Rifle Company

(Infantry Company)

Guards	Regular	Territorial
RELUCTANT / CONSCRIPT	RELUCTANT / CONSCRIPT	RELUCTANT / CONSCRIPT
CONFIDENT / TRAINED	**CONFIDENT** / TRAINED	**CONFIDENT** / **TRAINED**
FEARLESS / **VETERAN**	FEARLESS / **VETERAN**	FEARLESS / VETERAN

Motivation and Skill

Guards Rifle Companies are rated as **Confident Veteran**. *Regular Rifle Companies are rated as* **Confident Veteran**. *Territorial Rifle Companies are rated as* **Confident Trained**.

You must field one platoon from each box shaded black and may field one platoon from each box shaded grey.

Your Company HQ must be either Guards (marked), Regular (marked) or Territorial (marked). All Combat and Weapons platoons must be of the same type as your Company HQ. Divisional Support platoons may of any type and may be different from the Company HQ.

British companies can have French troops (marked) as support options. Remember that French platoons retain their own rules and ratings, and count as Allied Platoons (see page 183 of the rulebook).

Rifle Company HQ

MAJOR

- MAJOR — Company Command Rifle team; 2iC Command Rifle team — COMPANY HQ
- WARRANT OFFICER — 3" mortar; 3" mortar — MORTAR SECTION

Subaltern or Platoon Sergeant Major

SUBALTERN OR PLATOON SERGEANT MAJOR

- Command Rifle/MG team; Light Mortar team; Anti-tank Rifle team — HQ SECTION
- CORPORAL — Rifle/MG team; Rifle/MG team — RIFLE SQUAD
- CORPORAL — Rifle/MG team; Rifle/MG team — RIFLE SQUAD
- CORPORAL — Rifle/MG team; Rifle/MG team — RIFLE SQUAD

RIFLE PLATOON ×3

Rifle Company HQ and all Rifle Platoons must be fielded as either Guards, Regular or Territorial.

Headquarters

HEADQUARTERS

- Company HQ 125

Combat Platoons

COMBAT PLATOONS

- INFANTRY — Rifle Platoon 125
- INFANTRY — Rifle Platoon 125
- INFANTRY — Rifle Platoon 125

Weapons Platoons

WEAPONS PLATOONS

- RECONNAISSANCE — Carrier Platoon 126
- ANTI-TANK — Brigade Anti-tank Platoon 126

Divisional Support Platoons

DIVISIONAL SUPPORT PLATOONS

ARMOUR

- A11 Tank Platoon 121
- A12 Tank Platoon 121
- Divisional Cavalry Platoon 123
- Armoured Car Platoon 129
- Light Tank Platoon 143
- FT Tank Platoon 167

ARMOUR

- Divisional Cavalry Carrier Platoon 123
- Armoured Car Platoon 129
- Scout Car Patrol 127
- Light Tank Platoon 143

INFANTRY

- Rifle Platoon 125
- LOC Platoon 129
- Machine-gun Platoon 128
- Fusiliers Portés Platoon 149
- Fusiliers-Voltigeurs Platoon 161
- Fusiliers-Voltigeurs Machine-gun Platoon 162

MACHINE-GUNS

- Machine-gun Platoon 128

RECONNAISSANCE ANTI-TANK

- Motorcycle Platoon 127
- Anti-tank Platoon, Royal Artillery 128

ANTI-TANK

- Anti-tank Platoon, Royal Artillery 128
- 25mm Anti-tank Gun Platoon 164

ARTILLERY

- Field Battery, Royal Artillery 131
- Royal Horse Artillery Battery 131
- All-terrain Towed 75mm Artillery Battery 169

AIRCRAFT

- Air Support 129

Tank Platoon

SUBALTERN

- SUBALTERN — Command A11 Matilda; A11 Matilda; A11 Matilda — TANK PLATOON

A11 TANK PLATOON

An A11 Tank Platoon is rated ***Confident Trained***.

Anti-tank Platoon, Royal Artillery

SUBALTERN

- SUBALTERN — Command Rifle team — HQ SECTION
- SERGEANT — OQF 2 pdr gun; OQF 2 pdr gun — ANTI-TANK SECTION
- SERGEANT — OQF 2 pdr gun; OQF 2 pdr gun — ANTI-TANK SECTION

ANTI-TANK PLATOON, ROYAL ARTILLERY

An Anti-tank Platoon, Royal Artillery may be fielded as Regular or Territorial, using the ratings above. (The cost of the Guards army listed below is calculated using the Regular rating for this platoon.)

Machine-gun Platoon

SUBALTERN

- SUBALTERN — Command Rifle team — HQ SECTION
- SERGEANT — Vickers HMG; Vickers HMG — MACHINE-GUN SECTION
- SERGEANT — Vickers HMG; Vickers HMG — MACHINE-GUN SECTION

MACHINE-GUN PLATOON

A Machine-gun Platoon may be fielded as Regular or Territorial, using the ratings above. (The cost of the Guards army listed below is calculated using the Regular rating for this platoon.)

A Field Battery, Royal Artillery uses the Territorial above. Alternatively, the battery may be fielded as a Royal Horse Artillery Battery, rated ***Fearless Veteran*** *for +210 points.*

Field Battery, Royal Artillery

MAJOR

- MAJOR — Staff team — HQ TROOP
- CAPTAIN — Command Rifle team; Observer Rifle team — HQ SECTION
- SERGEANT — OQF 18 pdr; OQF 18 pdr — GUN SECTION
- SERGEANT — OQF 18 pdr; OQF 18 pdr — GUN SECTION — GUN TROOP
- CAPTAIN — Command Rifle team; Observer Rifle team — HQ SECTION
- SERGEANT — OQF 18 pdr; OQF 18 pdr — GUN SECTION
- SERGEANT — OQF 18 pdr; OQF 18 pdr — GUN SECTION — GUN TROOP

FIELD BATTERY, ROYAL ARTILLERY

Army Size:

1635 Points **1605 Points** **1375 Points**

British Special Rules

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.

Guards

Guards forces use all of the standard British special rules. In addition they have their own Unflappable special rule.

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.

Scottish

Scottish forces use all of the standard British special rules. In addition they have their own Bagpipes special rule.

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.

Tanks

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 cannot shoot when Moving at the Double.

Deck Turret MG
Guns mounted in deck turrets have an all-round field of fire, except where their rotation is blocked by the vehicle's superstructure or other turrets.

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.

Artillery

The twelve-gun organisation of the early-war Field Battery, Royal Artillery with its mixed gun types is quite different from the later all 25 pdr eight-gun battery covered by the rulebook. To handle the changes we wrote the Twelve-gun Battery, Combined Bombardment, and Mixed Battery rules to replace the Eight-gun Battery, Rounds On the Ground, and Mike Target rules in the rulebook.

Twelve-gun Battery
The battery's Staff team is an Independent team which can join any Gun Troop as required. However, any Gun Troop within Command Distance of the battery's Staff team, whether or not the Staff team joins it, counts as having a Staff team (allowing it to use the All Guns Repeat! rule for instance).

Gun Troops that are not within Command Distance of the Staff team can use the Combined Bombardment special rule to co-ordinate their artillery fire with the other Gun Troops.

Combined Bombardment
Any Gun Troop within Command Distance of the battery's Staff team may act as the base of a combined bombardment. Any other Gun Troops from the battery (whether within Command Distance of the Staff team or not) may join the base troop before rolling to Range In and fire as a single combined Artillery Battery with a Staff team.

If the number of weapons in the combined battery is:

- *Five or less, use the normal artillery rules.*
- *Six to eight, you may either:*
  - *Use a double-width (12"/30cm by 6"/15cm) Artillery Template to determine which teams can be hit, or*
  - *Use a normal Artillery Template, but re-roll all failed rolls To Hit.*
- *Nine to Twelve, use a double-width (12"/30cm by 6"/15cm) Artillery Template, but re-roll all failed rolls To Hit.*

Mixed Battery
If three or more OQF 4.5" howitzers fire in a Combined Bombardment, then all of the guns and howitzers firing count as having an Anti-tank rating of 4 and a Firepower rating of 5+.

If only one or two OQF 4.5" howitzers fire, the Concentrated Bombardment uses the Mixed Bombardments rule on page 133 of the rulebook, so all weapons firing will count as OQF 18 pdr guns rated with an Anti-tank of 3 and a Firepower of 6.

Rifle Co. Arsenal

Tank Teams

Name *Weapon*	Mobility *Range*	Front *ROF*	Armour Side *Anti-tank*	Top *Firepower*	Equipment and Notes
Infantry Tanks					
A11 Matilda	Fully-tracked	6	5	1	MG, Unreliable, Very slow tank.
Vehicle Machine-guns					
Vehicle MG	*16"/40cm*	*3*	*2*	*6*	*ROF 1 if other weapons fire.*

Gun Teams

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
Vickers HMG	Man-packed	24"/60cm	6	2	6	ROF 2 when pinned down.
Firing bombardments		40"/100cm	-	-	-	
ML 3" mortar	Man-packed	32"/80cm	-	2	6	Smoke bombardment.
OQF 2 pdr gun	Medium	24"/60cm	3	7	4+	Gun shield, No HE, Turntable.
OQF 18 pdr gun	Heavy	24"/60cm	2	8	3+	Gun shield, Smoke, Turntable
Firing bombardments		72"/180cm	-	3	6+	Smoke bombardment.

Infantry Teams

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