

British Reinforced Platoon

British

Winter British

Order Dice: 8

Platoon #1				
Second Lieutenant (page: 20)			Regular	70
Qty Weapons	Range	Shots	Penetration	Special Rules
1 Second Lieutenant				
with Pistol	6"	1	n/a	Assault
with Submachine gun	12"	2	n/a	Assault
with Rifle	24"	1	n/a	
2 Infantry (equipped as modeled)		-	-	
Infantry Squads				
Regular Infantry Section (Mid/Late War) (page: 22)			Regular	123
Qty Weapons	Range	Shots	Penetration	Special Rules
1 NCO with Submachine gun	12"	2	n/a	Assault
1 Infantry with Light Machine gun (requires loader)	30"	3	n/a	Team (2 men)
8 Infantry with Rifle	24"	1	n/a	
Regular Infantry Section (Mid/Late War) (page: 22)			Regular	123
Qty Weapons	Range	Shots	Penetration	Special Rules
1 NCO with Submachine gun	12"	2	n/a	Assault
1 Infantry with Light Machine gun (requires loader)	30"	3	n/a	Team (2 men)
8 Infantry with Rifle	24"	1	n/a	
Infantry				
Regular Infantry Section (Mid/Late War) (page: 22)			Regular	123
Qty Weapons	Range	Shots	Penetration	Special Rules
1 NCO with Submachine gun	12"	2	n/a	Assault
1 Infantry with Light Machine gun (requires loader)	30"	3	n/a	Team (2 men)
8 Infantry with Rifle	24"	1	n/a	
Machine Gun team (page: 27)			Regular	50
Qty Weapons	Range	Shots	Penetration	Special Rules
1 Medium Machine gun team	36"	4	n/a	Team (3 men), Fixed
Medium Mortar team (page: 29)			Regular	50
Qty Weapons	Range	Shots	Penetration	Special Rules
1 Medium Mortar team	18"-60"	1	HE	Team (3 men), Fixed, Indirect fire, HE (D6)
Sniper team (page: 28)			Veteran	65
Qty Weapons	Range	Shots	Penetration	Special Rules
1 Sniper team	36"	1	n/a	Team (2 men), Sniper (Sniper with rifle & pistol- Spotter with pistol)
PIAT team (page: 28)			Regular	40
Qty Weapons	Range	Shots	Penetration	Special Rules
1 PIAT team	12"	1	+5	Team (2 men), Shaped Charge
Platoon Points:				644

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Special Rules

Shaped Charge

-1 'to hit' penalty. Never suffer the -1 penetration modifier for firing at long range.

Team (2 men)

Team consists of 2 men. A Team weapons shoots at full effectiveness so long as there are at least two men to serve it. If only one man remains then the weapon suffers a -1 'to hit' penalty and a -1 penalty to its morale value.

Team (3 men)

Team consists of 3 men. A Team weapons shoots at full effectiveness so long as there are at least two men to serve it. If only one man remains then the weapon suffers a -1 'to hit' penalty and a -1 penalty to its morale value.

Assault

This weapon suffers no penalty 'to hit' when moving and shooting. In addition, infantry armed with an assault weapon can make two attacks in close quarter fighting against other infantry and artillery units - see p55. Note being armed in this way does not confer two attacks against vehicles at close quarters

HE (D6)

PIN: D2, PEN: +2 - Infantry and artillery can go down to halve the hits taken

Fixed

Fixed weapons cannot be fired when a unit is given an advance order.

Pick List

British

Infantry (equipped as modeled)	2
Infantry with Rifle	24
Light Machine gun (requires loader)	3
Medium Machine gun team	1
Medium Mortar team	1
NCO with Submachine gun	3
PIAT team	1
Second Lieutenant	1
Sniper team	1