



ARMoured FIST



FORMATIONS

Your Force must contain at least one Formation.



**SHERMAN
ARMoured SQUADRON**
MB131



**DEATH OR GLORY
ARMoured SQUADRON**
MB120 OR MB122



**CHURCHILL
ARMoured SQUADRON**
MB128



**RIFLE
COMPANY**
MB133



**GRANT
ARMoured SQUADRON**
MB101



**CRUSADER
ARMoured SQUADRON**
MB103



**VALENTINE
ARMoured SQUADRON**
MB125



**MOTOR
COMPANY**
MB108



**HONEY
ARMoured SQUADRON**
MB106



**ARMoured ASSAULT
SQUADRON**
MB601 OR MB602



**PARACHUTE
COMPANY**
MB201



**COMMANDO
TROOP**
MB211

SUPPORT UNITS AVAILABLE TO YOUR FORCE

0-1 6 pdr Anti-tank Platoon Airlanding 6 pdr Anti-tank Platoon	MB110 MB206
0-1 17/25 pdr Anti-tank Troop	MB114
0-1 Daimler Armoured Car Troop, or Humber Armoured Car Troop, or Universal Carrier Patrol, or Airlanding Recce Platoon	MB136 MB115 MB113 MB205
0-1 Daimler Armoured Car Troop, or Humber Armoured Car Troop, or Universal Carrier Patrol	MB136 MB115 MB113
0-2 25 pdr Field Troop, or Priest Field Troop, or 75mm Airlanding Battery	MB116 MB137 MB207
0-1 25 pdr Field Troop, or Priest Field Troop	MB116 MB137
0-1 Honey OP Observation Post	MB117
0-1 Bofors Light AA Troop	MB118
0-1 Hurricane Tank-Busting Flight, or Kittyhawk Fighter-Bomber Flight	MB119 MB138

FORMATION SUPPORT

You may field compulsory Combat Units from any Formations in the Force as Support Units.

WILDCARD

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ALLIED SUPPORT

You may field one compulsory Unit from a US Formation as Support and one US Formation as an Allied Formation.

MOVEMENT ORDERS

A Unit Leader may issue one Movement Order each turn.

BLITZ MOVE

In the Movement Step before the Unit Moves, roll a die:

If greater than or equal to Skill, the Unit Leader and any Teams that are In Command immediately move 4"/10cm.

If Team does not move further, it Shoots at Halted ROF. Otherwise, Unit cannot Dash and shoots with +1 to hit.

SHOOT AND SCOOT

In the Assault Step instead of Assaulting, roll a die.

If greater than or equal to Leader's Skill, Leader and Teams that are In Command that did not Move, now Move 4"/10cm.

DIG IN

Instead of Moving in the Movement Step, roll a die:

If greater than or equal to Skill, any Infantry or Gun Teams in the Unit may dig Foxholes gaining Bulletproof Cover. Teams attempting to dig Foxholes Shoot with Moving ROF and cannot fire an Artillery Bombardment.

FOLLOW ME!

In the Movement Step after the Unit Moved, Unit Leader Moves 4"/10cm forward and rolls a die:

If greater than or equal to Leader's Courage, Teams that are In Command Move 4"/10cm forward. Teams that are In Command cannot Shoot.

CROSS HERE

Declare in the Movement Step before the Unit Moves. Teams rolling to Cross Difficult Terrain within 6"/15cm of Leader reduce their Cross number by 1, but cannot Shoot or Assault.