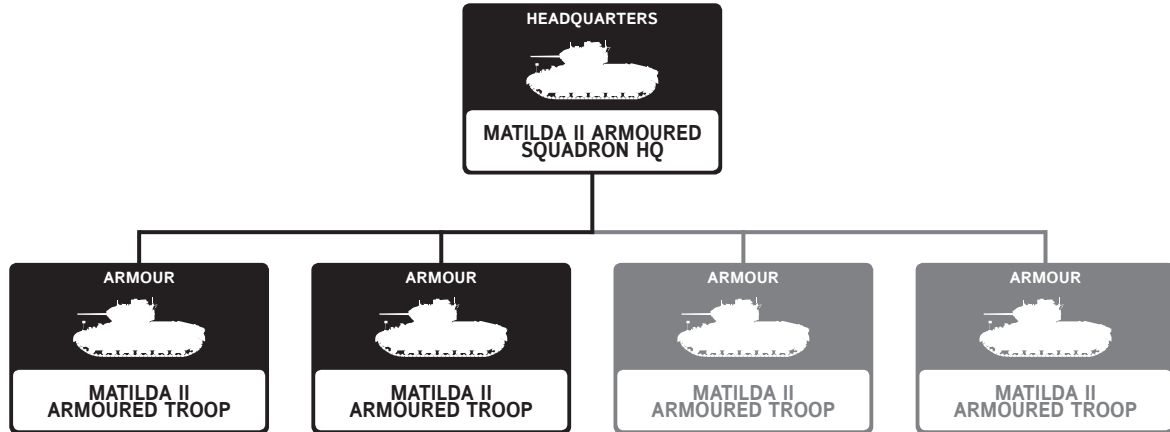




MATILDA ARMoured SQUADRON

INFANTRY TANK FORMATION

*You must field the Formation HQ and one Combat Unit from each black box.
You may also field one Combat Unit from each grey box.*



You may field a Combat Unit from a black box as a Support Unit for another Formation.



MATILDA II

ARMoured SQUADRON HQ



MOTIVATION

CONFIDENT 4+

Infantry Tank
Counterattack **3+**

SKILL

TRAINED 4+

• TANK FORMATION •



IS HIT ON

CAREFUL 4+

ARMOUR

FRONT  **7**

SIDE & REAR  **6**

TOP  **2**

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
8"/20CM	10"/25CM	12"/30CM	12"/30CM	3+

WEAPON	RANGE	ROF		ANTI-TANK	FIRE-POWER	NOTES
		HALTED	MOVING			
Matilda II (2 pdr)	24"/60CM	2	1	7	4+	No HE
Matilda CS (3-inch)	32"/80CM	ARTILLERY		2	4+	Smoke Bombardment
or Direct Fire	16"/40CM	2	1	5	3+	Smoke
Matilda II & CS (MG)	16"/40CM	3	3	2	6	



MATILDA II

ARMoured SQUADRON HQ



MATILDA ARMoured SQUADRON HQ

1x Matilda II (2 pdr)
2x Matilda CS (3 inch)

22 POINTS

SPECIAL RULES

No HE: No HE targeting Infantry or Guns adds +1 to the score needed To Hit.

Smoke: Can Shoot Smoke ammunition.

Smoke Bombardment: Once per game can fire a Smoke Bombardment.



MATILDA ARMoured SQUADRON INFANTRY TANK FORMATION

FORMATION CONTAINS:

- 1 Matilda Armoured Squadron HQ
- 2-4 Matilda Armoured Troop

FIELDING IN YOUR FORCE

You may field Matilda II Armoured Squadrons instead of Valentine II Armoured Squadrons from *Armoured Fist*.



MATILDA II

ARMoured TROOP



MOTIVATION

CONFIDENT 4+

Infantry Tank
Counterattack **3+**

SKILL

TRAINED 4+

• TANK UNIT •



IS HIT ON

CAREFUL 4+

ARMOUR

FRONT  **7**

SIDE & REAR  **6**

TOP  **2**

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
8"/20CM	10"/25CM	12"/30CM	12"/30CM	3+

WEAPON	RANGE	ROF		ANTI-TANK	FIRE-POWER	NOTES
		HALTED	MOVING			
Matilda II (2 pdr)	24"/60CM	2	1	7	4+	No HE
Matilda II (MG)	16"/40CM	3	3	2	6	



MATILDA II

ARMOURED TROOP



MATILDA II ARMOURED TROOP

3x Matilda II (2 pdr)

18 POINTS

SPECIAL RULES

No HE: No HE targeting Infantry or Guns adds +1 to the score needed To Hit.