombard – mid 1941
- Bayonet pike – mid 1941
- Smith Gun – late 1941
- Rifle grenades – mid 1942
- Sten submachine-guns ('Stench gun', 'Woolworth gun', or 'Gas lighter') – mid-late 1942

- Boys anti-tank rifles –late 1942

Any other weapons that the Home Guard could scrounge or make appeared as and when available.

### LDV

The Local Defence Volunteers (LDV) were the predecessors of the Home Guard (until Churchill decided the Home Guard was more inspiring). Ill-armed and untrained, the advice from the army was 'Look, Duck, Vanish'. This reflected their expected role as extra pairs of eyes to spot an invasion early. The LDV had other ideas and was soon mounting armed patrols and manning road blocks to check for 'fifth columnists' or German spies and sympathisers (to the, sometimes lethal, hazard of the average citizen).

An LDV force should not have any military equipment whatsoever, unless scrounged from local museums, etc. Nor do they have uniforms, relying on armbands for identification.

### A Socialist Militia

Not everyone had the same idea about how the Home Guard should look. While some were forming mounted patrols in Hyde Park, the socialists looked to the Spanish Civil War for inspiration. As many unionists were veterans of socialist militia units in the Spanish Civil War, some Home Guard units took on quite a socialist leaning, at least until the establishment brought them 'under control'.

The socialist militia tended to be more experience and better trained than average, even setting up their own highly successful school. Civvies in a socialist militia unit increase their Leadership rating to 6 and their Initiative rating to 3. Socialist militia units may not include Generals and Old Sweats. Further more, being somewhat anti-establishment, socialist militia units ignore Zone, Company and Platoon Commanders completely.

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