

KNOW YOUR ENEMY

BRITISH FORCES DOSSIER FOR MID WAR AND LATE WAR

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COMPLETE ARSENAL



BRITISH SPECIAL RULES

It has been said of the British Army that they always start a war by losing battles. They are nothing if not stubborn and persistent, however, and in the end they always come out winning the critical campaigns.

These special rules reflect the dogged determination of the British soldier despite loss and adversity. They only apply to British teams and platoons. Note that for the purpose of these rules all troops from the British Empire are British.

DOCTRINE

BRITISH BULLDOG

British platoons may re-roll failed Motivation Tests to Counterattack in assaults.

CARRY ON, SERGEANT

A leaderless British platoon may Launch Assaults. They do not have to Break Off, but may Counterattack if they pass their Motivation Test.

TANKS AND ANTI-TANK GUNS

TALLY HO!

Tally Ho! means that the listed weapon does not suffer any penalty to its ROF for shooting on the move at ranges up to 16"/40cm. In effect, it is assumed to be firing on the move at all times!

They still cannot shoot when moving At the Double.

BROADSIDE

Only the turret facing is used in determining whether a shot hits the front or the side armour of a tank with a weapon that uses the Tally Ho! rule. The facing of the hull is irrelevant.

The Broadside rule does not apply when the tanks move At the Double, as they always march with their turrets pointing forwards.

SEMI-INDIRECT FIRE

Weapons capable of Semi-indirect Fire that didn't move in the Movement Step may re-roll failed rolls to hit when shooting their main guns at platoons with all teams more than 16"/40cm away.

TOW HOOKS

Any tank fitted with a tow hook may tow a 6 pdr or 17 pdr gun, carrying the crew as tank riders.

TIP AND RUN

Treat Deacons, 2 pdr and 6 pdr portees, and other teams that can Tip and Run as if they had the German Stormtrooper special rule in any turn that they shot. Any movement made with this rule must be away from the enemy platoon that they shot at.

NIGHT ATTACKS

NIGHT ATTACK

Players commanding a British Infantry Company may elect, prior to their opponent's deployment, to make a night attack whenever they are attacking an enemy in Prepared Positions and have the first turn.

If they do so, the game starts in darkness and uses the Night Fighting rules (on page 154 of the rulebook) until morning breaks.

At the start of the defender's turn three, the defender rolls a die. On a score of 5+, morning has broken.

If the roll is unsuccessful, at the start of the attacker's next turn they roll two dice with morning breaking on any roll of 5+.

If it is still dark at the start of the defender's next turn, they roll three dice, and so on until morning breaks on any roll of 5+.

Once morning breaks the night fighting rules are no longer used, and it is daylight for the remainder of the game.

ADVANCE UNDER DARKNESS

When making a night attack against an enemy in Prepared Positions, the British player may deploy Infantry teams up to 8"/20cm closer to the enemy than usual, as long as they are still at least 16"/40cm from the enemy deployment area.

COMMANDO SPECIAL RULES

FAIRBAIRN-SYKES

Commando Infantry teams hit on a roll of 2+ in assault combat.

NO BRITISH BULLDOG

Commandos are fearless, but they are also raiders. Their job is to get in, strike hard, and get out, so the British Bulldog rule does not apply to Commando platoons.

KNOW THE PLAN

Commando Platoons use the German Mission Tactics special rule.

MIND AND HEART

All Commando Infantry and Man-packed Gun teams are Mountaineers

YOU ARE NOT ALONE

A Commando ignores all Support Platoons when determining whether it needs to take a Company Morale Check for being below half strength. Support Platoons never count as being either Destroyed or still on table for the purposes of a Company Morale Check.

ARTILLERY

EIGHT-GUN BATTERIES

Royal Horse Artillery Batteries and Field Batteries, Royal Artillery, have two (or even three at the start of the war) Gun Troops. Once deployed, each Gun Troop operates as a separate platoon on the battlefield, but the whole battery can come together to deliver a concerted bombardment.

The battery's Staff team is an Independent team which can join either Gun Troop as required. When both Gun Troops are operating together, the Staff team can service both troops. Any Gun Troop within Command Distance of the battery's Staff team counts as having a Staff team (allowing it to use the All Guns Repeat! rule for instance).

ROUNDS ON THE GROUND

Royal Horse Artillery Batteries and Field Batteries, Royal Artillery, with both Gun Troops (containing at least six guns between them) within Command Distance of its Staff team may range both Gun Troops in together and fire a concentrated bombardment.

They may fire either:

- a 'Murder' with all of the battery's guns concentrated on one Artillery Template giving usual re-rolls for misses for having at least six weapons firing, or
- a 'Stonk' with all of the battery's guns spread over a double-width Artillery Template (12"/30cm wide by 6"/15cm deep) giving no re-rolls to hit.

Batteries firing a Stonk or Murder may re-roll their first failed ranging attempt. If they fail on the re-roll, they still have two more ranging attempts left as normal. They do not get a re-roll on their second and third attempts.

MIKE TARGET

When a Field Battery, Royal Artillery repeats a Stonk or Murder bombardment using the All Guns Repeat! rule, the entire regiment joins in. As a result any teams caught under the bombardment must re-roll successful Saves.

AIR OBSERVATION POSTS

LIAISON AIRCRAFT

Air Observation Aircraft use many of the aircraft rules. However, one of the primary differences is that the Air Observation Aircraft starts the game on the table and remains there for the rest of the game until it is shot down or chased off, at which point it is permanently removed from the game.

In the Starting Step of each turn, you reposition your Air Observation Aircraft anywhere on the table (even within 16"/40cm of friendly troops) when you would position any other aircraft. If your opponent has air support, they can roll for Fighter Interception as usual and use this to attempt to shoot your Air Observation Aircraft down instead of intercepting Ground Attack Aircraft.

ANTI-AIRCRAFT FIRE

The opposing player can fire anti-aircraft fire at your Air Observation Aircraft at the end of the Shooting Step, after all other shooting is complete, but just before aircraft make their attacks, just as they can at any other aircraft. This is conducted just like firing at Ground-attack Aircraft, including the limits on anti-aircraft guns' ability to see over terrain.

A team firing anti-aircraft fire must choose between firing at the Air Observation Aircraft or at Ground-attack Aircraft. A single team cannot shoot at both in the same turn.

Since the Air Observation Aircraft isn't actually attacking anything, Self-defence Anti-aircraft Weapons cannot shoot at it.

AIR OBSERVATION POST

The Air Observation Aircraft carries no weapons and cannot make attacks by itself. Instead an Air Observation Aircraft counts as an Observer team that can act as the Spotting team for any artillery platoon that has a Staff team.

Treat it as an Observer team on the ground (although the model sits just above the table) when determining what it can see, as the Air Observation Aircraft fly low attempting to avoid enemy fighter interception and cannot see over terrain.

The Air Observation Aircraft does benefit from its height by allowing it to re-roll the third attempt to range in if it failed on that attempt.



BRITISH EMPIRE FORCES



Although they are in many cases the armies of independent countries, all of the armies of the British Empire are subordinated to and integrated with the British Army. As such all units from the British Empire count as coming from the same country and are **not** allies for the purposes of the Fielding Allied Platoons rule on page 183 of the rulebook. Unless otherwise noted, British Empire forces use all of the British special rules.

GUARDS

UNFLAPPABLE

Guards Platoons fight to the last and may re-roll any failed Platoon Morale Checks. Your Company Command team may re-roll Company Morale Checks.

IRISH

FIGHTING IRISH

Irish Platoons do not use the British Bulldog special rule. Instead, any Irish Platoon that is Pinned Down may re-roll failed Motivation tests to rally from being Pinned Down.

AUSTRALIAN

DISORDERLY CONDUCT

Australian Platoons do not use the British Bulldog special rule. Instead, they use the German Mission Tactics special rule.

INDIAN

WAR CRY

Indian platoons do not use the British Bulldog special rule. Instead, enemy platoons must reroll their first successful Motivation Test to Counterattack an Indian platoon that Launched an Assault against them.

NORTH-WEST FRONTIER

All Indian Infantry and Man-packed Gun teams are Mountaineers.

GURKHA

Gurkha platoons are Indian platoons. They use all of the British special rules on pages 225 to 227 and the War Cry and North-west Frontier special rules above. In addition they have their own Khukuri special rule.

KHUKURI

Gurkha Platoons re-roll failed To Hit rolls in assault combat against Infantry, Gun, or Transport teams.

SCOTTISH

BAGPIPES

Scottish Rifle Companies have a Bagpiper 2iC Command team. If a Bagpiper 2iC Command team is Destroyed by enemy shooting, roll a die.

- On a roll of 4+, the piper's music inspires the surviving team members to keep going and the team is returned to play immediately.
- Otherwise, the piper and his officer meet a heroic end.

Any hits on the Bagpiper 2iC Command team do not count towards Pinning Down the platoon.

CANADIAN

ASSAULT TROOPS

Canadian Platoons do not use the British Bulldog special rule. Instead any Canadian Platoon may re-roll failed Motivation tests to rally from being Pinned Down or to remount Bailed Out vehicles.

WOODSMEN

Canadian Platoons use the German Mission Tactics special rule.

NEW ZEALAND

4 BY 2 AND NO. 8 WIRE

New Zealand Platoons use the German Mission Tactics special rule.

MAORI

Maori platoons are New Zealand platoons. They use all of the British special rules on pages 225 to 227 and the 4 by 2 and No. 8 Wire special rule above. In addition they have their own Haka special rule.

HAKA

Enemy platoons must reroll their first successful Motivation Test to Counterattack a Maori platoon that Launched an Assault against them.

A Maori platoon must make a Breakthrough Assault if it is able to.



HOBART'S FUNNIES - AVsRE



AVRE SECTIONS

If you field a British Rifle Company or a Commando Troop and are attacking, before deployment you may swap up to two Carrier Patrols for an AVRE (Armoured Vehicle, Royal Engineers) Section each. These now count as Support platoons additional to the normal allocation.

AVRE Sections may not launch assaults.

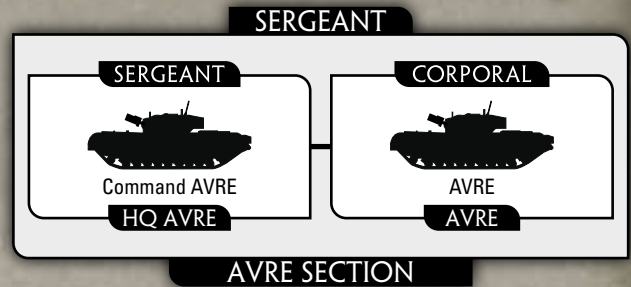
PIONEERS

At the start of the turn you may elect to operate an AVRE crew dismounted. If you do this, the AVRE cannot move, shoot, or assault, but can undertake engineering tasks (see pages 212 to 214 of the *Flames Of War* rulebook) as if it was an infantry Pioneer team. Until the start of its next turn, the enemy may elect to count the AVRE as an Infantry team for any Saves it must make from shooting or assaults. Place a spare pioneer or rifle team beside the AVRE as a marker to indicate that it is operating dismounted.

FASCINE AND SBG BRIDGE

At the start of the game after fortifications (if any) are placed, but before deployment, you may elect to mount a fascine or SBG bridge on any or all of your AVsRE. An AVRE that has a fascine or SBG bridge mounted cannot shoot. In addition, an AVRE that has an SBG bridge mounted is Overloaded rather than Wide-tracked.

Fascinies and SBG bridges are Assault Bridges (see page 215 of the *Flames Of War* rulebook). Fascinies may only be used to bridge ditches and craters. SBG bridges can be used to bridge these as well as streams and other gaps and to create a ramp for crossing an anti-tank wall, a sea wall, or a bank up to 1½"/4cm high.



An AVRE may abandon its fascine or SBG bridge instead of shooting. Remove the fascine or bridge from play.

TOP ARMOUR

Any Armoured vehicle hit by a Petard mortar uses its Top armour rating for its Armour Saves.

ANTI-TANK OBSTACLES

Instead of shooting, an AVRE may gap anti-tank walls and dragon's teeth. These are both forms of Anti-tank Obstacle (see page 214 of the *Flames Of War* rulebook).

The AVRE must start the turn within 4"/10cm and Line of Sight of the obstacle. In the Shooting Step the AVRE fires the Petard mortar at the obstacle. Roll a Skill Test.

- If the test is successful, the Anti-tank Obstacle is removed and the area becomes Difficult Going.
- Otherwise, the obstacle remains intact.



HOBART'S FUNNIES - FLAIL TANKS



MINE FLAIL PLATOON

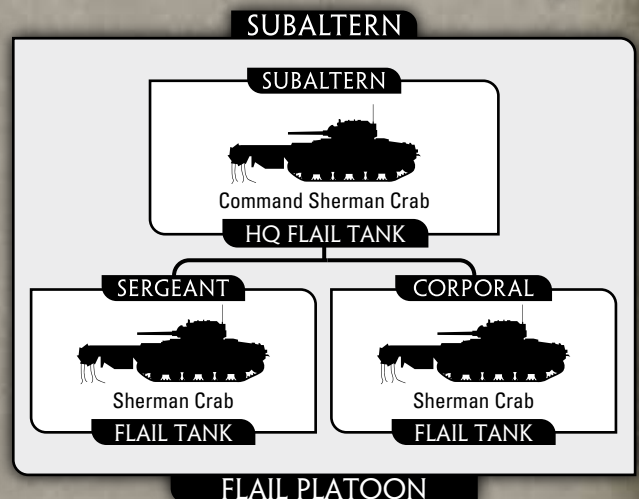
If you field a British Rifle Company or a Commando Troop and are attacking, you may swap up to one Armoured Platoon or Tank Platoon for a Flail Platoon before deployment. These now count as Support platoons rated **Confidant Trained** additional to the normal allocation.

Sherman Crab flail tanks may not launch assaults.

MINE FLAIL SPECIAL RULES

Tanks fitted with mine flails do not need to make a Motivation Test to enter a minefield. However, they do need to take a Skill Test to cross safely and risk being destroyed if they fail it.

If a flail or roller passes safely through a minefield without being Bailed Out or Destroyed, remove the cleared minefield and make the area Difficult Going.





CAUTIOUS NOT STUPID

If a platoon from the 7th Armoured Division (but not the 50th Division) was not hit in the previous enemy Shooting Step, it

may re-roll any failed attempts to Rally Pinned Down platoons or Remount Bailed Out vehicles.



DEAD MEN WALKING

Company Command teams from the British 3rd Division and the Canadian 3rd Division may re-roll the first Company Morale Check that they are required to take if they fail their first attempt.

WOODSMEN

Canadian Platoons use the German Mission Tactics special rule.

ASSAULT TROOPS

Canadian Platoons do not use the British Bulldog special rule. Instead any Canadian Platoon that is Pinned Down may re-roll failed Motivation tests to rally from being Pinned Down or remount vehicles after being Bailed Out.



DEPLOYING APC's

At the start of the game before deployment, you may elect to swap one Carrier Patrol (with any type of armament) to get one Armoured Personnel Carrier Section for each Rifle Platoon in your company (including Rifle Platoons taken as Support Platoons). If you do this, your force counts as a Mechanised Company for the Defensive Battle special rule. You may still conduct Night Attacks with APC's.

Each Armoured Personnel Carrier Section must be assigned to a separate Rifle Platoon during deployment before the game begins. The Rifle Platoon must start the game mounted in their APC's. Your Company HQ travels in the platoon's vehicles with them.

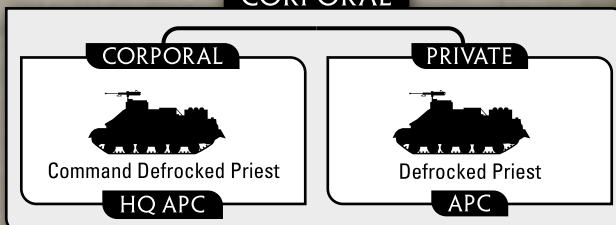
You may not field both Armoured Personnel Carrier Sections and Field Batteries (SP), Royal Artillery as they are the same vehicles.

APC's AND PASSENGERS

Defrocked Priest APC's are Tank teams. However, they can carry passenger teams in the same manner as a Transport Platoon.

If any Passenger team voluntarily dismounts from a Defrocked Priest, then all of the teams carried by both APC's in the Armoured Personnel Carrier Section must dismount at the same

CORPORAL



ARMoured PERSONNEL CARRIER SECTION

time. Teams forced to dismount through the destruction of one APC do not force teams to dismount from the other APC.

If a Defrocked Priest starts a turn without passengers mounted, it must be Sent to the Rear in the Movement Step.

MORALE CHECKS

All of the Armoured Personnel Carrier Sections on the table count as a single platoon for the purposes of Platoon and Company Morale Checks, but as separate platoons for all other purposes.

If the Armoured Personnel Carrier Sections fail a Platoon Morale Check, the Rifle Platoons still being carried dismount adjacent to the vehicles before the APC's are removed.





GUARDS ARMoured DIVISION

PLATOON, DEBUS!

Infantry teams from Guards Rifle Platoons riding on Guards Armoured or Guards Armoured Recce Platoons as Tank-riders may Disengage from Shooting as if they were Recce Teams (see page 150 of the rulebook).

Infantry teams from a Guards Rifle Platoon do not need to Reorganise after disengaging.



2ND HOUSEHOLD CAVALRY

SANGFROID

An Armoured Car Platoon of the 2nd Household Cavalry may attempt to Disengage even if it shot in its previous turn (see page 150 of the rulebook).

An Armoured Car Platoon of the 2nd Household Cavalry may re-roll failed Motivation Tests to avoid being Forced to Disengage (see page 151 of the rulebook).



1ST POLISH INDEPENDENT PARACHUTE BRIGADE



Polish Parachute Companies use all of the normal British special rules, found on pages 171 to 175 of the rulebook, except British Bulldog. Instead, they replace the British Bulldog special rule with the For Your Freedom and Ours special rule. Support Platoons from 30th Corps are not Polish and use all of the normal British special rules.

FOR YOUR FREEDOM AND OURS

Polish Platoons fight to the last and may re-roll failed Platoon Morale Checks. If you are fielding a Polish Company, your Company Command team may re-roll Company Morale Checks.



BRITISH WARRIORS



NORTH AFRICA



**BRIGADIER
PETER
YOUNG**

CHARACTERISTICS

Peter Young is a Commando Rifle team, a Warrior and a Higher Command team rated as **Fearless Veteran**.

Young is armed with an M1 Garand rifle. He has a Range of 16"/40cm, ROF 1 with no penalty for moving, an Anti-tank rating of 2, and a Firepower rating of 6.

He can join any Commando force for +65 points.

MC AND DOUBLE BAR

Young and any Commando Combat platoon he is currently leading pass all Motivation Tests on a roll of 2+ instead of their normal roll.

CORNFIELDS STOP BULLETS

Young and any Commando Combat platoon he is currently leading can be Gone to Ground when shooting, as long as they are Concealed and did not move.

CONTRARY

Young and any Commando Combat platoon he is currently leading may re-roll any failed Skill Test to cross Impassable Terrain using the Mind and Heart rule.

UNHARMED

When rolling to destroy Brigadier Young using the Warrior Casualties rule (see page 78 of the rulebook), The opposing player needs to roll a 5+ to Destroy him.



NORTH AFRICA



**CAPTAIN
CHARLES
UPHAM**

CHARACTERISTICS

Captain Upham is an Infantry team, a Warrior and a Company Command team rated as **Fearless Veteran**.

Upham is armed with an Enfield No. 2 revolver and No. 36M 'Mills Bomb' hand grenades. He has Range 4"/10cm, ROF 2 whether he moves or not, Anti-tank 2, and Firepower 4+.

He may join any New Zealand Rifle Company for +50 points. He becomes the Company Command team replacing the existing Company Command team. Upham may have a Ford V8 car, which counts as a jeep, for +5 points.

C'MON, INTO 'EM

Upham and any Rifle Platoon he is currently leading always pass Motivation Tests on a roll of 2+.

The rest of his platoon still move 4"/10cm, often meaning that they don't get into the fight until the platoon counterattacks.

I'LL GET THE BUGGER

Upham may launch a charge from 6"/15cm away from the enemy and moves 6"/15cm when Charging into Contact or Counterattacking.

KEEP YOUR BLOODY HEAD DOWN

Each turn one Infantry team within 6"/15cm of Upham may roll a die if Destroyed. On a roll of 5+, Upham alerts them to the danger and they duck out of the way and survive unharmed.



NORTH AFRICA



**MAJOR
GENERAL
GPB 'PIP'
ROBERTS**

CHARACTERISTICS

Pip Roberts is a Warrior and a Higher Command team. He is rated as **Confident Trained**.

Pip Roberts can join any Heavy Armoured Squadron or Armoured Squadron for +135 points. This includes the cost of a Grant tank as his mount. You may replace the Grant tank with a Sherman II or Sherman III tank for +20 points.

PROFESSIONAL

Any Heavy Armoured Platoon or Light Armoured Platoon in his force may reroll failed Platoon Morale Checks. This rule continues to apply even if Roberts is Destroyed.

WELL IN HAND

Pip Roberts may re-roll failed Company Motivation Checks.

CHARACTERISTICS

Pine-Coffin is an Infantry team, a Warrior and a Higher Command SMG team rated as **Fearless Veteran**.

Pine-Coffin can join a Parachute Company for +50 points

COUNTERATTACK PLATOON

At the end of any Starting Step in which the 2iC Command team is within 6"/15cm of Pine-Coffin you may form, or supplement, the Counterattack Platoon. To do so nominate up to two teams from any Parachute Platoon within 6"/15cm of the 2iC team. You may never nominate teams from a platoon of less than five teams. These teams become part of

the Counterattack Platoon. The 2iC Command team becomes the Platoon Command team for the Counterattack Platoon, ceasing to be an Independent team and no longer counting as a 2iC team. Teams placed in the Counterattack Platoon are no longer part of their original platoons. The Counterattack Platoon counts as a platoon for all purposes except Company Morale Checks.



LIEUT-COL.
R.G. PINE-COFFIN

CHARACTERISTICS

Stanley is a an Independent Warrior team rated as **Fearless Veteran**. He is a Gun team armed with a 6 pdr anti-tank gun and is accompanied by a Loyd Carrier. He replaces one 6 pdr gun and Loyd Carrier in an Anti-tank Platoon of the 7th Armoured Division for +25 points.

TOM, DICK, 'N 'ARRY

Although Stanley is an Independent team he can deploy in Ambush if his Anti-tank Platoon is in Ambush. He does not need to be revealed at the same time as the rest of the platoon.

Sergeant Tom Stanley may only join his own Anti-tank Platoon. He may not join any other platoon.

MACHINIST

Stanley re-rolls all missed rolls to hit when shooting.

MILITARY MEDAL

If the enemy Destroys Stanley, they must roll a die.

- On a roll of 4+, Stanley is killed or seriously wounded and the team is Destroyed.
- Otherwise, the British player may nominate any other 6 pdr gun team within 6"/15cm of Stanley as his new gun team. His original 6 pdr gun team is Destroyed.



SERGEANT
TOM
STANLEY

CHARACTERISTICS

Treleaven is a Canadian, a Warrior and a Platoon Command Rifle/MG team. Note that he is not an Independent team. He is rated as **Fearless Veteran**.

Treleaven may join a Rifle Company from 3rd Canadian Division replacing the normal Platoon Command team of a Rifle Platoon for +25 points.

CROIX DE GUERRE

Captain Treleaven may take Company Morale Checks as if he were the Company Command team if the Company Command team is Destroyed.

IN THE FIRST WAVE

Captain Treleaven and any platoon that he is leading always pass Motivation Tests (including any Company Morale Check he is required to take) on a roll of 3+.

CAPTAIN JOHN SMITH

You may field Captain Treleaven as a British Warrior with a different name. If so, he joins a Rifle Company from the British 3rd Division replacing a Rifle Platoon Command team, but is otherwise the same as Captain Treleaven.



CAPTAIN
JOHN
TRELEAVEN





LIEUTENANT
COLONEL
JOE
VANDELEUR,
DSO & BAR

CHARACTERISTICS

Lieutenant Colonel JOE Vandeleur is a Warrior mounted in a Humber scout car, and is a Higher Command team rated as **Confident Veteran**. Vandeleur is an Independent team.

Vandeleur may join an Irish Guards Armoured Squadron or an Irish Guards Rifle Company for +50 points. Additionally, an RAF Forward Air Controller team may be bought for an additional +10 points

PRESS ON REGARDLESS!

If Vandeleur has not moved At the Double and is not Bugged Down or Bailed Out, he can attempt to push his platoons forward using Press On Regardless.

Guards Combat, Weapons and Brigade Support Platoons that are within 8"/20cm of Vandeleur and are not Pinned Down may attempt to move again at the end of the Movement Step after all other movement. Roll a die for each platoon attempting to move again:

If the result is 5+, the platoon may move up to another 4"/10cm, regardless of its normal movement distance. On any other roll, the platoon remains where it is.

The platoons may still shoot and assault as normal after making this extra move.

Platoons cannot make this extra move if they moved At the Double.

Bugged Down or Bailed Out vehicles cannot make this extra move.

GUNS, LEFT!

A force including Vandeleur does not use the Semi-indirect Fire special rule. Instead, Sherman V and Firefly VC tanks that moved in their Movement Step may re-roll failed rolls To Hit when shooting their main guns at teams up to 16"/40cm away. Guns Left! does not apply when conducting Defensive Fire.

UNEARTHLY CRESCENDO

*A Forward Air Controller team is a White scout car and an Independent Team rated as **Confident Veteran**. Unlike normal Independent teams, it may never Join a platoon or other Independent Teams.*

While the Forward Air Controller team is within 8"/20cm of Vandeleur or a Company Command team, all air attacks against targets within Line of Sight of the Forward Air Controller are under its control.

Aircraft under the control of a Forward Air Controller team may re-roll a failed first attempt when rolling to Range In an air attack.

Unlike normal air attacks that cannot be within 16"/40cm from any friendly teams (see Safety Distance rule on page 144 of the rulebook), aircraft under the control of a Forward Air Controller will only abort if friendly teams are within 12"/30cm from the base of any aircraft.



LIEUTENANT
COLONEL
JOHN
FROST

CHARACTERISTICS

Lieutenant Colonel John Frost is a Warrior and a Higher Command SMG team rated as **Fearless Veteran**. Frost is an Independent Team.

Lieutenant Colonel John Frost may join a Parachute Company for +65 points. He is also included as part of Frost's Perimeter Force, found on page 33.

FROST'S PERIMETER

Before deployment choose one platoon in your company that is not held in Reserve. Do not deploy this platoon when you would normally. Instead, it is deployed at the same time as Independent Teams.

REINFORCEMENTS

A force led by Frost may form a Reinforcement Platoon. Before deploying your force at the start of the game, you may take up to half of the Sections or Squads (excluding the HQ Section) from any Combat or Weapons platoons in the company and place them in a special Reinforcement Platoon. The 2iC Command team becomes the Platoon Command team for this platoon, ceasing to be an Independent team and no longer counting as a 2iC Command

team. Teams placed in the Reinforcement Platoon are no longer part of their original platoons.

The Reinforcement Platoon counts as a platoon for all purposes including deployment and Company Morale Checks.

A HEROIC DEFENCE

Frost, and any platoon he is currently leading, always pass Motivation Tests on a roll of 2+.

MAN THE GUNS!

When one of your Gun teams is Destroyed as a result of enemy shooting, roll a die. On a 5+ you may instead Destroy another friendly Infantry team within 6"/15cm of that Gun team.

CHARACTERISTICS

Major General Roy Urquhart is a Warrior and a Higher Command Pistol team rated **Fearless Veteran**. Urquhart is an Independent Team.

Major General Roy Urquhart may join a British Parachute or an Airlanding Company (found in *A Bridge Too Far*) for +25 points.

TO THE BRIDGE

Infantry and Man-packed Gun teams in a platoon led by Urquhart may move 16"/40cm instead of the normal 12"/30cm when Moving at the Double.

LICENSED TO KILL

Urquhart may re-roll failed To Hit rolls with his pistol and does not suffer the normal +1 To Hit penalty when Moving with ROF 1.

ESTABLISH THE PERIMETER!

A platoon led by Major General Urquhart may re-roll failed attempts to Dig In.

Team	Range	ROF	Anti-tank	Firepower
Pistol team	4"/10cm	1	1	6



MAJOR
GENERAL
ROY
URQUHART

CHARACTERISTICS

Major General Stanislaw Sosabowski is a Warrior and a Higher Command Rifle team rated **Fearless Veteran**.

Sosabowski is an Independent Team. Major General Stanislaw Sosabowski may join a Polish Parachute Company (found in *A Bridge Too Far*) for +45 points.

WHAT ABOUT THE GERMANS?

Sosabowski was always critical of any plan put in front of him that did not adequately consider the German's response to the operation. He preferred to be prepared for any contingency.

At the start of the game after both players have deployed, but before any Reconnaissance Deployment moves, a force commanded by Sosabowski may redeploy a single platoon anywhere within its normal deployment area.

If the platoon was in Foxholes at the start of the game, they remain in Foxholes after this redeployment and the platoon is not considered to have moved in its first turn.

TIMELY REINFORCEMENTS

Sosabowski immediately put his reinforcements from 30 Corps to work to first defend and then expand his perimeter.

Once per turn, a force led by Sosabowski may re-roll one die rolled to receive Reserves.



MAJOR
GENERAL
STANISLAW
SOSABOWSKI

BRITISH ARSENAL

TANK TEAMS

Name Weapon	Mobility Range	Armour Front ROF	Side Anti-tank	Top Firepower	Equipment and Notes
LIGHT TANKS					
'Honey' Stuart I and III M6 37mm gun	Fully-tracked 24"/60cm	3 2	2 7	1 4+	Co-ax MG, Hull MG, Light tank.
Stuart III Jalopy	Fully-tracked	3	2	0	Hull .50 cal MG, Hull MG, Light tank, Wide tracks.
Stuart V or VI M6 37mm gun	Fully-tracked 24"/60cm	4 2	2 7	1 4+	Co-ax MG, Hull MG, Light tank.
Stuart V or VI Jalopy	Fully-tracked	4	2	0	Hull .50 cal MG, Hull MG, Light tank, Wide tracks
Tetrarch	Fully-tracked	1	1	1	Co-ax MG, Light tank.
OQF 2 pdr gun	24"/60cm	2	7	4+	
With Littlejohn adaptor	24"/60cm	2	9	5+	No HE.
With OQF 3" howitzer	24"/60cm	2	5	3+	Smoke.
CRUISER TANKS					
Crusader II OQF 2 pdr gun	Fully-tracked 24"/60cm	4 2	2 7	1 4+	Co-ax MG, Fast tank, Unreliable. No HE, Tally Ho, Broadside.
Crusader II CS OQF 3" howitzer Firing bombardments	Fully-tracked 24"/60cm 40"/100cm	4 2 -	2 5 3	1 3+ 6	Co-ax MG, Fast tank, Unreliable. Smoke. Smoke bombardment.
Crusader III OQF 6 pdr gun	Fully-tracked 24"/60cm	4 2	2 10	1 4+	Co-ax MG, Fast tank, Unreliable. No HE.
Valentine III OQF 2 pdr gun	Fully-tracked 24"/60cm	6 3	5 7	1 4+	Co-ax MG, Slow tank. No HE.
HEAVY TANKS					
Grant M6 37mm gun M2 75mm gun	Fully-tracked 24"/60cm 32"/80cm	5 3 2	3 7 9	1 4+ 3+	Co-ax MG. No HE. Hull-mounted, Smoke, Semi-indirect fire.
Grant (Lee turret) M6 37mm gun M2 75mm gun	Fully-tracked 24"/60cm 32"/80cm	5 3 2	3 7 9	1 4+ 3+	Co-ax MG, Cupola MG. No HE. Hull-mounted, Smoke, Semi-indirect fire.
Sherman I, II, III, or V M3 75mm gun	Fully-tracked 32"/80cm	6 2	4 10	1 3+	Co-ax MG, Hull MG, Tow hook. Semi-indirect fire, Smoke.
Firefly VC OQF 17 pdr gun	Fully-tracked 32"/80cm	6 2	4 13	1 3+	Co-ax MG, Tow hook. No HE, Semi-indirect fire.
Cromwell IV OQF 75mm gun	Fully-tracked 32"/80cm	6 2	4 10	1 3+	Co-ax MG, Hull MG, Light tank, Protected ammo, Tow hook. Semi-indirect fire, Smoke.
Cromwell VI CS OQF 95mm CS howitzer Firing bombardments	Fully-tracked 24"/60cm 48"/120cm	6 2 -	4 7 4	1 3+ 5+	Co-ax MG, Hull MG, Light tank, Protected ammo, Tow hook. Smoke. Smoke bombardment.
Challenger A30 OQF 17 pdr gun	Fully-tracked 32"/80cm	6 3	4 13	1 3+	Co-ax MG, Light tank, Overloaded, Protected ammo, Tow hook. No HE, Semi-indirect fire.

Name <i>Weapon</i>	Mobility <i>Range</i>	Armour		Top <i>Firepower</i>	Equipment and Notes
		Front <i>ROF</i>	Side <i>Anti-tank</i>		
INFANTRY TANKS					
Matilda II <i>OQF 2 pdr gun</i>	Fully-tracked <i>24"/60cm</i>	7 3	6 7	2 4+	Co-ax MG, Slow tank, Unreliable. <i>No HE.</i>
Matilda II CS <i>OQF 3" howitzer</i> <i>Firing bombardments</i>	Fully-tracked <i>24"/60cm</i> <i>40"/100cm</i>	7 2 -	6 5 3	2 3+ 6	Co-ax MG, Slow tank, Unreliable. <i>Smoke.</i> <i>Smoke bombardment.</i>
Valentine II <i>OQF 2 pdr gun</i>	Fully-tracked <i>24"/60cm</i>	6 2	5 7	1 4+	Co-ax MG, Slow tank, Tow hook. <i>No HE.</i>
Valentine VIII <i>OQF 6 pdr gun</i>	Fully-tracked <i>24"/60cm</i>	6 2	4 10	1 4+	Protected Ammo, Slow tank, Tow hook. <i>No HE.</i>
Churchill I <i>OQF 2 pdr gun</i> <i>OQF 3" howitzer</i> <i>Firing bombardments</i>	Fully-tracked <i>24"/60cm</i> <i>24"/60cm</i> <i>40"/100cm</i>	8 3 2 -	7 7 5 3	2 4+ 3+ 6	Co-ax MG, Hull MG, Protected ammo, Slow tank, Wide tracks. <i>No HE.</i> <i>Hull-mounted, Smoke.</i> <i>Smoke bombardment.</i>
Churchill III or IV <i>OQF 6 pdr gun</i>	Fully-tracked <i>24"/60cm</i>	8 3	7 10	2 4+	Co-ax MG, Hull MG, Protected ammo, Slow tank, Tow hook, Wide tracks.
Churchill IV (NA75) <i>M3 75mm gun</i>	Fully-tracked <i>32"/80cm</i>	8 2	7 10	2 3+	Co-ax MG, Hull MG, Protected ammo, Slow tank, Tow hook, Wide tracks. <i>Semi-indirect fire, Smoke.</i>
Churchill VI <i>OQF 75mm gun</i>	Fully-tracked <i>32"/80cm</i>	8 2	7 10	2 3+	Co-ax MG, Hull MG, Protected ammo, Slow tank, Tow hook, Wide tracks. <i>Semi-indirect fire, Smoke.</i>
Churchill VII <i>OQF 75mm gun</i>	Fully-tracked <i>32"/80cm</i>	13 2	8 10	2 3+	Co-ax MG, Hull MG, Protected ammo, Slow tank, Tow hook, Wide tracks. <i>Semi-indirect fire, Slow traverse, Smoke.</i>
Churchill Crocodile <i>OQF 75mm gun</i> <i>Crocodile flame-gun</i>	Fully-tracked <i>32"/80cm</i> <i>4"/10cm</i>	13 2 5	7 10 -	1 3+ 5+	Co-ax MG, Protected ammo, Slow tank, Wide tracks. <i>Semi-indirect fire, Slow traverse, Smoke.</i> <i>Hull-mounted, Flame-thrower, Fuel trailer.</i>

SELF-PROPELLED ANTI-TANK GUNS

2 pdr portee <i>OQF 2 pdr gun</i>	Wheeled <i>24"/60cm</i>	- 3	- 7	- 4+	AA MG, Tip and Run. <i>No HE, Portee.</i>
6 pdr portee (Mid) <i>OQF 6 pdr gun</i>	Wheeled <i>24"/60cm</i>	- 3	- 10	- 4+	AA MG, Tip and Run. <i>Hull-mounted, No HE, Portee.</i>
6 pdr portee <i>OQF 6 pdr gun</i>	Wheeled <i>24"/60cm</i>	- 3	- 10	- 4+	AA MG, Tip and Run. <i>Hull-mounted, Portee.</i>
Deacon <i>OQF 6 pdr gun</i>	Wheeled <i>24"/60cm</i>	1 3	2 10	0 4+	AA MG, Overloaded, Slow, Tip and Run. <i>No HE.</i>
M10 3" SP <i>M7 3" gun</i>	Fully-tracked <i>32"/80cm</i>	4 2	2 12	0 3+	.50 cal AA MG. <i>Slow traverse.</i>
M10C 17 pdr SP <i>OQF 17 pdr gun</i>	Fully-tracked <i>32"/80cm</i>	4 2	2 13	0 3+	.50 cal AA MG. <i>No HE, Slow traverse.</i>

INFANTRY SUPPORT

Wasp Carrier <i>Wasp flame-gun</i>	Half-tracked <i>4"/10cm</i>	0 3	0 -	0 6	<i>Hull-mounted, Flame-thrower.</i>
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SELF-PROPELLED GUNS

Bishop <i>OQF 25 pdr</i> <i>Firing bombardments</i>	Fully-tracked <i>24"/60cm</i> <i>64"/160cm</i>	1 2 -	0 9 4	0 3+ 5+	AA MG, Slow tank. <i>Hull mounted, Smoke.</i> <i>Smoke bombardment.</i>
Autocar 75mm SP <i>M1897 75mm gun</i> <i>Firing bombardments</i>	Half-tracked <i>24"/60cm</i> <i>64"/160cm</i>	1 2 -	0 9 2	0 3+ 6	<i>Hull mounted, Smoke.</i> <i>Smoke bombardment.</i>
Sexton <i>OQF 25 pdr gun</i> <i>Firing bombardments</i>	Fully-tracked <i>24"/60cm</i> <i>80"/200cm</i>	1 2 -	0 9 4	0 3+ 5+	AA MG. <i>Hull mounted, Smoke.</i> <i>Smoke bombardment.</i>
Priest <i>M2A1 105mm howitzer</i> <i>Firing bombardments</i>	Fully-tracked <i>24"/60cm</i> <i>72"/180cm</i>	1 1 -	0 9 4	0 2+ 4+	.50 cal AA MG. <i>Hull mounted, Smoke.</i> <i>Smoke bombardment.</i>
Sherman OP	Fully-tracked	6	4	1	Hull MG.

Name Weapon	Mobility Range	Armour			Equipment and Notes
		Front ROF	Side Anti-tank	Top Firepower	

SELF-PROPELLED ANTI-AIRCRAFT GUNS

Breda 20mm SP <i>Breda 20mm gun</i>	Wheeled 16"/40cm	- 4	- 5	- 5+	Anti-aircraft.
Oerlikon 20mm SP <i>Oerlikon 20mm gun</i>	Wheeled 16"/40cm	- 4	- 5	- 5+	Anti-aircraft.
Bofors 40mm SP <i>Bofors 40mm gun</i>	Wheeled 24"/60cm	- 4	- 6	- 4+	Awkward layout. Anti-aircraft.
Crusader A/A <i>Twin 20mm gun</i>	Fully-tracked 16"/40cm	2 5	2 5	1 5+	Fast tank, Unreliable. Anti-aircraft.

RECONNAISSANCE

Universal Carrier <i>With Boys anti-tank rifle</i> <i>With PIAT anti-tank projector</i> <i>With .5" MG</i>	Half-tracked 16"/40cm 8"/20cm 16"/40cm	0 2 1 3	0 4 10 4	0 5+ 5+ 5+	Hull MG. Hull-mounted Hull-mounted Hull-mounted
Indian Pattern Carrier <i>With Boys anti-tank rifle</i> <i>With .5" MG</i>	Jeep 16"/40cm 16"/40cm	0 2 3	0 4 4	0 5+ 5+	Hull MG. Hull-mounted Hull-mounted
Daimler Dingo	Jeep	1	0	0	AA MG.
Humber LRC III <i>Boys anti-tank rifle</i>	Jeep 16"/40cm	0 2	0 4	0 5+	AA MG. Hull-mounted.
Otter LRC I <i>Boys anti-tank rifle</i>	Jeep 16"/40cm	0 2	0 4	0 5+	AA MG. Hull-mounted.

ARMoured CARS

Marmon Herrington III <i>Boys anti-tank rifle</i> <i>With Captured weapon</i>	Wheeled 16"/40cm 16"/40cm	1 2 2	0 4 6	0 5+ 4+	Turret Front MG. Hull-mounted
Daimler I <i>OQF 2 pdr gun</i> <i>With Littlejohn adaptor</i>	Wheeled 24"/60cm 24"/60cm	1 2 2	0 7 9	0 4+ 5+	Co-ax MG. No HE.
Humber II or III <i>Besa 15mm gun</i>	Wheeled 16"/40cm	1 3	0 5	0 5+	Co-ax MG.
Humber IV <i>M6 37mm gun</i>	Wheeled 24"/60cm	1 2	0 7	0 4+	Co-ax MG.
Staghound I <i>M6 37mm gun</i>	Wheeled 24"/60cm	3 2	1 7	0 4+	Co-ax MG, Hull MG.
Staghound II CS <i>OQF 3" howitzer</i> <i>Firing bombardments</i>	Wheeled 24"/60cm 40"/100cm	3 2 -	1 5 3	0 3+ 6	Co-ax MG, AA MG. Smoke.
Staghound A/A <i>Twin .50 cal gun</i>	Wheeled 16"/40cm	3 5	1 4	0 5+	Anti-aircraft.
AEC I <i>OQF 2 pdr gun</i>	Wheeled 24"/60cm	4 2	2 7	0 4+	Co-ax MG, Overloaded, Slow tank. No HE.
AEC III <i>M3 75mm gun</i>	Wheeled 32"/80cm	4 2	2 10	0 3+	Co-ax MG, Overloaded, Slow tank. Smoke
Autocar 75mm SP <i>M1897 75mm gun</i> <i>Firing bombardments</i>	Half-tracked 24"/60cm 64"/160cm	1 2 -	0 9 3	0 3+ 6	 Hull mounted, Smoke. Smoke bombardment.

ENGINEERING VEHICLES

Matilda Scorpion <i>OQF 2 pdr gun</i>	Fully-tracked 24"/60cm	7 2	6 7	1 4+	Co-ax MG, Mine flail, Slow tank, Overloaded, Unreliable. No HE.
AVRE <i>Petard mortar</i>	Fully-tracked 4"/10cm	8 1	7 5	2 1+	Co-ax MG, Hull MG, AVRE, Protected ammo, Slow tank, Wide-tracked. Bunker buster, Demolition mortar, Slow Traverse.
Sherman Crab <i>M3 75mm gun</i>	Fully-tracked 32"/80cm	6 2	4 10	1 3+	Co-ax MG, Overloaded, Mine flail. Smoke.

Name <i>Weapon</i>	Mobility <i>Range</i>	Armour			Equipment and Notes
		Front <i>ROF</i>	Side <i>Anti-tank</i>	Top <i>Firepower</i>	

ARMoured PERSONNEL CARRIERS

Defrocked Priest	Fully-tracked	1	0	0	.50 cal AA MG, Carries 5 Passengers.
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MID-WAR MONSTERS

TOG 2* <i>OQF 17 pdr gun</i>	Fully-tracked <i>32"/80cm</i>	7 3	5 13	2 3+	Co-ax MG, Unreliable, Very slow tank, Wide. <i>No HE, Semi-indirect fire.</i>
3" Gun Carrier <i>OQF 3" gun</i>	Fully-tracked <i>32"/80cm</i>	8 2	7 11	2 3+	AA MG, Protected ammo, Slow tank, Wide tracks. <i>Hull mounted, Semi-indirect fire.</i>
Boarhound I <i>OQF 6 pdr gun</i>	Wheeled <i>24"/60cm</i>	4 2	2 10	0 4+	Co-ax MG, Hull MG. <i>No HE.</i>
T14 <i>M3 75mm gun</i>	Fully-tracked <i>32"/80cm</i>	9 2	5 10	2 3+	Co-ax MG, Hull MG, Slow tank, Unreliable, Wide tracks. <i>Smoke, Semi-indirect fire.</i>

VEHICLE MACHINE-GUNS

Vehicle MG	16"/40cm	3	2	6	<i>ROF 1 if other weapons fire.</i>
.50 cal Vehicle MG	16"/40cm	3	4	5+	<i>ROF 1 if other weapons fire.</i>

GUN TEAMS

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
Vickers HMG <i>Firing bombardments</i>	Man-packed	24"/60cm 40"/100cm	6 -	2 -	6 -	ROF 2 when pinned down.
Blacker Bombard	Man-packed	16"/40cm	1	8	1+	Turntable.
ML 3" Mortar	Man-packed	32"/80cm	-	2	6	Smoke bombardment.
ML 3" Mk II mortar	Man-packed	40"/100cm	-	2	6	Smoke bombardment.
ML 4.2" mortar	Light	48"/120cm	-	3	4+	Smoke bombardment.
Bofors 40mm gun	Immobile	24"/60cm	4	6	4+	Anti-aircraft, Turntable.
OQF 3.7" gun	Immobile	40"/100cm	2	13	3+	Heavy Anti-aircraft, Turntable.
OQF 2 pdr gun	Medium	24"/60cm	3	7	4+	Gun shield, Turntable.
OQF 6 pdr gun	Medium	24"/60cm	3	10	4+	Gun shield.
OQF 17/25 pdr gun	Immobile	32"/80cm	2	13	3+	Gun shield, No HE.
OQF 17 pdr gun	Immobile	32"/80cm	2	13	3+	Gun shield, No HE.
M1A1 75mm pack howitzer <i>Firing bombardments</i>	Light	16"/40cm 64"/160cm	2 -	6 3	3+ 6+	Smoke. <i>Smoke bombardment.</i>
OQF 25 pdr gun <i>Firing bombardments</i>	Heavy	24"/60cm 80"/200cm	2 -	9 4	3+ 5+	Gun shield, Smoke, Turntable. <i>Smoke bombardment.</i>
BL 5.5" gun <i>Firing bombardments</i>	Immobile	32"/80cm 88"/220cm	1 -	13 5	1+ 2+	Bunker buster.

AIRCRAFT

Aircraft	Weapon	To Hit	Anti-tank	Firepower	Notes
Hurricane IIB	MG	2+	6	5+	
	Bombs	4+	5	2+	
Hurricane IIC	Cannon	3+	8	5+	
	Bombs	4+	5	2+	
Hurricane IID	Cannon	3+	11	4+	
Kittyhawk	MG	3+	6	5+	
	Bombs	4+	5	2+	
Typhoon	Cannon	3+	8	5+	
	Rockets	3+	6	3+	

INFANTRY TEAMS

Team	Range	ROF	Anti-tank	Firepower	Notes
Rifle team	16"/40cm	1	2	6	
Rifle/MG team	16"/40cm	2	2	6	
MG team	16"/40cm	3	2	6	
SMG team	4"/10cm	3	1	6	Full ROF when moving.
Light Mortar team	16"/40cm	1	1	4+	Smoke, Can fire over friendly teams.
Anti-tank Rifle team	16"/40cm	1	4	5+	
PIAT team	8"/20cm	1	10	5+	Tank Assault 4.
Flame-thrower team	4"/10cm	2	-	6	Flame-thrower.
Staff team			cannot shoot		Moves as a Heavy Gun team.

ADDITIONAL TRAINING AND EQUIPMENT

Sticky Bombs are rated as Improvised Tank Assault 3. Gammon Bombs are rated as Tank Assault 3. Pioneer teams are rated as Tank Assault 3.

TRANSPORT TEAMS

Vehicle	Mobility	Armour			Equipment and Notes
		Front	Side	Top	
Jeep	Jeep	-	-	-	
Recce Jeep	Jeep	-	-	-	Passenger-fired AA MG.
Pioneer Handcart	Wagon	-	-	-	
CMP, Bedford or Morris 15 cwt or 3-ton truck	Wheeled	-	-	-	
Quad or Morris AA tractor, Matador Tractor	Wheeled	-	-	-	
Cut-down 15-cwt truck	Wheeled	-	-	-	
Indian Pattern Troop Carrier	Jeep	0	0	0	
White scout car or Marmon Herrington turretless OPJeep		1	0	0	
Humber scout car	Jeep	1	0	0	AA MG.
M5 half-track	Half-tracked	1	0	0	
Troop, OP, Mortar, or Loyd Carrier	Half-tracked	0	0	0	
MMG Carrier	Half-tracked	0	0	0	HMG Carrier, Passenger-fired hull MG.
Captured Sd Kfz 251/1 half-track	Half-tracked	1	0	0	Passenger-fired .50 cal AA MG.
Captured StuG	Fully-tracked	7	3	1	Schürzen.
Cromwell ARV	Fully-tracked	6	4	1	Light tank, Recovery vehicle.
Sherman ARV	Fully-tracked	6	4	1	Recovery vehicle.

