



FINAL ASSAULT



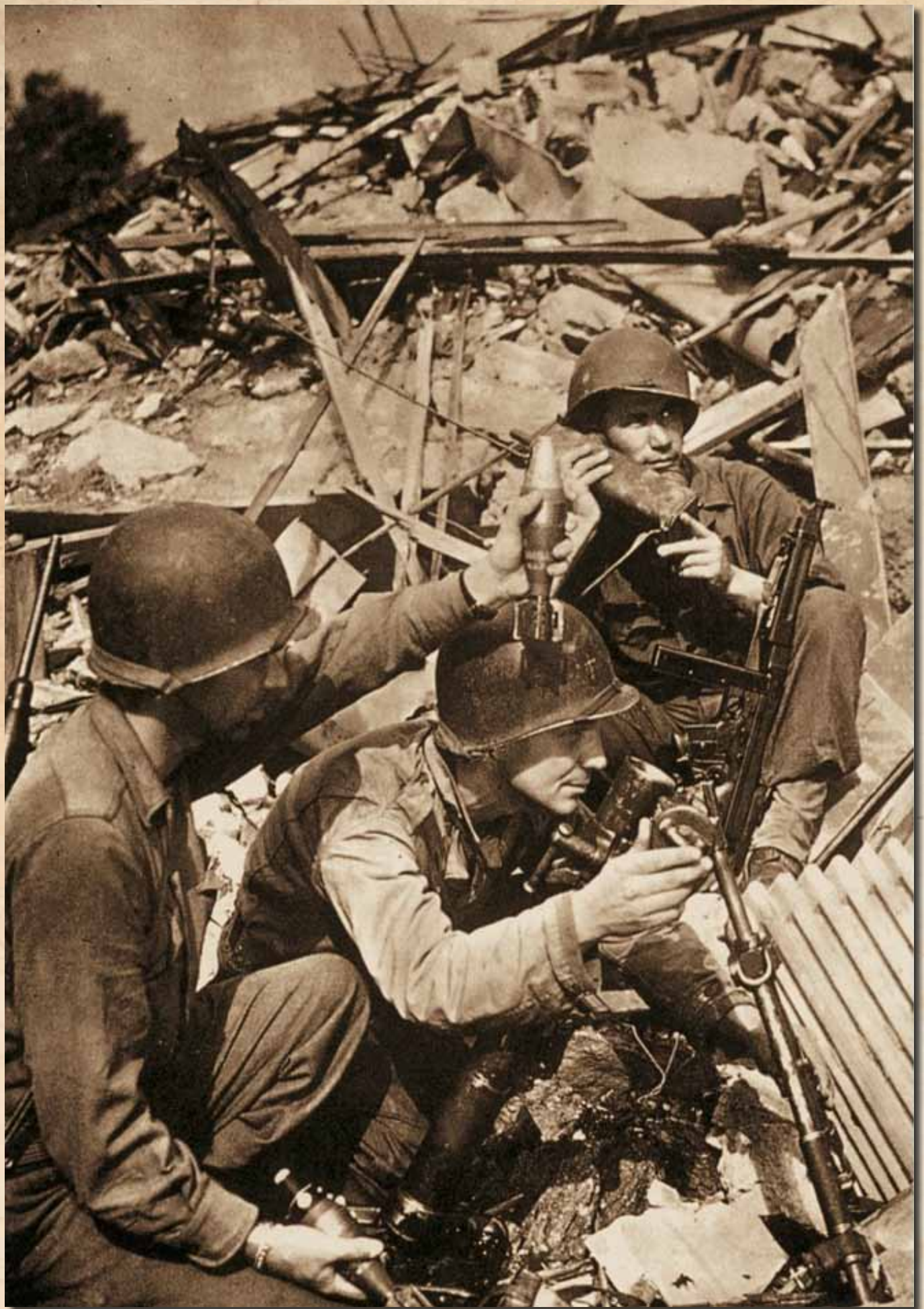
TOP SECRET FILES:

UNITED STATES - GREAT BRITAIN



Complete list of units

Classified: Late War



FINAL ASSAULT

TOP SECRET FILES:

UNITED STATES - GREAT BRITAIN

by
MASSIMO TORRIANI

With
VALENTINO DEL CASTELLO

Copyright 2017

*We would like to thank our playtesters for all of their help:
Stefano Bellissimo, Andrew Carless, Matteo Culosi, Salvatore Intravaia, Adriano Losi,
Fred Marcarini, Emilio Pezzini and the members of the Mediolanum Club Milano*

Translation: Andrew Carless

All rights reserved

January 2018

*No part of these rules may be reproduced by any means,
including mechanical and/or electronic methods
without the author's prior written permission.*



AMERICAN ARMY 1944-1945



HEAVY TANK PLATOON (BASIC)

Comprising one of the following choices:

- 1-5 M26 General Pershing (only one platoon per Army)

M26 TANK (1,710 points)

Vehicle Type: Heavy Tank - Armoured - Tracked

Crew: 1 Sergeant Tank Commander (leader, binoculars), 4 Tank crew - All armed with M3A1 Grease Guns

Breakpoint: 5

Move Carefully: 8" (20 cm)

Tactical Value: 6

Armour Value: 9

Protection Value: 7

Impact Value (main weapon): 8/4 L

Main weapon (turret): M3 90mm heavy gun with M1919A4 .30 cal. medium machine-gun (coaxial)

Secondary weapon (lower hull): M1919A4 .30 cal. medium machine-gun

Vehicle characteristics: radio

VARIANTS:

- ⊗ You can add an M1919A4 .30 cal. medium machine-gun (secondary weapon, anti-aircraft, exposed, upper hatch) to each vehicle for +100 points each.
- ⊗ You can add an M2HMG .50 cal. heavy machine-gun (secondary weapon, anti-aircraft, exposed, upper hatch) to each vehicle for +190 points each.
- ⊗ You can fit each vehicle with the *camouflage* characteristic for +20 points each.
- ⊗ You can fit each vehicle with *sandbags* for +40 points each.
- ⊗ Each vehicle can add the *troop transporter tank* characteristic for +20 points each.
- ⊗ One tank per Platoon can become the Command Tank, replacing the Sergeant with a Lieutenant (*commander*) and the *radio* with a *long-range radio* for +20 points (this is compulsory if you buy five tanks, and a choice if you have a minimum of two tanks).
- ⊗ If you buy a Command Tank you can buy up to 2 Wait Orders for +100 points each.

HEAVY TANK PLATOON - OPTIONAL UNITS

- ⊗ For each Heavy Tank bought you get 3 Option Points.

Optional Units that can be bought by the Heavy Tank Platoon	Option Point Cost
Self-Propelled Gun Battery	2
Motorised Assault-gun Platoon	2
Motorised Engineer Section	3
Engineer Platoon	3
Tank-destroyer Platoon	2
Light Tank Platoon (basic)	2
Medium Tank Platoon (basic)	2
Infantry Platoon (basic)	1
Motorised Infantry Platoon (basic)	2
Paratrooper Platoon (basic)	1
Ranger Platoon (basic)	1
Recon Platoon (basic)	1

MEDIUM TANK PLATOON (BASIC)

Comprising one of the following choices:

- 1-4 M4, 0-1 M4-76
- 1-3 M4, 0-2 M4-76 (1945)

M4 TANK (975 points)

Vehicle Type: Medium Tank - Armoured - Tracked

Crew: 1 Sergeant Tank Commander (leader, binoculars), 4 Tank crew - All armed with M3A1 Grease Guns

Breakpoint: 5

Move Carefully: 10" (25 cm)

Tactical Value: 6

Armour Value: 5

Protection Value: 6

Impact Value (main weapon): 5/3 M

Main weapon (turret): M3 75mm medium gun with M1919A4 .30 cal. medium machine-gun (coaxial)

Secondary weapon (lower hull): M1919A4 .30 cal. medium machine-gun

Vehicle characteristics: radio, ronson

VARIANTS:

- ☛ Each vehicle can buy an M1919A4 .30 cal. medium machine-gun (secondary weapon, anti-aircraft, exposed, upper hatch) for +100 points each.
- ☛ You can add an M2HMG .50 cal. heavy machine-gun (secondary weapon, anti-aircraft, exposed, upper hatch) to each vehicle for +190 points each.
- ☛ You can increase the AV of each vehicle to 6 for +75 points each.
- ☛ You can fit each vehicle with a *gyrostabiliser* for +30 points each.
- ☛ You can fit each vehicle with the *camouflage* characteristic for +20 points each.
- ☛ You can fit each vehicle with a *wet* system and remove the *ronson* characteristic for +10 points each.
- ☛ You can fit each vehicle with *sandbags* for +40 points each.
- ☛ Each vehicle can add the *troop transporter tank* characteristic for +20 points each.
- ☛ One tank per Platoon (not the Command Tank) can become a Jumbo M4A3E2 adding the gyrostabilizer and *wet* characteristics, and improving the Armour Value to 9 (from 5) for +585 points.
- ☛ One Tank per platoon can become a Command Tank, replacing the Tank Commander with a Lieutenant (*commander*) and the *radio* with a *long-range radio* for +20 points (compulsory if you buy at least 5 tanks and can only be bought if you have at least 2 tanks).
- ☛ If you buy a Command Tank you can buy up to 2 Wait Orders for +100 points each.

M4-76 TANK (1,065 points)

Vehicle Type: Medium Tank - Armoured - Tracked

Crew: 1 Sergeant Tank Commander (leader, binoculars), 4 Tank crew - All armed with M3A1 Grease Guns

Breakpoint: 5

Move Carefully: 10" (25 cm)

Tactical Value: 6

Armour Value: 5

Protection Value: 6

Impact Value (main weapon): 6/3 M

Main weapon (turret): M3 76mm medium gun with M1919A4 .30 cal. medium machine-gun (coaxial)

Secondary weapon (lower hull): M1919A4 .30 cal. medium machine-gun

Vehicle characteristics: gyrostabiliser, radio

VARIANTS:

- ☛ You can add an M1919A4 .30 cal. medium machine-gun (secondary weapon, anti-aircraft, exposed, upper hatch) to each vehicle for +100 points each.
- ☛ You can add an M2HMG .50 cal. heavy machine-gun (secondary weapon, anti-aircraft, exposed, upper hatch) to each vehicle for +190 points each.
- ☛ You can increase the AV of each vehicle to 6 for +75 points each.
- ☛ You can fit each vehicle with the *camouflage* characteristic for +20 points each.
- ☛ You can fit each vehicle with *sandbags* for +40 points each.
- ☛ Each vehicle can add the *troop transporter tank* characteristic for +20 points each.

MEDIUM TANK PLATOON - OPTIONAL UNITS

- ☛ For each Medium Tank bought you get 2 Option Points.

LIGHT TANK PLATOON (BASIC)

Comprising one of the following choices:

- 1-5 M5A1
- 1-5 M24 (only one platoon per Army)

M5A1 TANK (790 points)

Vehicle Type: Light Tank - Armoured - Tracked

Crew: 1 Sergeant Tank Leader (leader, binoculars), 3 Tank crew - All armed with M3A1 Grease Guns

Breakpoint: 4

Move Carefully: 12" (30 cm)

Tactical Value: 6

Armour Value: 4

Protection Value: 5

Impact Value (main weapon): 3/1 S

Main weapon (turret): M6 37mm light gun with M1919A4 .30 cal. medium machine-gun (coaxial)

Secondary weapon (lower hull): M1919A4 .30 cal. medium machine-gun

Vehicle characteristics: radio

VARIANTS:

- ⊗ You can add an M1919A4 .30 cal. medium machine-gun (secondary weapon, anti-aircraft, exposed, upper hatch) to each vehicle for +100 points each.
- ⊗ You can add an M2HMG .50 cal. heavy machine-gun (secondary weapon, anti-aircraft, exposed, upper hatch) to each vehicle for +190 points each.
- ⊗ One Tank per platoon can become a Command Tank, replacing the Tank Commander with a Lieutenant (*commander*) and the *radio* with a *long-range radio* for +20 points (compulsory if you buy at least 5 tanks and can only be bought if you have at least 2 tanks).
- ⊗ You can fit each vehicle with a *gyrostabiliser* for +30 points each.
- ⊗ You can fit each vehicle with the *camouflage* characteristic for +20 points each.
- ⊗ You can fit each vehicle with *sandbags* for +40 points each.
- ⊗ Each vehicle can add the *troop transporter tank* characteristic for +20 points each.

M24 TANK (835 points)

Vehicle Type: Light Tank - Armoured - Tracked

Crew: 1 Sergeant Tank Commander (leader, binoculars), 4 Tank crew - All armed with M3A1 Grease Guns

Breakpoint: 5

Move Carefully: 12" (30 cm)

Tactical Value: 6

Armour Value: 3

Protection Value: 5

Impact Value (main weapon): 5/3 M

Main weapon (turret): M3 75mm medium gun with M1919A4 .30 cal. medium machine-gun (coaxial)

Secondary weapon (lower hull): M1919A4 .30 cal. medium machine-gun

Vehicle characteristics: radio

VARIANTS:

- ⊗ You can add an M1919A4 .30 cal. medium machine-gun (secondary weapon, anti-aircraft, exposed, upper hatch) to each vehicle for +100 points each.
- ⊗ You can add an M2HMG .50 cal. heavy machine-gun (secondary weapon, anti-aircraft, exposed, upper hatch) to each vehicle for +190 points each.
- ⊗ One Tank per platoon can become a Command Tank, replacing the Tank Commander with a Lieutenant (*commander*) and the *radio* with a *long-range radio* for +20 points (compulsory if you buy at least 5 tanks and can only be bought if you have at least 2 tanks).
- ⊗ You can fit each vehicle with a *gyrostabiliser* for +30 points each.
- ⊗ You can fit each vehicle with the *camouflage* characteristic for +20 points each.
- ⊗ You can fit each vehicle with *sandbags* for +40 points each.
- ⊗ Each vehicle can add the *troop transporter tank* characteristic for +20 points each.
- ⊗ If you buy a Command Tank you can buy up to 2 Wait Orders for +100 points each.

LIGHT TANK PLATOON - OPTIONAL UNITS

- ⊗ For each Light Tank bought you get 1 Option Point.

Optional Units that can be bought by the Light and Medium Tank Platoons	Option Point Cost
Self-Propelled Gun Battery	2
Motorised Assault-gun Platoon	2
Motorised Engineer Section	3
Engineer Platoon	3
Tank-destroyer Platoon	2
Light Tank Platoon (basic)	2
Medium Tank Platoon (basic)	2
Heavy Tank Platoon (basic)	2
Infantry Platoon (basic)	1
Motorised Infantry Platoon (basic)	2
Paratrooper Platoon (basic)	1
Ranger Platoon (basic)	1
Recon Platoon (basic)	1

RECON PLATOON (BASIC)

Comprising: 0-3 M8 Greyhound Armoured Car, 0-6 Jeep

M8 GREYHOUND ARMOURED CAR (540 points)

Vehicle Type: Armoured car - Armoured - Wheeled

Crew: 1 Sergeant Tank Leader (leader, binoculars), 3 Crew - All armed with M3A1 Grease Guns

Breakpoint: 4

Move Carefully: 14" (35 cm)

Tactical Value: 6

Armour Value: 2

Protection Value: 5

Impact Value (main weapon): 3/1 S

Main weapon (turret): M6 37mm light gun with M1919A4 .30 cal. medium machine-gun (coaxial)

Vehicle characteristics: open-topped, radio, recon vehicle

VARIANTS:

- ☛ You can add an M2HMG .50 cal. heavy machine-gun (secondary weapon, anti-aircraft, exposed, upper hatch) to each vehicle for +190 points each.
- ☛ One Armoured Car per platoon can become a Command Armoured Car, replacing the Tank Commander with a Lieutenant (*commander*) and the *radio* with a *long-range radio* for +20 points (compulsory if you buy at least 5 armoured cars and can only be bought if you have at least 2 armoured cars).
- ☛ You can fit each vehicle with the *camouflage* characteristic for +20 points each.
- ☛ You can fit each vehicle with *sandbags* for +40 points each.

JEEP (145 points)

Vehicle Type: Car - Unarmoured - Wheeled

Crew: 1 Sergeant (leader), 2 Crew - All armed with M1 semi-automatic carbines

Breakpoint: 3

Move Carefully: 16" (40 cm)

Tactical Value: 6

Armour Value: -

Protection Value: 3

Weapons: -

Characteristics: exposed models, open-topped, recon vehicle

VARIANTS:

- ☛ You can add an M1919A4 .30 cal. medium machine-gun (main weapon, anti-aircraft, floor, exposed) to each vehicle for +100 points each.
- ☛ You can add an M2HMG .50 cal. Heavy Machine gun to each vehicle (main weapon if the only one, otherwise secondary weapon, anti-aircraft, floor, exposed) for +190 points each.
- ☛ Each Crew-member can replace their carbine with a Grease Gun sub-machine gun for -5 points each.
- ☛ One Jeep per platoon can become a Command Car, replacing the Sergeant with a Lieutenant (*commander*) and the *radio* with a *long-range radio* for +20 points (compulsory if you buy at least 3 Jeeps and can only be bought if you have at least 2 Jeeps).
- ☛ You can add a *radio* for +10 points each. One Crew-member gets the *radio* characteristic.
- ☛ You can fit each vehicle with the *camouflage* characteristic for +20 points each.
- ☛ The leader can buy *binoculars* for +30 points.
- ☛ If the vehicle stems from a Ranger Platoon or a Paratrooper Platoon then all crew can improve their TV to 7 and get the *melee expert* characteristic for a total cost of +45 points.

RECON PLATOON - OPTIONAL UNITS

- ☛ If you buy 2 M8 Greyhounds you get 2 Option Points.
- ☛ If you buy 3 M8 Greyhounds you get 3 Option Points.
- ☛ If you buy 6 Jeeps you get 2 Option Points.
- ☛ If you buy 3 Jeeps you get 1 Option Point.

Optional Units that can be bought by the Recon Platoon	Option Point Cost
Self-Propelled Gun Battery	2
Motorised Assault-gun Platoon	2
Motorised Engineer Section	3
Engineer Platoon	3
Tank-destroyer Platoon	2
Light Tank Platoon (basic)	2
Medium Tank Platoon (basic)	2
Heavy Tank Platoon (basic)	2
Infantry Platoon (basic)	1
Motorised Infantry Platoon (basic)	2
Paratrooper Platoon (basic)	1
Ranger Platoon (basic)	1
Recon Platoon (basic)	1

INFANTRY PLATOON (BASIC)

Comprising: 0-1 Infantry Command Squad, 2-3 Infantry Squads

INFANTRY COMMAND SQUAD (195 points)

Infantry Unit
Breakpoint: 3
TV: 6

No	Model	Weapons	Characteristics
1	Lieutenant	M1 semi-automatic carbine, 1911 Colt pistol, MkII Pineapple grenades	commander, leader
1	Second lieutenant	M1 semi-automatic carbine, MkII Pineapple grenades	commander, leader
1	Sergeant	M1 semi-automatic carbine, MkII Pineapple grenades	leader
2	Riflemen	Garand M1 semi-automatic rifle, MkII Pineapple grenades	

INFANTRY SQUAD (455 points)

Infantry Unit
Breakpoint: 6
TV: 6

No	Model	Weapons	Characteristics
1	Sergeant	M1 semi-automatic carbine, MkII Pineapple grenades	leader
1	Corporal	M1 semi-automatic carbine, MkII Pineapple grenades	leader
1	Machine-gunner	M1918A2 BAR automatic rifle, MkII Pineapple grenades	
9	Riflemen	Garand M1 semi-automatic rifle, MkII Pineapple grenades	

SPLITTING THE INFANTRY SQUAD

Each Infantry Squad can be split into two Sections: the first comprises the Sergeant and 7 Riflemen (BR4) and the second comprises the Corporal, the Machine-gunner and 2 Riflemen (BR2).

VARIANTS:

- ⊛ The Command Squad can add a *radio* for +10 points. One Rifleman in the Squad gets the *radio* characteristic.
- ⊛ Each Leader can replace their carbine with a Grease Gun sub-machine gun for -5 points each.
- ⊛ Each Leader can replace their carbine with an M1 Thompson sub-machine gun at no extra cost.
- ⊛ One leader per Squad can buy *binoculars* for +30 points.
- ⊛ One Rifleman per Platoon can replace his Garand M1 semi-automatic rifle with a Bazooka and a 1911A1 Colt pistol for +145 points.
- ⊛ One Rifleman per Platoon can become a Sniper (see roster) for +85 points. He becomes a separate unit (BR1) and his transfer counts towards the Breakpoint.
- ⊛ You can equip one model per Squad with Assault Grenades for +40 points each.
- ⊛ You can equip one model per Platoon with Satchel Charges for +60 points each.
- ⊛ Each Squad can add the *tank hunters* characteristic for +25 points each.
- ⊛ Each Command Squad can add the *determined* characteristic for +25 points each.
- ⊛ Each Infantry Squad can add the *determined* characteristic for +60 points each.
- ⊛ You can remove a Rifleman from each Squad for -35 points each. The eliminated models count towards the Breakpoint.
- ⊛ All Squads (including the Command Squad) can buy *veteran* characteristic by removing one Rifleman. The eliminated models count towards the Breakpoint.
- ⊛ Up to two Infantry Squads can buy Dodge trucks for +115 points each. Add the *loaded on Dodge truck* characteristic.
- ⊛ If you buy a Command Squad you can buy up to two Wait Orders for +100 points each.

INFANTRY PLATOON - OPTIONAL UNITS

- ⊛ If you buy an Infantry Command Squad and two Infantry Squads you can spend 4 Option Points.
- ⊛ If you buy an Infantry Command Squad and three Infantry Squads you can spend 6 Option Points.

Optional Units that can be bought by the Infantry Platoon	Option Point Cost
Artillery Battery	2
Anti-tank Platoon	1
Infantry Platoon (basic)	1
Engineer Platoon	3
Tank-destroyer Platoon	2
Light Tank Platoon (basic)	2
Medium Tank Platoon (basic)	2
Heavy Tank Platoon (basic)	2
Machine Gun Platoon	1
Mortar Platoon	1
Recon Platoon (basic)	1

MOTORISED INFANTRY PLATOON (BASIC)

Comprising: 0-1 Motorised Infantry Command Squad, 2 Motorised Infantry Squads, 0-1 Motorised Mortar Squad, 0-1 Motorised Machine-Gun Squad

MOTORISED INFANTRY COMMAND SQUAD (630 points)

Infantry Unit
Breakpoint: 5
TV: 6

Characteristics: loaded on Dodge truck*

No	Model	Weapons	Characteristics
1	Lieutenant	M1 semi-automatic carbine, 1911 Colt pistol, MkII Pineapple grenades	commander, leader
1	Second lieutenant	M1 semi-automatic carbine, MkII Pineapple grenades	leader
1	Sergeant	M1 semi-automatic carbine, MkII Pineapple grenades	leader
6	Riflemen	Garand M1 semi-automatic rifle, MkII Pineapple grenades	
1	Anti-tank specialist	Bazooka, 1911 Colt pistol, MkII Pineapple grenades	
1*	Dodge Truck = See Vehicle datasheet (already included in cost)		

SPLITTING THE MOTORISED INFANTRY COMMAND SQUAD

The Motorised Infantry Command Squad can be split into two Sections: the first comprises the Lieutenant, the Sergeant and 4 Riflemen (BR3) and the second comprises the Second lieutenant, the Anti-tank specialist and 2 Riflemen (BR2).

MOTORISED INFANTRY SQUAD (610 points)

Infantry Unit

Breakpoint: 5

VT: 6

Characteristics: loaded on Dodge truck*

No	Model	Weapons	Characteristics
1	Sergeant	M1 semi-automatic carbine, MkII Pineapple grenades	leader
1	Corporal	M1 semi-automatic carbine, MkII Pineapple grenades	leader
1	Anti-tank specialist	Bazooka, 1911 Colt pistol, MkII Pineapple grenades	
7	Riflemen	Garand M1 semi-automatic rifle, MkII Pineapple grenades	

1* Dodge Truck = See Vehicle datasheet (already included in cost)

SPLITTING THE MOTORISED INFANTRY SQUAD

Each Motorised Infantry Squad can be split into two Sections: the first comprises the Sergeant and 5 Riflemen (BR3) and the second comprises the Corporal, the Anti-tank specialist and 2 Riflemen (BR2).

MOTORISED MORTAR SQUAD (335 points)

Infantry Unit

Breakpoint: 3

TV: 6

Characteristics: loaded on Dodge truck*

No	Model	Weapons	Characteristics
1	Sergeant	M1 semi-automatic carbine, MkII Pineapple grenades	leader
1	Mortarman	M2 60mm light mortar, 1911 Colt pistol, MkII Pineapple grenades	gunner
3	Mortar crew	M1 semi-automatic carbine, MkII Pineapple grenades	

1* Dodge Truck = See Vehicle datasheet (already included in cost)

SPLITTING THE MOTORISED MORTAR SQUAD

The Motorised Mortar Squad can be split into two Sections: the first comprises the Sergeant, the Mortarman and 1 Mortar crew (BR2) and the second comprises 2 Mortar crew (BR1).

MOTORISED MACHINE-GUN SQUAD (585 points)

Infantry Unit

Breakpoint: 4

TV: 6

Characteristics: loaded on Dodge truck*

No	Model	Weapons	Characteristics
1	Sergeant	M1 semi-automatic carbine, MkII Pineapple grenades	leader
1	Corporal	M1 semi-automatic carbine, MkII Pineapple grenades	leader
2	Machine-gunners	M1919A4 .30 cal. medium machine-gun, 1911 Colt pistol, MkII Pineapple grenades	gunner, tripod
4	Machine-gun crew	M1 semi-automatic carbine, MkII Pineapple grenades	

1* Dodge Truck = See Vehicle datasheet (already included in cost)

SPLITTING THE MOTORISED MACHINE-GUN SQUAD

The Motorised Machine-gun Squad can be split into two Sections: the first comprises the Sergeant, 1 Machine-gunner and 2 Machine-gun crew (BR2) and the second comprises the Corporal, 1 Machine-gunner and 2 Machine-gun crew (BR2).

VARIANTS:

- ⊛ You can add a *radio* to the Command Squad for +10 points if they are not loaded on an M3A1 half-track. One Rifleman in the Squad gets the *radio* characteristic.
- ⊛ Each Leader can replace their carbine with a Grease Gun sub-machine gun for -5 points each.
- ⊛ Each Leader can replace their carbine with an M1 Thompson sub-machine gun at no extra cost.
- ⊛ One leader per Squad can buy *binoculars* for +30 points.
- ⊛ You can equip one model per Squad with Assault Grenades for +40 points each.
- ⊛ You can equip one model per Platoon with Satchel Charges for +60 points each.
- ⊛ Each Squad can add the *tank hunters* characteristic for +25 points each.
- ⊛ Squads can replace their Dodge Trucks with M3A1 Halftracks for +290 points each.
- ⊛ Up to two Squads can remove their Dodge Trucks for -115 points each. Remove the *loaded on Dodge truck* characteristic.
- ⊛ You can add an M2HMG .50 cal. heavy machine-gun (secondary weapon, anti-aircraft) to each Dodge truck for +190 points each.
- ⊛ One Mortar crew per Motorised Mortar Squad can buy a Bazooka for +150 points.
- ⊛ Each Command Squad and/or Infantry Squad can add the *determined* characteristic for +50 points each.
- ⊛ Each Mortar Squad can add the *determined* characteristic for +25 points each.
- ⊛ Each Machine-gun Squad can add the *determined* characteristic for +40 points each.
- ⊛ You can remove a Rifleman from each Squad for -35 points each. The eliminated models count towards the Breakpoint.
- ⊛ All Infantry Squads (including the Command Squad) can buy *veteran* characteristic by removing one Rifleman. The eliminated models count towards the Breakpoint.
- ⊛ If you buy a Command Squad you can buy up to two Wait Orders for +100 points each.

MOTORISED INFANTRY PLATOON - OPTIONAL UNITS

- ⊕ If you buy an Infantry Command Squad and two Infantry Squads you can spend 4 Option Points.
- ⊕ If you buy an Infantry Command Squad, two Infantry Squads and the Mortar Squad or the Machine-gun Squad you can spend 6 Option Points.
- ⊕ If you buy an Infantry Command Squad, two Infantry Squads, the Mortar Squad and the Machine-gun Squad you can spend 7 Option Points.

Optional Units that can be bought by the Motorised Infantry Platoon	Option Point Cost
Artillery Battery	2
Self-Propelled Gun Battery	2
Anti-tank Platoon	1
Motorised Infantry Platoon (basic)	2
Motorised Assault-gun Platoon	2
Motorised Engineer Section	3
Engineer Platoon	3
Tank-destroyer Platoon	2
Light Tank Platoon (basic)	2
Medium Tank Platoon (basic)	2
Heavy Tank Platoon (basic)	2
Motorised Machine Gun Platoon	2
Motorised Mortar Platoon	2
Recon Platoon (basic)	1

RANGER PLATOON (BASIC)

Comprising: 0-1 Ranger Command Squad, 2 Ranger Squads, 0-1 Ranger Mortar Squad

RANGER COMMAND SQUAD (220 points)

Infantry Unit
Breakpoint: 2
TV: 7

No	Model	Weapons	Characteristics
1	Ranger Lieutenant	M1 semi-automatic carbine, 1911 Colt pistol, MkII Pineapple grenades	commander, leader, melee expert
1	Ranger Sergeant	M1 semi-automatic carbine, MkII Pineapple grenades	leader, melee expert
2	Rangers	Garand M1 semi-automatic rifle, MkII Pineapple grenades	melee expert

RANGER SQUAD (550 points)

Infantry Unit
Breakpoint: 6
TV: 7

No	Model	Weapons	Characteristics
1	Ranger Sergeant	M1 semi-automatic carbine, MkII Pineapple grenades	leader, melee expert
1	Ranger Corporal	M1 semi-automatic carbine, MkII Pineapple grenades	leader, melee expert
9	Rangers	Garand M1 semi-automatic rifle, MkII Pineapple grenades	melee expert

SPLITTING THE RANGER SQUAD

Each Ranger Squad can be split into two Sections: the first comprises the Sergeant and 5 Rangers (BR3) and the second comprises the Corporal and 4 Rangers (BR3).

RANGER MORTAR SQUAD (345 points)

Infantry Unit
Breakpoint: 3
TV: 7

No	Model	Weapons	Characteristics
1	Ranger Sergeant	M1 semi-automatic carbine, MkII Pineapple grenades	leader, melee expert
1	Ranger Mortarman	M2 60mm light mortar, 1911 Colt pistol, MkII Pineapple grenades	gunner, melee expert
4	Ranger	Garand M1 semi-automatic rifle, MkII Pineapple grenades	melee expert

VARIANTS:

- ⊗ The Command Squad and/or the Mortar Squad can add a *radio* for +10 points each. One Ranger in the Squad gets the *radio* characteristic.
- ⊗ The Command Squad can add the *infiltrators* characteristic for +20 points.
- ⊗ Each Leader can replace their carbine with a Grease Gun sub-machine gun for -5 points each.
- ⊗ Each Leader can replace their carbine with an M1 Thompson sub-machine gun at no extra cost.
- ⊗ One leader per Squad can buy *binoculars* for +30 points.
- ⊗ You can equip one Ranger per Squad with a N°82 Gammon Grenade for +50 points each.
- ⊗ Up to two Rangers per Squad can add magnetic mines (IV2) to their equipment for +30 points each.
- ⊗ One Ranger per Ranger Squad can fit his Garand M1 semi-automatic rifle with an M7 grenade-launcher for +50 points each.
- ⊗ One Ranger per Ranger Squad can replace his Garand M1 semi-automatic rifle with an M1918A2 BAR automatic rifle for +35 points each.
- ⊗ One Ranger per Ranger Squad can replace his Garand M1 semi-automatic rifle with a Bazooka and a 1911A1 Colt pistol for +145 points.
- ⊗ One Ranger per Platoon can replace his Garand M1 semi-automatic rifle with an M2 Flamethrower and a 1911A1 Colt pistol for +95 points.
- ⊗ Each Ranger Squad (not the Mortar Squad) can add the *infiltrators* characteristic for +55 points each.
- ⊗ You can equip one model per Squad with Assault Grenades for +40 points each.
- ⊗ You can equip one model per Platoon with Satchel Charges for +60 points each.
- ⊗ Each Squad can add the *tank hunters* characteristic for +25 points each.
- ⊗ The Command Squad can add the *determined* characteristic for +20 points.
- ⊗ Each Ranger Squad can add the *determined* characteristic for +55 points each.
- ⊗ Each Ranger Mortar Squad can add the *determined* characteristic for +30 points each.
- ⊗ You can remove a Ranger from each Squad for -50 points each. The eliminated models count towards the Breakpoint.
- ⊗ One Ranger per Platoon can become a Sniper (see roster) for +75 points. He becomes a separate unit (BR1) and his transfer counts towards the Breakpoint.
- ⊗ Up to two Ranger Squads can buy Dodge trucks for +115 points each. Add the *loaded on Dodge truck* characteristic.
- ⊗ All Squads can buy the *veteran* characteristic by removing one Ranger. The eliminated models count towards the Breakpoint.
- ⊗ If you buy a Command Squad you can buy up to two Wait Orders for +100 points each.

RANGER PLATOON - OPTIONAL UNITS

- ⊗ If you buy a Ranger Command Squad and two Ranger Squads you can spend 4 Option Points.
- ⊗ If you buy a Ranger Command Squad, two Ranger Squads and the Ranger Mortar Squad you can spend 6 Option Points.

Optional Units that can be bought by the Ranger Platoon	Option Point Cost
Artillery Battery	2
Anti-tank Platoon	1
Tank-destroyer Platoon	2
Light Tank Platoon (basic)	2
Medium Tank Platoon (basic)	2
Heavy Tank Platoon (basic)	2
Engineer Platoon	3
Mortar Platoon	1
Ranger Platoon (basic)	1
Recon Platoon (basic)	1

PARATROOPER PLATOON (BASIC)

Comprising: 0-1 Paratrooper Command Squad, 2-3 Paratrooper Squads, 0-1 Paratrooper Mortar Squad

PARATROOPER COMMAND SQUAD (410 points)

Infantry Unit
Breakpoint: 4
TV: 7

No	Model	Weapons	Characteristics
1	Paratrooper Lieutenant	M1 semi-automatic carbine, 1911 Colt pistol, MkII Pineapple grenades	commander, leader, melee expert
1	Paratrooper Second lieutenant	M1 semi-automatic carbine, MkII Pineapple grenades	leader, melee expert
1	Paratrooper Sergeant	M1 semi-automatic carbine, MkII Pineapple grenades	leader, melee expert
1	Paratrooper Corporal	Garand M1 semi-automatic rifle, MkII Pineapple grenades	leader, melee expert
4	Paratroopers	Garand M1 semi-automatic rifle, MkII Pineapple grenades	melee expert

SPLITTING THE PARATROOPER COMMAND SQUAD

The Paratrooper Command Squad can be split into two Sections: the first comprises the Lieutenant, the Sergeant and two Paratroopers (BR2) and the second comprises the Second lieutenant, the Corporal and two Paratroopers (BR 2).

PARATROOPER SQUAD (655 points)

Infantry Unit
Breakpoint: 6
TV: 7

No	Model	Weapons	Characteristics
1	Paratrooper Sergeant	M1 semi-automatic carbine, MkII Pineapple grenades	leader, melee expert
1	Paratrooper Corporal	M1 semi-automatic carbine, MkII Pineapple grenades	leader, melee expert
1	Paratrooper Machine-gunner	M1919A6 light machine-gun, 1911 Colt pistol, MkII Pineapple grenades	melee expert
9	Paratroopers	Garand M1 semi-automatic rifle, MkII Pineapple grenades	melee expert

SPLITTING THE PARATROOPER SQUAD

Each Paratrooper Squad can be split into two Sections: the first comprises the Sergeant and seven Paratroopers (BR4) and the second comprises the Corporal, the Machine-gunner and two Paratroopers (BR2).

PARATROOPER MORTAR SQUAD (350 points)

Infantry Unit
Breakpoint: 3
TV: 7

No	Model	Weapons	Characteristics
1	Paratrooper Sergeant	M1 semi-automatic carbine, MkII Pineapple grenades	leader, melee expert
1	Paratrooper Mortarman	M2 60mm light mortar, M1 semi-automatic carbine, MkII Pineapple grenades	gunner, melee expert
4	Paratroopers	Garand M1 semi-automatic rifle, MkII Pineapple grenades	melee expert

SPLITTING THE PARATROOPER MORTAR SQUAD

Each Paratrooper Mortar Squad can be split into two Sections: the first comprises the Sergeant, the Mortarman and two Paratroopers (BR2) and the second comprises two Paratroopers (BR1).

VARIANTS:

- ⊛ The Command Squad and/or the Mortar Squad can add a *radio* for +10 points each. One Paratrooper in the Squad gets the *radio* characteristic.
- ⊛ Each Leader can replace their carbine with a Grease Gun sub-machine gun for -5 points each.
- ⊛ Each Leader can replace their carbine with an M1 Thompson sub-machine gun at no extra cost.
- ⊛ One leader per Squad can buy *binoculars* for +30 points.
- ⊛ You can fit a *tripod* to an M1919A6 light machine-gun and add +3 to its rate of fire for +30 points each. Light machine-guns become Medium machine-guns.
- ⊛ All Machine-gunners can replace their M1919A6 Light machine-guns with M1918A2 BAR automatic rifles for -10 points each.
- ⊛ All Machine-gunners can replace their M1919A6 Light machine-guns with .30 cal. M1919A4 Medium machine-guns and tripod for +60 points each.
- ⊛ You can equip one Paratrooper per Section with a N°82 Gammon Grenade for +50 points each.
- ⊛ One Paratrooper per Paratrooper Squad can fit his Garand M1 semi-automatic rifle with an M7 grenade-launcher for +50 points each.
- ⊛ Up to two Paratroopers per Squad can add magnetic mines (IV2) to their equipment for +30 points each.
- ⊛ One Paratrooper per Platoon can replace his Garand M1 semi-automatic rifle with a Bazooka and a 1911A1 Colt pistol for +145 points.
- ⊛ One Paratrooper per Platoon can replace his Garand M1 semi-automatic rifle with an M2 Flamethrower and a 1911A1 Colt pistol for +95 points.
- ⊛ One Paratrooper per Platoon can become a Sniper (see roster) for +75 points. He becomes a separate unit (BR1) and his transfer counts towards the Breakpoint.
- ⊛ All Paratroopers in the Platoon can buy 1911A1 Colt pistols for +10 points per model.
- ⊛ You can equip one model per Squad with Assault Grenades for +40 points each.
- ⊛ You can equip one model per Platoon with Satchel Charges for +60 points each.
- ⊛ Each Squad can add the *tank hunters* characteristic for +25 points each.
- ⊛ Each Command Squad can add the *determined* characteristic for +40 points each.
- ⊛ Each Paratrooper Squad can add the *determined* characteristic for +60 points each.
- ⊛ Each Paratrooper Mortar Squad can add the *determined* characteristic for +30 points each.
- ⊛ You can remove a Paratrooper from each Squad for -50 points each. The eliminated models count towards the Breakpoint.
- ⊛ Up to two Paratrooper Squads can buy Dodge trucks for +115 points each. Add the *loaded on Dodge truck* characteristic.
- ⊛ All Squads can buy the *veteran* characteristic by removing one Paratrooper. The eliminated models count towards the Breakpoint.
- ⊛ If you buy a Command Squad you can buy up to two Wait Orders for +100 points each.

PARATROOPER PLATOON - OPTIONAL UNITS

- ⊛ If you buy a Paratrooper Command Squad and two Paratrooper Squads you can spend 4 Option Points.
- ⊛ If you buy a Paratrooper Command Squad and three Paratrooper Squads you can spend 6 Option Points.
- ⊛ If you buy a Paratrooper Command Squad, three Paratrooper Squads and a Mortar Squad you can spend 7 Option Points.

Optional Units that can be bought by the Paratrooper Platoon	Option Point Cost
Airborne/Paratrooper Battery	2
Anti-tank Platoon	1
Tank-destroyer Platoon	2
Light Tank Platoon (basic)	2
Medium Tank Platoon (basic)	2
Heavy Tank Platoon (basic)	2
Paratrooper Engineer Platoon	3
Mortar Platoon	1
Paratrooper Platoon (basic)	1
Recon Platoon (basic)	1
Paratrooper Pathfinder Section	2



AMERICAN ARMY - OPTIONAL UNITS



ARTILLERY BATTERY

Comprising: 0-1 OP*, 0-1 Jeep OP*, 1-6 Field Artillery
 *See rules

105mm FIELD ARTILLERY (450 points)

Infantry Unit
Breakpoint: 2
TV: 6
Protection Value: 2
Impact Value (howitzer): -/5 L indirect-fire minimum range 24" (60 cm)
Characteristics: -

No	Model	Weapons	Characteristics
1	Sergeant	M1 semi-automatic carbine, MkII Pineapple grenades	binoculars, leader
1	Gunner	M1 105mm heavy gun (howitzer), M1 semi-automatic carbine, MkII Pineapple grenades	gunner
1	Infantryman	M1 semi-automatic carbine, MkII Pineapple grenades	
1	Radio Operator	M1 semi-automatic carbine, MkII Pineapple grenades	radio

VARIANTS:
 ☛ You can buy 105mm guns to use for *off-table fire*. They cost 330 points each.

SELF-PROPELLED GUN BATTERY

Comprising one of the following choices:
 • 0-1 M4 OP*, 0-1 Jeep OP*, 1-6 M7 HMC
 • 0-1 M4 OP*, 1-3 T34 Calliope (Note: max 1 unit per army)
 *See rules

M7 HMC TANK (940 points)

Vehicle Type: Medium Tank - Armoured - Tracked
Crew: 1 Tank leader (binoculars, leader), 6 Tank crew - All armed with M3A1 Grease Guns
Breakpoint: 7
Move Carefully: 10" (25 cm)
Tactical Value: 6
Armour Value: 4
Protection Value: 6
Impact Value (main weapon): -/5 L
Main weapon (upper hull): 105mm heavy gun (howitzer), indirect-fire minimum range 24" (60 cm)
Secondary weapon (anti-aircraft, exposed, upper hull): M2HMG .50 cal. heavy machine-gun
Vehicle characteristics: open-topped, radio

VARIANTS:
 ☛ You can fit each vehicle with the *camouflage* characteristic for +20 points each.
 ☛ You can fit each vehicle with *sandbags* for +40 points each.
 ☛ You can buy M7 HMC tanks to use for *off-table fire*. They cost 590 points each.

T34 CALLIOPE TANK (1,255 points)

Vehicle Type: Medium Tank - Armoured - Tracked

Crew: 1 Tank leader (binoculars, leader), 4 Tank crew - All armed with M3A1 Grease Guns

Breakpoint: 5

Move Carefully: 8" (20 cm). Due to its weight this vehicle moves like a Heavy Tank.

Tactical Value: 6

Armour Value: 5

Protection Value: 6

Impact Value (main weapon): 5/3 M

Impact Value (secondary weapon): -/6 L

Main weapon (turret): M3 75mm medium gun with M1919A4 .30 cal. medium machine-gun (coaxial)

Secondary weapon (lower hull): M1919A4 .30 cal. medium machine-gun

Secondary weapon (upper turret, 6 salvos): heavy 115mm multiple rocket launcher, indirect-fire minimum range 24" (60 cm)

Vehicle characteristics: radio, ronson, slow turret

Note: when this vehicle fires the rocket launcher it cannot fire the main gun.

VARIANTS:

- ☛ You can fit each vehicle with a *wet* system and remove the *ronson* characteristic for +10 points each.
- ☛ You can fit each vehicle with *sandbags* for +40 points each.
- ☛ Each vehicle can add the *troop transporter tank* characteristic for +20 points each.
- ☛ You can buy T34 Calliope tanks to use for *off-table fire*. They cost 640 points each.

AIRBORNE AND PARACHUTE BATTERY

Comprising one of the following choices:

- 0-1 OP*, 0-1 Jeep OP*, 1-3 75mm Field Howitzer
- 0-1 OP*, 0-1 Jeep OP*, 1-6 105mm Field Howitzer

*See rules

75 mm FIELD HOWITZER (410 points)

Infantry Unit

Breakpoint: 2

TV: 7

Protection Value: 2

Impact Value (howitzer): -/3 M indirect-fire minimum range 50 (20")

Characteristics: -

No	Model	Weapons	Characteristics
1	Paratrooper Sergeant	M1 semi-automatic carbine, MkII Pineapple grenades	binoculars, leader, melee expert
1	Paratrooper Gunner	M1 75mm medium gun (howitzer), M1 semi-automatic carbine, MkII Pineapple grenades	gunner, melee expert
1	Paratrooper	M1 semi-automatic carbine, MkII Pineapple grenades	melee expert
1	Paratrooper Radio Operator	M1 semi-automatic carbine, MkII Pineapple grenades	melee expert, radio

VARIANTS:

- ☛ You can buy 75mm field howitzers to use for *off-table fire*. They cost 270 points each.

105 mm FIELD HOWITZER (510 points)

Infantry Unit

Breakpoint: 2

TV: 7

Protection Value: 2

Impact Value (howitzer): -/5 L indirect-fire minimum range 24" (60 cm)

Characteristics: -

No	Model	Weapons	Characteristics
1	Paratrooper Sergeant	M1 semi-automatic carbine, MkII Pineapple grenades	binoculars, leader, melee expert
1	Paratrooper Gunner	M1 105mm heavy gun (howitzer), M1 semi-automatic carbine, MkII Pineapple grenades	gunner, melee expert
1	Paratrooper	M1 semi-automatic carbine, MkII Pineapple grenades	melee expert
1	Paratrooper Radio Operator	M1 semi-automatic carbine, MkII Pineapple grenades	melee expert, radio

VARIANTS:

- ☛ You can buy 105mm field howitzers to use for *off-table fire*. They cost 370 points each.

ANTI-TANK PLATOON

Comprising: 0-1 Jeep PO*, 1-3 Anti-tank guns

*See rules

57mm ANTI-TANK GUN (420 points)

Infantry Unit

Breakpoint: 2

TV: 6

Protection Value: 4

Impact Value (57mm medium gun): 4/3 S

Characteristics: shield

No	Model	Weapons	Characteristics
1	Sergeant	M1 semi-automatic carbine, MkII Pineapple grenades	binoculars, leader
1	Gunner	Cannone medio cal. 57 mm, M1 semi-automatic carbine, MkII Pineapple grenades	gunner
1	Infantryman	M1 semi-automatic carbine, MkII Pineapple grenades	
1	Radio Operator	M1 semi-automatic carbine, MkII Pineapple grenades	radio

VARIANTS:

- ☛ Anti-tank platoons that stem from Motorised Infantry can buy a n*M3A1 half-track (see roster for specific cost).
- ☛ If the gun stems from a Ranger Platoon or a Paratrooper Platoon then all models can improve their TV to 7 for a total cost of +40 points.
- ☛ You can replace the 57mm medium gun with a 37mm light gun (IV 3/1 A) for -50 points each.
- ☛ You can replace the 57mm medium gun with a 76mm medium gun (IV 6/3) for +100 points each.

TANK-DESTROYER PLATOON

Comprising one of the following choices:

- 1-4 M6 GMC (1944, max 1 unit per army)
- 0-2 M20 OP*, 1-4 M10
- 0-2 M20 OP*, 1-4 M18
- 0-2 M20 OP*, 1-4 M36

M36 GMC TRUCK (325 points)

Vehicle Type: Truck - Unarmoured - Wheeled

Crew: 1 Sergeant (binoculars, leader), 2 Crew - All armed with M1 semi-automatic carbines

Breakpoint: 3

Move Carefully: 14" (35 cm)

Tactical Value: 6

Armour Value: -

Protection Value: 4

Impact Value (main weapon, rear front): 3/1 S

Main weapon (exposed, floor): 37mm light gun

Characteristics: exposed models, open-topped, radio

M10 TANK (950 points)

Vehicle Type: Medium Tank - Open-topped Armoured - Tracked

Crew: 1 Tank leader (binoculars, leader), 4 Tank crew - All armed with M3A1 Grease Guns

Breakpoint: 5

Move Carefully: 10" (25 cm)

Tactical Value: 6

Armour Value: 4

Protection Value: 6

Impact Value (main weapon): 6/3 M

Main weapon (turret): M3 76mm medium gun

Secondary weapon (anti-aircraft, exposed, upper hatch): M2HMG .50 cal. heavy machine-gun

Vehicle characteristics: open-topped, radio

VARIANTS:

- ☛ You can fit each vehicle with the *camouflage* characteristic for +20 points each.
- ☛ You can fit each vehicle with *sandbags* for +40 points each.
- ☛ Each vehicle can add the *troop transporter tank* characteristic for +20 points each.

M18 TANK (800 points)

Vehicle Type: Light Tank - Open-topped Armoured - Tracked
Crew: 1 Tank leader (binoculars, leader), 4 Tank crew - All armed with M3A1 Grease Guns
Breakpoint: 5
Move Carefully: 12" (30 cm)
Tactical Value: 6
Armour Value: 2
Protection Value: 5
Impact Value (main weapon): 6/3 M
Main weapon (turret): M3 76mm medium gun
Secondary weapon (anti-aircraft, exposed, upper hatch): M2HMG .50 cal. heavy machine-gun
Vehicle characteristics: open-topped, radio

VARIANTS:

- ☛ You can fit each vehicle with the *camouflage* characteristic for +20 points each.
- ☛ You can fit each vehicle with *sandbags* for +40 points each.
- ☛ Each vehicle can add the *troop transporter tank* characteristic for +20 points each.

M36 TANK (1,100 points)

Vehicle Type: Medium Tank - Open-topped Armoured - Tracked
Crew: 1 Tank leader (binoculars, leader), 4 Tank crew - All armed with M3A1 Grease Guns
Breakpoint: 5
Move Carefully: 10" (25 cm)
Tactical Value: 6
Armour Value: 4
Protection Value: 6
Impact Value (main weapon): 8/4 L
Main weapon (turret): 90mm heavy gun
Secondary weapon (anti-aircraft, exposed, upper hatch): M2HMG .50 cal. heavy machine-gun
Vehicle characteristics: open-topped, radio

VARIANTS:

- ☛ You can fit each vehicle with the *camouflage* characteristic for +20 points each.
- ☛ You can fit each vehicle with *sandbags* for +40 points each.
- ☛ Each vehicle can add the *troop transporter tank* characteristic for +20 points each.
- ☛ Each vehicle can buy an M1919A4 .30 cal. medium machine-gun (secondary weapon, lower hull) and improve the AV to 5 (M36B1 version) for +120 points each.

MOTORISED ASSAULT-GUN PLATOON

Comprising one of the following choices:

- 0-1 Jeep OP*, 1-3 M8 HMC
- 0-1 M4 OP*, 1-3 M4A3

M8 HMC TANK (780 points)

Vehicle Type: Light Tank - Open-topped Armoured - Tracked
Crew: 1 Tank Commander (leader, binoculars), 3 Tank crew - All armed with M3A1 Grease Guns
Breakpoint: 4
Move Carefully: 12" (30 cm)
Tactical Value: 6
Armour Value: 4
Protection Value: 5
Impact Value (main weapon): -/3 M
Main weapon (turret, howitzer): 75mm medium gun (howitzer), indirect-fire minimum range 50 (20")
Secondary weapon (anti-aircraft, exposed, upper hatch): M2HMG .50 cal. heavy machine-gun
Vehicle characteristics: open-topped, radio

VARIANTS:

- ☛ You can fit each vehicle with the *camouflage* characteristic for +20 points each.
- ☛ You can fit each vehicle with *sandbags* for +40 points each.
- ☛ Each vehicle can add the *troop transporter tank* characteristic for +20 points each.
- ☛ You can buy M8 HMC tanks to use for *off-table fire*. They cost 430 points each.

M4A3 TANK (1,050 points)

Vehicle Type: Medium Tank - Armoured - Tracked

Crew: 1 Tank leader (binoculars, leader), 4 Tank crew - All armed with M3A1 Grease Guns

Breakpoint: 5

Move Carefully: 10" (25 cm)

Tactical Value: 6

Armour Value: 6

Protection Value: 6

Impact Value (main weapon): -/5 L

Main weapon (turret, howitzer): 105mm heavy gun (howitzer), indirect-fire minimum range 24" (60 cm) with M1919A4 .30 cal. medium machine-gun (coaxial)

Secondary weapon (lower hull): M1919A4 .30 cal. medium machine-gun

Vehicle characteristics: radio, ronson

VARIANTS:

- ⊗ You can add an M1919A4 .30 cal. medium machine-gun (secondary weapon, anti-aircraft, exposed, upper hatch) to each vehicle for +100 points each.
- ⊗ You can add an M2HMG .50 cal. heavy machine-gun (secondary weapon, anti-aircraft, exposed, upper hatch) to each vehicle for +190 points each.
- ⊗ You can fit each vehicle with the *camouflage* characteristic for +20 points each.
- ⊗ You can fit each vehicle with a *wet* system and remove the *ronson* characteristic for +10 points each.
- ⊗ You can fit each vehicle with *sandbags* for +40 points each.
- ⊗ Each vehicle can add the *troop transporter tank* characteristic for +20 points each.
- ⊗ You can buy M4A3 tanks to use for *off-table fire*. They cost 625 points each.

ENGINEER PLATOON

Comprising: 0-1 Engineer Command Squad on Jeep, 1-3 Engineer Squads

ENGINEER COMMAND SQUAD ON JEEP (215 points)

Vehicle Type: Car - Unarmoured - Wheeled

Crew: 1 Lieutenant (binoculars, commander, leader), 1 Second lieutenant (leader), 1 Crew - All armed with M1 semi-automatic carbines

Breakpoint: 3

Move Carefully: 16" (40 cm)

Tactical Value: 7

Armour Value: -

Protection Value: 3

Characteristics: exposed models, open-topped, recon vehicle

VARIANTS:

- ⊗ You can add an M1919A4 .30 cal. medium machine-gun (secondary weapon, anti-aircraft, floor, exposed) to each vehicle for +100 points each.
- ⊗ You can add an M2HMG .50 cal. heavy machine-gun (secondary weapon, anti-aircraft, floor, exposed) to each vehicle for +190 points each.
- ⊗ Each Leader can replace their carbine with a Grease Gun sub-machine gun for -5 points each.
- ⊗ Each Leader can replace their carbine with an M1 Thompson sub-machine gun at no extra cost.
- ⊗ You can add a *radio* for +10 points each. One Crew-member gets the *radio* characteristic.

ENGINEER SQUAD (430 points)

Infantry Unit

Breakpoint: 4

TV: 7

Characteristics: loaded on Dodge truck*

No	Model	Weapons	Characteristics
1	Engineer Sergeant	M1 semi-automatic carbine, MkII Pineapple grenades	leader
1	Engineer Corporal	M1 semi-automatic carbine, MkII Pineapple grenades	leader
5	Engineer Infantrymen	Garand M1 semi-automatic rifle, MkII Pineapple grenades	
1*	Dodge Truck = See Vehicle datasheet (already included in cost)		

SPLITTING THE ENGINEER SQUAD

Each Engineer Squad can be split into two Sections: the first comprises the Sergeant and 4 Infantrymen (BR3) and the second comprises the Corporal and 1 Infantryman (BR1).

VARIANTS:

- ⊛ One leader per Squad can buy *binoculars* for +30 points.
- ⊛ One Engineer Infantryman per Platoon can replace his Garand M1 semi-automatic rifle with an M2 Flamethrower for +85 points.
- ⊛ Each Leader can replace their carbine with a Grease Gun sub-machine gun for -5 points each.
- ⊛ Each Leader can replace their carbine with an M1 Thompson sub-machine gun at no extra cost.
- ⊛ Up to two Infantrymen per Engineer Squad can add N°82 Gammon Grenades to their equipment for +50 points each.
- ⊛ You can equip one model per Squad with Assault Grenades for +40 points each.
- ⊛ You can equip one model per Platoon with Satchel Charges for +60 points each.
- ⊛ Each Squad can add the *tank hunters* characteristic for +25 points each.
- ⊛ Squads can replace their Dodge Trucks with White M3A1 armoured cars for +310 points each.
- ⊛ Squads can remove their Dodge Trucks for -115 points each. Remove the *loaded on Dodge truck* characteristic.
- ⊛ One Infantryman per Engineer Squad can add a Bazooka to their equipment for +150 points each.
- ⊛ Up to two Infantrymen per Engineer Squad can add magnetic mines (IV2) to their equipment for +30 points each.
- ⊛ Each Engineer Squad can add the *determined* characteristic for +35 points each.
- ⊛ You can remove an Infantryman from each Squad for -45 points each. The eliminated models count towards the Breakpoint.
- ⊛ All Engineer Squads can buy the *veteran* characteristic by removing one Infantryman. The eliminated models count towards the Breakpoint.

PARATROOPER ENGINEER PLATOON**Comprising: 0-1 Paratrooper Engineer Command Squad, 1-3 Paratrooper Engineer Squads****PARATROOPER ENGINEER COMMAND SQUAD (300 points)**

Infantry Unit
Breakpoint: 3
TV: 7

No	Model	Weapons	Characteristics
1	Paratrooper Engineer Lieutenant	M1 Thompson sub-machine gun, 1911 Colt pistol, MkII Pineapple grenades	binoculars, commander, leader, melee expert
1	Paratrooper Engineer Second lieutenant	M1 semi-automatic carbine, MkII Pineapple grenades	leader, melee expert
1	Paratrooper Engineer Sergeant	M1 semi-automatic carbine, MkII Pineapple grenades	leader, melee expert
2	Paratrooper Engineers	Garand M1 semi-automatic rifle, MkII Pineapple grenades	melee expert

PARATROOPER ENGINEER SQUAD (600 points)

Infantry Unit
Breakpoint: 6
TV: 7

No	Model	Weapons	Characteristics
1	Paratrooper Engineer Sergeant	M1 semi-automatic carbine, MkII Pineapple grenades	leader, melee expert
1	1 Paratrooper Engineer Corporal	M1 semi-automatic carbine, MkII Pineapple grenades	leader, melee expert
10	Paratrooper Engineers	Garand M1 semi-automatic rifle, MkII Pineapple grenades	melee expert

SPLITTING THE PARATROOPER ENGINEER SQUAD

Each Paratrooper Engineer Squad can be split into two Sections: the first comprises the Sergeant and 5 Paratroopers (BR3) and the second comprises the Corporal and 5 Paratroopers (BR3).

VARIANTS:

- ⊛ One Paratrooper per Platoon can replace his Garand M1 semi-automatic rifle with an M2 Flamethrower for +85 points.
- ⊛ One leader per Squad can buy *binoculars* for +30 points.
- ⊛ Each Leader can replace their carbine with a Grease Gun sub-machine gun for -5 points each.
- ⊛ Each Leader can replace their carbine with an M1 Thompson sub-machine gun at no extra cost.
- ⊛ Up to two Paratroopers per Engineer Squad can add N°82 Gammon Grenades to their equipment for +50 points each.
- ⊛ Up to two Paratroopers per Engineer Squad can add magnetic mines (IV2) to their equipment for +30 points each.
- ⊛ One Paratrooper per Engineer Squad can add a Bazooka to their equipment for +150 points each.
- ⊛ You can equip one model per Squad with Assault Grenades for +40 points each.
- ⊛ You can equip one model per Platoon with Satchel Charges for +60 points each.
- ⊛ Each Squad can add the *tank hunters* characteristic for +25 points each.
- ⊛ Each Command Squad can add the *determined* characteristic for +25 points each.
- ⊛ Each Paratrooper Engineer Squad can add the *determined* characteristic for +60 points each.
- ⊛ You can remove a Paratrooper from each Squad for -50 points each. The eliminated models count towards the Breakpoint.
- ⊛ All Squads can buy the *veteran* characteristic by removing one Paratrooper. The eliminated models count towards the Breakpoint.
- ⊛ All Squads (including the Command Squad) can buy Dodge trucks for +115 points each. Add the *loaded on Dodge truck* characteristic.

MACHINE GUN PLATOON

Comprising: 0-1 Machine Gun Command Squad on Jeep, 1-4 Machine Gun Squads

MACHINE GUN COMMAND SQUAD ON JEEP (225 points)

Vehicle Type: Car - Unarmoured - Wheeled

Crew: 1 Lieutenant (binoculars, commander, leader), 2 Crew - All armed with M1 semi-automatic carbines

Breakpoint: 3

Move Carefully: 16" (40 cm)

Tactical Value: 6

Armour Value: -

Protection Value: 3

Weapons: -

Characteristics: exposed models, open-topped, radio, recon vehicle

VARIANTS:

- ⊗ You can add an M1919A4 .30 cal. medium machine-gun (main weapon, anti-aircraft, floor, exposed) to each vehicle for +100 points each.
- ⊗ You can add an M2HMG .50 cal. Heavy Machine gun to each vehicle (main weapon if the only one, otherwise secondary weapon, anti-aircraft, floor, exposed) for +190 points each.
- ⊗ If the Command Squad on Jeep stems from a Ranger Platoon or a Paratrooper Platoon then all crew can improve their TV to 7 and get the *melee expert* characteristic for a total cost of +45 points.
- ⊗ Each Leader can replace their carbine with a Grease Gun sub-machine gun for -5 points each.
- ⊗ Each Leader can replace their carbine with an M1 Thompson sub-machine gun at no extra cost.
- ⊗ You can add a *radio* for +10 points each. One Crew-member gets the *radio* characteristic.

MACHINE GUN SQUAD (265 points)

Infantry Unit

Punto Rottura: 2

VT: 6

No	Model	Weapons	Characteristics
1	Corporal	M1 semi-automatic carbine, MkII Pineapple grenades	binoculars, leader
1	Machine-gunner	M1919A4 .30 cal. medium machine-gun, 1911 Colt pistol	gunner, tripod
2	Infantrymen	M1 semi-automatic carbine, MkII Pineapple grenades	

VARIANTS:

- ⊗ Each Machine Gun Squad can add a *radio* for +10 points each. One Infantryman in the Squad gets the *radio* characteristic.
- ⊗ Each Machine Gun Squad can add the *determined* characteristic for +20 points each.
- ⊗ If the Squad stems from a Ranger Platoon or a Paratrooper Platoon then all models can improve their TV to 7 and get the *melee expert* characteristic for a total cost of +60 points.
- ⊗ Each Leader can replace their carbine with a Grease Gun sub-machine gun for -5 points each.
- ⊗ Each Leader can replace their carbine with an M1 Thompson sub-machine gun at no extra cost.

MOTORISED MACHINE GUN PLATOON

Comprising: 0-1 Motorised Machine Gun Command Squad, 1-3 Motorised Machine Gun Squads on M3A1

MOTORISED MACHINE GUN COMMAND SQUAD (705 points)

Infantry Unit

Breakpoint: 4

TV: 6

Characteristics: loaded on M3A1 Halftrack

No	Model	Weapons	Characteristics
1	Lieutenant	M1 semi-automatic carbine, MkII Pineapple grenades	commander, leader, observation post
1	Corporal	M1 semi-automatic carbine, MkII Pineapple grenades	leader
5	Infantrymen	Garand M1 semi-automatic rifle, MkII Pineapple grenades	
1	Radio Operator Infantryman	Garand M1 semi-automatic rifle, MkII Pineapple grenades	radio
1*	M3A1 Halftrack = See Vehicle datasheet (already included in cost)		

SPLITTING THE MOTORISED MACHINE GUN COMMAND SQUAD

The Motorised Machine Gun Command Squad can be split into two Sections: the first comprises the Lieutenant, the Sergeant 3 Infantrymen (BR2) and the second comprises the Corporal and 3 Infantrymen (BR 2).

VARIANTS:

- ⊗ One leader per Squad can buy *binoculars* for +30 points.
- ⊗ Each Leader can replace their carbine with a Grease Gun sub-machine gun for -5 points each.
- ⊗ Each Leader can replace their carbine with an M1 Thompson sub-machine gun at no extra cost.
- ⊗ One Infantryman per Motorised Machine Gun Command Squad can add a Bazooka to their equipment for +150 points each.
- ⊗ Each Motorised Machine Gun Command Squad can add the *determined* characteristic for +40 points each.
- ⊗ You can remove an Infantryman from each Motorised Machine Gun Command Squad for -35 points each. The eliminated models count towards the Breakpoint.
- ⊗ The Motorised Machine Gun Command Squad can buy the *veteran* characteristic by removing one Infantryman. The eliminated models count towards the Breakpoint.

MOTORISED MACHINE GUN SQUAD ON M3A1 (735 points)

Vehicle Type: Halftrack - Open-topped Armoured - Tracked

Crew: 1 Sergeant (binoculars, leader), 8 Infantrymen - All armed with M1 semi-automatic carbines

Breakpoint: 7

Move Carefully: 12" (30 cm)

Tactical Value: 6

Armour Value: 1

Protection Value: 5

Main weapon (anti-aircraft, exposed, upper hatch): M2HMG .50 cal. heavy machine-gun

Secondary weapon (anti-aircraft, exposed, right fixed position): M1919A4 .30 cal. medium machine-gun

Secondary weapon (anti-aircraft, exposed, left fixed position): M1919A4 .30 cal. medium machine-gun

Vehicle characteristics: loaded on M3A1 Halftrack*, open-topped, radio

SPLITTING THE MOTORISED MACHINE GUN SQUAD

Each Motorised Machine-gun Squad can be split into two Sections: the first comprising a half-track with a Sergeant and 4 men (BR 5) on-board and the second with the Corporal and three men (BR 2). In this case the Infantry Section can unload but this split costs +60 points per Squad.

VARIANTS:

- ☛ You can fit each vehicle with the *camouflage* characteristic for +20 points each.
- ☛ If the unit is split into Sections, one man per Infantry Section can add a M9A1 bazooka rocket-launcher to his equipment for +150 points each.
- ☛ Each Motorised Machine Gun Squad can add the *determined* characteristic for +45 points each.
- ☛ You can remove an Infantryman from each Motorised Machine Gun Squad for -35 points each. The eliminated models count towards the Breakpoint.
- ☛ All Motorised Machine Gun Squads can buy the *veteran* characteristic by removing one Infantryman. The eliminated models count towards the Breakpoint.

MORTAR PLATOON

Comprising: 0-1 Mortar Command Squad, 1-6 Mortar Squads

MORTAR COMMAND SQUAD (155 points)

Infantry Unit

Breakpoint: 2

TV: 6

No	Model	Weapons	Characteristics
1	Lieutenant	M1 semi-automatic carbine, MkII Pineapple grenades	binoculars, commander, leader
1	Sergeant	M1 semi-automatic carbine, MkII Pineapple grenades	leader
1	Radio Operator Infantryman	M1 semi-automatic carbine, MkII Pineapple grenades	radio

VARIANTS:

- ☛ Each Leader can replace their carbine with a Grease Gun sub-machine gun for -5 points each.
- ☛ Each Leader can replace their carbine with an M1 Thompson sub-machine gun at no extra cost.
- ☛ Each Mortar Command Squad can add the *determined* characteristic for +15 points each.
- ☛ You can replace the Mortar Command Squad with an OP on a Jeep for the cost shown.

MORTAR SQUAD (325 points)

Infantry Unit

Breakpoint: 2

TV: 6

No	Model	Weapons	Characteristics
1	Corporal	M1 semi-automatic carbine, MkII Pineapple grenades	binoculars, leader
1	Mortarman	81mm medium mortar, 1911 Colt pistol	
1	Infantryman	M1 semi-automatic carbine, MkII Pineapple grenades	
1	Radio Operator Infantryman	M1 semi-automatic carbine, MkII Pineapple grenades	radio

VARIANTS:

- ☛ Each Mortar Squad can add the *determined* characteristic for +20 points each.
- ☛ If the Squad stems from a Ranger Platoon or a Paratrooper Platoon then all models can improve their TV to 7 for a total cost of +40 points.
- ☛ Each Leader can replace their carbine with a Grease Gun sub-machine gun for -5 points each.
- ☛ Each Leader can replace their carbine with an M1 Thompson sub-machine gun at no extra cost.

MOTORISED MORTAR PLATOON

Comprising: 0-1 Motorised Mortar Command Squad, 1-3 M21 MMC or M4A1

MOTORISED MORTAR COMMAND SQUAD (705 points)

Infantry Unit

Breakpoint: 4

TV: 6

Characteristics: loaded on M3A1 Halftrack*

No	Model	Weapons	Characteristics
1	Lieutenant	M1 semi-automatic carbine, MkII Pineapple grenades	commander, leader
1	Sergeant	M1 semi-automatic carbine, MkII Pineapple grenades	leader
5	Infantrymen	Garand M1 semi-automatic rifle, MkII Pineapple grenades	
1	Radio Operator Infantryman	Garand M1 semi-automatic rifle, MkII Pineapple grenades	radio
1*	M3A1 Halftrack = See Vehicle datasheet (already included in cost)		

SPLITTING THE MOTORISED MORTAR COMMAND SQUAD

The Motorised Mortar Command Squad can be split into two Sections: the first comprises the Sergeant and 3 Infantrymen (BR2) and the second comprises the Corporal and 3 Infantrymen (BR 2).

VARIANTS:

- ✳ One leader per Squad can buy *binoculars* for +30 points.
- ✳ Each Leader can replace their carbine with a Grease Gun sub-machine gun for -5 points each.
- ✳ Each Leader can replace their carbine with an M1 Thompson sub-machine gun at no extra cost.
- ✳ One Infantryman per Squad can add a Bazooka to their equipment for +150 points each.
- ✳ Each Command Squad can add the *determined* characteristic for +40 points each.
- ✳ You can remove an Infantryman from each Squad for -35 points each. The eliminated models count towards the Breakpoint.
- ✳ All Squads can buy the *veteran* characteristic by removing one Infantryman. The eliminated models count towards the Breakpoint.

M21MMC or M4A1 (625 points)

Vehicle Type: Halftrack - Open-topped Armoured - Tracked

Crew: 1 Sergeant (binoculars, leader), 5 Crew - All armed with M1 semi-automatic carbines

Breakpoint: 6

Move Carefully: 12" (30 cm)

Tactical Value: 6

Armour Value: 1

Protection Value: 5

Main weapon (floor): 81mm medium mortar (the mortar can be fired from the vehicle)

Secondary weapon (anti-aircraft, exposed, upper hatch): M2HMG .50 cal. heavy machine-gun

Vehicle characteristics: open-topped, radio

PARATROOPER PATHFINDER SECTION

Comprising: 1-3 Paratrooper Pathfinder Squads

PARATROOPER PATHFINDER SQUAD (550 points)

Infantry Unit
Breakpoint: 5
TV: 7

No	Model	Weapons	Characteristics
1	Paratrooper Lieutenant	M1 semi-automatic carbine, MkII Pineapple grenades	binoculars, commander, leader, melee expert
1	Paratrooper Sergeant	M1 semi-automatic carbine, MkII Pineapple grenades	leader, melee expert
7	Paratrooper Pathfinders	M1 semi-automatic carbine, MkII Pineapple grenades	melee expert
1	Radio Operator Paratrooper Pathfinder	M1 semi-automatic carbine, MkII Pineapple grenades	melee expert, radio

SPLITTING THE PARATROOPER PATHFINDER SQUAD

The Paratrooper Pathfinder Squad can be split into two Sections: the first comprises the Lieutenant and 5 Paratroopers (BR3) and the second comprises the Sergeant and 3 Paratroopers (BR 2).

VARIANTS:

- ⊛ Each Leader can replace their carbine with a Grease Gun sub-machine gun for -5 points each.
- ⊛ Each Leader can replace their carbine with an M1 Thompson sub-machine gun at no extra cost.
- ⊛ You can equip one model per Squad with Assault Grenades for +40 points each.
- ⊛ You can equip one model per Section with Satchel Charges for +60 points each.
- ⊛ Each Squad can add the *tank hunters* characteristic for +25 points each.
- ⊛ Each Paratrooper Pathfinder Squad can add the *determined* characteristic for +50 points each.
- ⊛ Each Paratrooper Pathfinder Squad can add the *camouflage* characteristic for +50 points each.
- ⊛ You can remove a Paratrooper from each Squad for -50 points each. The eliminated models count towards the Breakpoint.
- ⊛ Up to two Paratroopers per Pathfinder Squad can add N°82 Gammon Grenades to their equipment for +50 points each.
- ⊛ Each Paratrooper Pathfinder Squad can add the *infiltrators* characteristic for +50 points each.
- ⊛ All Pathfinders Squads can buy the *veteran* characteristic by removing one Paratrooper. The eliminated models count towards the Breakpoint.

MOTORISED ENGINEER SECTION

Comprising: 0-1 M4 Crocodile

M4 CROCODILE TANK (1,105 points)

Vehicle Type: Medium Tank - Armoured - Tracked

Crew: 1 Tank leader (binoculars, leader), 4 Tank crew - All armed with M3A1 Grease Guns

Breakpoint: 5

Move Carefully: 8" (20 cm) (moves like a Heavy Tank).

Tactical Value: 6

Armour Value: 5

Protection Value: 6

Impact Value (main weapon): 5/3 M

Main weapon (turret): M3 75mm medium gun with M1919A4 .30 cal. medium machine-gun (coaxial)

Secondary weapon (lower hull): heavy flamethrower

Vehicle characteristics: radio, ronson

VARIANTS:

- ⊛ Each vehicle can add the *troop transporter tank* characteristic for +20 points each.

SNIPER SECTION

Comprising: 0-1 Sniper Section

SNIPER SECTION (For the cost check the unit it stems from)

Infantry Unit
Breakpoint: 1
TV: 7

No	Model	Weapons	Characteristics
1	Sniper	Springfield M1903 rifle, MkII Pineapple grenades	camouflage, infiltrator, local knowledge, sharpshooter, sight, silent weapon, sniper

VARIANTS:

- ⊛ If the unit is an Option for a Platoon of Rangers or Paratroopers the model must add the *melee expert* characteristic, already included in the cost.



RECON UNITS - OBSERVATION POSTS



INFANTRY OBSERVATION POST (160 points)

Infantry Unit

Breakpoint: 1

TV: 6

Characteristics: observation post

No	Model	Weapons	Characteristics
1	Lieutenant	M1 semi-automatic carbine, 1911 Colt pistol, MkII Pineapple grenades	binoculars, commander, leader,
1	Sergeant	M1 semi-automatic carbine, MkII Pineapple grenades	binoculars, leader, long-range radio

VARIANTS:

- ☛ Each model can replace their carbine with a Grease Gun sub-machine gun for -5 points each.
- ☛ Each unit can add the *camouflage* characteristic for +10 points.
- ☛ Each unit can add the *infiltrators* characteristic for +10 points.
- ☛ If the Observation Post is part of a Ranger Platoon or a Paratrooper Platoon then all models must improve their TV to 7 and get the *melee expert* characteristic for a total cost of +30 points.

M20 ARMoured CAR OBSERVATION POST (560 points)

Vehicle Type: Armoured car - Armoured - Wheeled

Crew: 1 Lieutenant (binoculars, leader), 3 Crew - All armed with M3A1 Grease Guns

Breakpoint: 4

Move Carefully: 14" (35 cm)

Tactical Value: 6

Armour Value: 2

Protection Value: 5

Main weapon (anti-aircraft, exposed, upper hatch): M2HMG .50 cal. heavy machine-gun

Vehicle characteristics: long-range radio, observation post, open-topped, recon vehicle

VARIANTS:

- ☛ You can fit each vehicle with the *camouflage* characteristic for +20 points each.

M4 TANK OBSERVATION POST (775 points)

Vehicle Type: Medium Tank - Armoured - Tracked

Crew: 1 Tank leader (binoculars, leader), 4 Tank crew - All armed with M3A1 Grease Guns

Breakpoint: 5

Move Carefully: 10" (25 cm)

Tactical Value: 6

Armour Value: 5

Protection Value: 6

Impact Value (main weapon): -

Main weapon (turret): dummy gun with M1919A4 .30 cal. medium machine-gun

Secondary weapon (lower hull): M1919A4 .30 cal. medium machine-gun

Vehicle characteristics: long-range radio, observation post, ronson

VARIANTS:

- ☛ You can add an M1919A4 .30 cal. medium machine-gun (secondary weapon, anti-aircraft, exposed, upper hatch) to each vehicle for +100 points each.
- ☛ You can add an M2HMG .50 cal. heavy machine-gun (secondary weapon, anti-aircraft, exposed, upper hatch) to each vehicle for +190 points each.
- ☛ You can fit each vehicle with the *camouflage* characteristic for +20 points each.
- ☛ You can fit each vehicle with a *wet* system and remove the *ronson* characteristic for +10 points each.
- ☛ You can fit each vehicle with *sandbags* for +40 points each.
- ☛ Each vehicle can add the *troop transporter tank* characteristic for +20 points each.

M3A1 HALFTRACK OBSERVATION POST (485 points)

Vehicle Type: Halftrack - Open-topped Armoured - Tracked

Crew: 1 Lieutenant (binoculars, leader), 3 Crew - All armed with M3A1 Grease Guns

Breakpoint: 4

Move Carefully: 12" (30 cm)

Tactical Value: 6

Armour Value: 1

Protection Value: 5

Main weapon (anti-aircraft, exposed, upper hatch): M2HMG .50 cal. heavy machine-gun

Vehicle characteristics: long-range radio, observation post, open-topped, recon vehicle, troop transporter (10)

VARIANTS:

- ☛ You can fit each vehicle with the *camouflage* characteristic for +20 points each.

JEEP OBSERVATION POST (245 points)

Vehicle Type: Car - Unarmoured - Wheeled

Crew: 1 Sergeant (binoculars, leader), 2 Crew - All armed with M1 semi-automatic carbines

Breakpoint: 3

Move Carefully: 16" (40 cm)

Tactical Value: 7

Armour Value: -

Protection Value: 3

Weapons: -

Characteristics: exposed models, long-range radio, observation post, open-topped, recon vehicle

VARIANTS:

☛ Each Crew-member can replace their carbine with a Grease Gun sub-machine gun for -5 points each.

☛ If the Observation Post is part of a Ranger Platoon or a Paratrooper Platoon then all models must improve their TV to 7 and get the *melee expert* characteristic for a total cost of +15 points.

☛ You can fit each vehicle with the *camouflage* characteristic for +20 points each.



TRANSPORT VEHICLES



M3A1 WHITE ARMoured CAR (415 points)

Vehicle Type: Armoured car - Open-topped Armoured - Wheeled

Crew: 1 Corporal (binoculars, leader), 1 Crew - All armed with M3A1 Grease Guns

Breakpoint: 2

Move Carefully: 14" (35 cm)

Tactical Value: 6

Armour Value: 1

Protection Value: 5

Main weapon (anti-aircraft, exposed, upper hatch): M2HMG .50 cal. heavy machine-gun

Vehicle characteristics: open-topped, radio, troop transporter (9)

VARIANTS:

☛ You can fit each vehicle with the *camouflage* characteristic for +20 points each.

DODGE TRUCK (115 points)

Vehicle Type: Truck - Unarmoured - Wheeled

Crew: 1 Corporal (leader), 1 Crew - All armed with M1 semi-automatic carbines

Breakpoint: 2

Move Carefully: 14" (35 cm)

Tactical Value: 6

Armour Value: -

Protection Value: 4

Characteristics: exposed models, open-topped, six-wheeled vehicle, troop transporter (12)

VARIANTS:

☛ If the Truck is part of a Ranger Platoon or a Paratrooper Platoon then all crew must improve their TV to 7 and get the *melee expert* characteristic for a total cost of +30 points.

☛ You can add an M2HMG .50 cal. heavy machine-gun (secondary weapon, anti-aircraft, exposed, upper hatch) to each vehicle for +190 points each.

M3A1 HALFTRACK (405 points)

Vehicle Type: Halftrack - Open-topped Armoured - Tracked

Crew: 1 Corporal (binoculars, leader), 1 Crew - All armed with M3A1 Grease Guns

Breakpoint: 2

Move Carefully: 12" (30 cm)

Tactical Value: 6

Armour Value: 1

Protection Value: 5

Main weapon (anti-aircraft, exposed, upper hatch): M2HMG .50 cal. heavy machine-gun

Vehicle characteristics: open-topped, radio troop transporter (10)

VARIANTS:

☛ You can fit each vehicle with the *camouflage* characteristic for +20 points each.



BRITISH ARMY 1944-1945



MEDIUM TANK PLATOON (BASIC)

Comprising one of the following choices:

- 1-3 Sherman (1943-1944)
- 1-2 Sherman, 0-1 Firefly (1944)
- 1-2 Sherman, 0-2 Firefly (1944-1945)
- 1-3 Comet Cruiser (1945)

SHERMAN TANK (975 points)

Vehicle Type: Medium Tank - Armoured - Tracked

Crew: 1 Sergeant Tank Commander (leader, binoculars), 4 Tank crew - All armed with Sten Mk.V sub-machine guns

Breakpoint: 5

Move Carefully: 10" (25 cm)

Tactical Value: 6

Armour Value: 5

Protection Value: 6

Impact Value (main weapon): 5/3 M

Main weapon (turret): M3 75mm medium gun with M1919A4 .30 cal. medium machine-gun (coaxial)

Secondary weapon (lower hull): M1919A4 .30 cal. medium machine-gun

Vehicle characteristics: radio, ronson

VARIANTS:

- ⊗ You can add an M1919A4 .30 cal. medium machine-gun (secondary weapon, anti-aircraft, exposed, upper hatch) to each vehicle for +100 points each.
- ⊗ You can add an M2HMG .50 cal. heavy machine-gun (secondary weapon, anti-aircraft, exposed, upper hatch) to each vehicle for +190 points each.
- ⊗ You can increase the AV of each vehicle to 6 for +75 points each.
- ⊗ You can fit each vehicle with a *gyrostabiliser* for +30 points each.
- ⊗ You can fit each vehicle with the *camouflage* characteristic for +20 points each.
- ⊗ You can fit each vehicle with a *wet* system and remove the *ronson* characteristic for +10 points each.
- ⊗ You can fit each vehicle with *sandbags* for +40 points each.
- ⊗ Each vehicle can add the *troop transporter tank* characteristic for +20 points each.
- ⊗ One Tank per platoon can become a Command Tank, replacing the Tank Commander with a Lieutenant (*commander*) and the *radio* with a *long-range radio* for +20 points (compulsory if you buy at least 5 tanks and can only be bought if you have at least 2 tanks).
- ⊗ If you buy a Command Tank you can buy up to 2 Wait Orders for +100 points each.

SHERMAN FIREFLY TANK (1,015 points)

Vehicle Type: Medium Tank - Armoured - Tracked

Crew: 1 Sergeant Tank Commander (leader, binoculars), 4 Tank crew - All armed with Sten Mk.V sub-machine guns

Breakpoint: 5

Move Carefully: 10" (25 cm)

Tactical Value: 6

Armour Value: 5

Protection Value: 6

Impact Value (main weapon): 7/3 M

Main weapon (turret): 17pdr 76.2mm medium gun with M1919A4 .30 cal. medium machine-gun (coaxial)

Vehicle characteristics: radio

VARIANTS:

- ⊗ You can add an M1919A4 .30 cal. medium machine-gun (secondary weapon, anti-aircraft, exposed, upper hatch) to each vehicle for +100 points each.
- ⊗ You can add an M2HMG .50 cal. heavy machine-gun (secondary weapon, anti-aircraft, exposed, upper hatch) to each vehicle for +190 points each.
- ⊗ You can add a *twin* Bren light machine gun (secondary weapon, anti-aircraft, exposed, upper hatch) to each vehicle for +130 points each.
- ⊗ You can increase the AV of each vehicle to 6 for +75 points each.
- ⊗ You can fit each vehicle with a *gyrostabiliser* for +30 points each.
- ⊗ You can fit each vehicle with the *camouflage* characteristic for +20 points each.
- ⊗ You can fit each vehicle with *sandbags* for +40 points each.
- ⊗ Each vehicle can add the *troop transporter tank* characteristic for +20 points each.

COMET CRUISER TANK (1,015 points)

Vehicle Type: Medium Tank - Armoured - Tracked

Crew: 1 Sergeant Tank Commander (leader, binoculars), 4 Tank crew - All armed with Sten Mk.V sub-machine guns

Breakpoint: 5

Move Carefully: 10" (25 cm)

Tactical Value: 6

Armour Value: 6

Protection Value: 6

Impact Value (main weapon): 6/3 M

Main weapon (turret): 77mm medium gun with Besa 7.92mm medium machine gun (coaxial)

Secondary weapon (lower hull): Besa 7.92mm medium machine gun

Vehicle characteristics: radio

VARIANTS:

- ⊛ You can add a *twin* Bren light machine gun (secondary weapon, anti-aircraft, exposed, upper hatch) to each vehicle for +130 points each.
- ⊛ You can fit each vehicle with the *camouflage* characteristic for +20 points each.
- ⊛ You can fit each vehicle with *sandbags* for +40 points each.
- ⊛ Each vehicle can add the *troop transporter tank* characteristic for +20 points each.
- ⊛ One Tank per platoon can become a Command Tank, replacing the Tank Commander with a Lieutenant (*commander*) and the *radio* with a *long-range radio* for +20 points (compulsory if you buy at least 3 Tanks and can only be bought if you have at least 2 tanks).
- ⊛ If you buy a Command Tank you can buy up to 2 Wait Orders for +100 points each.

MEDIUM TANK PLATOON - OPTIONAL UNITS

- ⊛ For each Medium Tank bought you get 2 Option Points.

CROMWELL MEDIUM TANK PLATOON (BASIC)

Comprising one of the following choices:

- 1-3 Cromwell, 0-1 Universal Carrier OP* (1944-1945)
- 1-2 Cromwell, 0-1 Firefly, 0-1 Universal Carrier OP* (1944-1945)
- 1-2 Cromwell, 0-1 Challenger, 0-1 Universal Carrier OP* (1944-1945)

*See rules

CROMWELL TANK (985 points)

Vehicle Type: Medium Tank - Armoured - Tracked

Crew: 1 Sergeant Tank Commander (leader, binoculars), 4 Tank crew - All armed with Sten Mk.V sub-machine guns

Breakpoint: 5

Move Carefully: 10" (25 cm)

Tactical Value: 6

Armour Value: 5

Protection Value: 6

Impact Value (main weapon): 5/3 M

Main weapon (turret): OQF 75mm medium gun with Besa 7.92mm medium machine gun (coaxial)

Secondary weapon (lower hull): Besa 7.92mm medium machine gun

Vehicle characteristics: radio

VARIANTS:

- ⊛ You can add a *twin* Bren light machine gun (secondary weapon, anti-aircraft, exposed, upper hatch) to each vehicle for +130 points each.
- ⊛ You can fit each vehicle with the *camouflage* characteristic for +20 points each.
- ⊛ You can fit each vehicle with *sandbags* for +40 points each.
- ⊛ Each vehicle can add the *troop transporter tank* characteristic for +20 points each.
- ⊛ One Tank per platoon can become a Command Tank, replacing the Tank Commander with a Lieutenant (*commander*) and the *radio* with a *long-range radio* for +20 points (compulsory if you buy at least 3 Tanks and can only be bought if you have at least 2 tanks).
- ⊛ If you buy a Command Tank you can buy up to 2 Wait Orders for +100 points each.

SHERMAN FIREFLY TANK (1,015 points)

Vehicle Type: Medium Tank - Armoured - Tracked

Crew: 1 Sergeant Tank Commander (leader, binoculars), 4 Tank crew - All armed with Sten Mk.V sub-machine guns

Breakpoint: 5

Move Carefully: 10" (25 cm)

Tactical Value: 6

Armour Value: 5

Protection Value: 6

Impact Value (main weapon): 7/3 M

Main weapon (turret): 17pdr 76.2mm medium gun with M1919A4 .30 cal. medium machine-gun (coaxial)

Vehicle characteristics: radio

VARIANTS:

- ✦ You can add an M1919A4 .30 cal. medium machine-gun (secondary weapon, anti-aircraft, exposed, upper hatch) to each vehicle for +100 points each.
- ✦ You can add an M2HMG .50 cal. heavy machine-gun (secondary weapon, anti-aircraft, exposed, upper hatch) to each vehicle for +190 points each.
- ✦ You can add a *twin* Bren light machine gun (secondary weapon, anti-aircraft, exposed, upper hatch) to each vehicle for +130 points each.
- ✦ You can increase the AV of each vehicle to 6 for +75 points each.
- ✦ You can fit each vehicle with a *gyrostabiliser* for +30 points each.
- ✦ You can fit each vehicle with the *camouflage* characteristic for +20 points each.
- ✦ You can fit each vehicle with *sandbags* for +40 points each.
- ✦ Each vehicle can add the *troop transporter tank* characteristic for +20 points each.

CHALLENGER TANK (1,015 points)

Vehicle Type: Medium Tank - Armoured - Tracked

Crew: 1 Sergeant Tank Commander (leader, binoculars), 4 Tank crew - All armed with Sten Mk.V sub-machine guns

Breakpoint: 5

Move Carefully: 10" (25 cm)

Tactical Value: 6

Armour Value: 5

Protection Value: 6

Impact Value (main weapon): 7/3 M

Main weapon (turret): 17pdr 76.2mm medium gun with M1919A4 .30 cal. medium machine-gun (coaxial)

Vehicle characteristics: radio

VARIANTS:

- ✦ You can add a *twin* Bren light machine gun (secondary weapon, anti-aircraft, exposed, upper hatch) to each vehicle for +130 points each.
- ✦ You can fit each vehicle with the *camouflage* characteristic for +20 points each.
- ✦ You can fit each vehicle with *sandbags* for +40 points each.
- ✦ Each vehicle can add the *troop transporter tank* characteristic for +20 points each.

CROMWELL MEDIUM TANK PLATOON - OPTIONAL UNITS

- ✦ For each Medium Tank bought you get 2 Option Points.

Optional Units that can be bought by the Medium and Cromwell Medium Tank Platoons	Option Point Cost
Self-Propelled Gun Battery	2
Armoured Car Platoon (basic)	2
Tank-destroyer Platoon	2
Commando Platoon (basic)	1
Light Tank Platoon (basic)	2
Medium Tank Platoon or Cromwell Medium Tank Platoon (basic)	2
Infantry Platoon (basic)	1
Engineer Platoon	2
Motorised Infantry Platoon (basic)	2
Paratrooper Platoon (basic)	1
Motorised Engineer Section	3

LIGHT TANK PLATOON (BASIC)

Comprising: 1-3 M3A3

M3A3 TANK (715 points)

Vehicle Type: Light Tank - Armoured - Tracked

Crew: 1 Sergeant Tank Leader (leader, binoculars), 3 Tank crew - All armed with Sten Mk.V sub-machine guns

Breakpoint: 4

Move Carefully: 12" (30 cm)

Tactical Value: 6

Armour Value: 3

Protection Value: 5

Impact Value (main weapon): 3/1 S

Main weapon (turret): M6 37mm light gun with M1919A4 .30 cal. medium machine-gun (coaxial)

Secondary weapon (lower hull): M1919A4 .30 cal. medium machine-gun.

Vehicle characteristics: radio

VARIANTS:

- ✦ You can add an M1919A4 .30 cal. medium machine-gun (secondary weapon, anti-aircraft, exposed, upper hatch) to each vehicle for +100 points each.
- ✦ One Tank per platoon can become a Command Tank, replacing the Tank Commander with a Lieutenant (*commander*) and the *radio* with a *long-range radio* for +20 points (compulsory if you buy at least 3 Tanks and can only be bought if you have at least 2 tanks).
- ✦ You can transform each M3A3 Light Tank into an M5A1 (AV 4) for +75 points each.
- ✦ You can fit each vehicle with a *gyrostabiliser* for +30 points each.
- ✦ You can fit each vehicle with the *camouflage* characteristic for +20 points each.
- ✦ You can fit each vehicle with *sandbags* for +40 points each.
- ✦ Each vehicle can add the *troop transporter tank* characteristic for +20 points each.
- ✦ If you buy a Command Tank you can buy up to 2 Wait Orders for +100 points each.

LIGHT TANK PLATOON - OPTIONAL UNITS

- ✦ For each Light Tank bought you get 1 Option Point.

Optional Units that can be bought by the Light Tank Platoons	Option Point Cost
Self-Propelled Gun Battery	2
Tank-destroyer Platoon	2
Light Tank Platoon (basic)	2
Medium Tank Platoon or Cromwell Medium Tank Platoon (basic)	2
Infantry Platoon (basic)	1
Engineer Platoon	3
Motorised Infantry Platoon (basic)	2
Motorised Engineer Section	3

ARMoured CAR PLATOON (BASIC)

Comprising one of the following choices:

- 0-1 Daimler Dingo, 1-2 Daimler Armoured Car
- 0-1 Daimler Dingo, 1-2 AEC Mk III
- 1-3 T17E1 Staghound

DAIMLER "DINGO" SCOUT ARMoured CAR (375 points)

Vehicle Type: Armoured car - Armoured - Wheeled

Crew: 1 Sergeant Tank Leader (binoculars, leader), 1 Crew - All armed with Sten Mk.V sub-machine guns

Breakpoint: 2

Move Carefully: 14" (35 cm)

Tactical Value: 6

Armour Value: 3

Protection Value: 5

Main weapon: -

Vehicle characteristics: open-topped, radio, recon vehicle

VARIANTS:

- ⊗ You can add a Bren light machine gun (main weapon, anti-aircraft, exposed, upper hatch) to each vehicle for +80 points each.
- ⊗ One Armoured Car per platoon can become a Command Armoured Car, replacing the Sergeant with a Lieutenant (*commander*) and the *radio* with a *long-range radio* for +20 points (compulsory if you buy the full platoon, and can only be bought if you have at least 2 armoured cars).
- ⊗ You can fit each vehicle with the *camouflage* characteristic for +20 points each.
- ⊗ You can fit each vehicle with *sandbags* for +40 points each.
- ⊗ If you buy a Command Armoured Car you can buy up to 2 Wait Orders for +100 points each.

DAIMLER ARMoured CAR (570 points)

Vehicle Type: Armoured car - Armoured - Wheeled

Crew: 1 Sergeant Tank Leader (binoculars, leader), 2 Crew - All armed with Sten Mk.V sub-machine guns

Breakpoint: 3

Move Carefully: 14" (35 cm)

Tactical Value: 6

Armour Value: 2

Protection Value: 5

Impact Value (main weapon): 3/1 A

Main weapon (turret): 2pdr 40mm light gun with Besa 7.92mm medium machine gun (coaxial)

Vehicle characteristics: radio, recon vehicle

VARIANTS:

- ⊗ You can fit each vehicle with the *camouflage* characteristic for +20 points each.
- ⊗ You can fit each vehicle with *sandbags* for +40 points each.

AEC MK III ARMoured CAR (765 points)

Vehicle Type: Armoured car - Armoured - Wheeled

Crew: 1 Sergeant Tank Leader (leader, binoculars), 3 Crew - All armed with Sten Mk.V sub-machine guns

Breakpoint: 4

Move Carefully: 14" (35 cm)

Tactical Value: 6

Armour Value: 3

Protection Value: 5

Impact Value (main weapon): 5/3 M

Main weapon (turret): 75mm medium gun with Besa 7.92mm medium machine gun (coaxial)

Vehicle characteristics: radio, recon vehicle

VARIANTS:

- ⊗ You can fit each vehicle with the *camouflage* characteristic for +20 points each.
- ⊗ You can fit each vehicle with *sandbags* for +40 points each.

T17E1 STAGHOUND ARMoured CAR (735 points)

Vehicle Type: Armoured car - Armoured - Wheeled

Crew: 1 Sergeant Tank Leader (leader, binoculars), 3 Crew - All armed with Sten Mk.V sub-machine guns

Breakpoint: 4

Move Carefully: 14" (35 cm)

Tactical Value: 6

Armour Value: 3

Protection Value: 5

Impact Value (main weapon): 3/1 S

Main weapon (turret): 37mm light gun with M1919A4 .30 cal. medium machine-gun (coaxial)

Secondary weapon (lower hull): M1919A4 .30 cal. medium machine-gun

Vehicle characteristics: radio, recon vehicle

VARIANTS:

- ✦ You can fit each vehicle with the *camouflage* characteristic for +20 points each.
- ✦ You can fit each vehicle with *sandbags* for +40 points each.
- ✦ You can fit each vehicle with a *gyrostabiliser* for +30 points each.
- ✦ One Armoured Car per platoon can become a Command Armoured Car, replacing the Sergeant with a Lieutenant (*commander*) and the *radio* with a *long-range radio* for +20 points (compulsory if you buy the full platoon, and can only be bought if you have at least 2 armoured cars).
- ✦ If you buy a Command Armoured Car you can buy up to 2 Wait Orders for +100 points each.

ARMoured CAR PLATOON - OPTIONAL UNITS

- ✦ If you buy 2 Daimler Armoured Cars, or 2 AEC MKIII or 2 Staghound you get 2 Option Points.
- ✦ If you buy a full platoon (every type) you get 4 Option Points.

Optional Units that can be bought by the Armoured Car Platoons	Option Point Cost
Artillery Battery	2
Self-Propelled Gun Battery	2
Anti-tank Platoon	1
Armoured Car Platoon (basic)	1
Tank-destroyer Platoon	2
Light Tank Platoon (basic)	2
Medium Tank Platoon or Cromwell Medium Tank Platoon (basic)	2
Motorised Infantry Platoon (basic)	2
Engineer Platoon	3
Motorised Machine Gun Platoon	2
Infantry Recon Platoon (basic)	2
Motorised Engineer Section	3

INFANTRY RECON PLATOON (BASIC)

Comprising one of the following choices:

- 0-2 Jeep, 0-2 Humber Scout Car, 0-3 Humber Armoured Car (1943-1945)
- 0-2 Jeep, 1-6 Universal Carrier (1943-1945)

JEEP (130 points)

Vehicle Type: Car - Unarmoured - Wheeled

Crew: 1 Sergeant (leader), 2 Crew - All armed with Sten Mk.V sub-machine guns

Breakpoint: 3

Move Carefully: 16" (40 cm)

Tactical Value: 6

Armour Value: -

Protection Value: 3

Weapons: -

Characteristics: exposed models, open-topped, recon vehicle

VARIANTS:

- ⊗ You can add a Vickers K medium machine gun (main weapon, anti-aircraft, exposed, floor) to each vehicle for +100 points each.
- ⊗ You can add a *radio* for +10 points each. One Crew-member gets the *radio* characteristic.
- ⊗ You can fit each vehicle with the *camouflage* characteristic for +20 points each.
- ⊗ The leader can buy *binoculars* for +30 points.
- ⊗ If the vehicle stems from a Commando Platoon or a Paratrooper Platoon then all crew must improve their TV to 7 and get the *melee expert* characteristic for a total cost of +45 points.
- ⊗ Jeeps that are part of an Army that contains Commando or Paratrooper Platoons you can add a *twin* Vickers K medium machine gun (main weapon if the only one, otherwise secondary weapon, dashboard, exposed) for +170 points each.

HUMBER Mk1 SCOUT CAR MKI (350 points)

Vehicle Type: Armoured car - Armoured - Wheeled

Crew: 1 Sergeant Tank Leader (binoculars, leader), 1 Crew - All armed with Sten Mk.V sub-machine guns

Breakpoint: 2

Move Carefully: 14" (35 cm)

Tactical Value: 6

Armour Value: 2

Protection Value: 5

Main weapon: -

Vehicle characteristics: radio, recon vehicle

VARIANTS:

- ⊗ You can add a Bren light machine gun (main weapon, anti-aircraft, exposed, upper hatch) to each vehicle for +80 points each.
- ⊗ One Armoured Car per platoon can become a Command Armoured Car, replacing the Sergeant with a Lieutenant (*commander*) and the *radio* with a *long-range radio* for +20 points (compulsory if you buy the full platoon, and can only be bought if you have at least 2 armoured cars).
- ⊗ You can fit each vehicle with the *camouflage* characteristic for +20 points each.
- ⊗ If you buy a Command Armoured Car you can buy up to 2 Wait Orders for +100 points each.

HUMBER Mk1 ARMoured CAR (645 points)

Vehicle Type: Armoured car - Armoured - Wheeled

Crew: 1 Sergeant Tank Leader (binoculars, leader), 2 Crew - All armed with Sten Mk.V sub-machine guns

Breakpoint: 3

Move Carefully: 14" (35 cm)

Tactical Value: 6

Armour Value: 3

Protection Value: 5

Impact Value (main weapon): 3/1 S

Main weapon (turret): 37mm light gun with Besa 7.92mm medium machine gun (coaxial)

Vehicle characteristics: radio, recon vehicle

VARIANTS:

- ⊗ You can add a Bren light machine gun (secondary weapon, anti-aircraft, exposed, upper hatch) to each vehicle for +80 points each.
- ⊗ You can fit each vehicle with the *camouflage* characteristic for +20 points each.

UNIVERSAL CARRIER TANK (265 points)

Vehicle Type: Light Tank - Open-topped Armoured - Tracked

Crew: 1 Sergeant Tank Leader (leader, binoculars), 3 Tank crew - All armed with Sten Mk.V sub-machine guns

Breakpoint: 4

Move Carefully: 12" (30 cm)

Tactical Value: 6

Armour Value: 1

Protection Value: 5

Main weapon (lower hull): Bren light machine gun

Vehicle characteristics: exposed models, open-topped, radio, recon vehicle

VARIANTS:

- ✦ You can add a Bren light machine (secondary weapon, anti-aircraft, exposed, upper floor) to each vehicle for +80 points each.
- ✦ One Tank per platoon can become a Command Tank, replacing the Tank Commander with a Lieutenant (*commander*) and the *radio* with a *long-range radio* for +20 points (compulsory if you buy at least 3 Tanks and can only be bought if you have at least 2 tanks).
- ✦ If the vehicle stems from a Commando Platoon or a Paratrooper Platoon then all crew can improve their TV to 7 and get the *melee expert* characteristic for a total cost of +45 points.
- ✦ You can replace the main weapon (Bren light machine gun) with a Vickers K medium machine gun for +20 points each.
- ✦ You can fit each vehicle with the *camouflage* characteristic for +20 points each.
- ✦ If you buy a Command Tank you can buy up to 2 Wait Orders for +100 points each.

INFANTRY RECON PLATOON - OPTIONAL UNITS

- ✦ If you buy 2 Humber Armoured Cars you get 2 Option Points.
- ✦ If you buy 2 Humber Armoured Cars + 1 Humber Scout Car you get 3 Option Points.
- ✦ If you buy 3 Universal Carriers you get 2 Option Points.
- ✦ If you buy 6 Universal Carriers you get 4 Option Points.
- ✦ If you buy 2 Jeeps you get 1 Option Point.

Optional Units that can be bought by the Infantry Recon Platoon	Option Point Cost
Artillery Battery	2
Anti-tank Platoon	1
Armoured Car Platoon (basic)	1
Tank-destroyer Platoon	2
Light Tank Platoon (basic)	2
Medium Tank Platoon or Cromwell Medium Tank Platoon (basic)	2
Motorised Infantry Platoon (basic)	2
Engineer Platoon	3
Motorised Machine Gun Platoon	2
Infantry Recon Platoon (basic)	2
Motorised Engineer Section	3
Sniper Section (max 1)	1

INFANTRY PLATOON (BASIC)

Comprising: 0-1 Infantry Command Squad, 2-3 Infantry Squads

INFANTRY COMMAND SQUAD (275 points)

Infantry Unit
Breakpoint: 4
TV: 6

No	Model	Weapons	Characteristics
1	Lieutenant	Mk.V sub-machine gun, Webley revolver (pistol), N°36 Mills Bomb grenades	commander, leader
1	Sergeant	N°4 Mk.1 Enfield rifle, N°36 Mills Bomb grenades	leader
1	Mortarman	2" Mk.VIII light mortar, N°4 Mk.1 Enfield rifle, N°36 Mills Bomb grenades	gunner
4	Riflemen	N°4 Mk.1 Enfield rifle, N°36 Mills Bomb grenades	

SPLITTING THE INFANTRY COMMAND SQUAD

The Infantry Command Squad can be split into two Sections: the first comprises the Lieutenant and 2 Riflemen (BR2) and the second comprises the Sergeant, the Mortarman and 2 Riflemen (BR 2).

INFANTRY SQUAD (350 points)

Infantry Unit
Breakpoint: 5
TV: 6

No	Model	Weapons	Characteristics
1	Sergeant	Mk.V sub-machine gun, N°36 Mills Bomb grenades	leader
1	Corporal	Mk.V sub-machine gun, N°36 Mills Bomb grenades	leader
1	Machine-gunner	Bren light machine gun, 1911 Colt pistol, N°36 Mills Bomb grenades	
7	Riflemen	N°4 Mk.1 Enfield rifle, N°36 Mills Bomb grenades	

SPLITTING THE INFANTRY SQUAD

Each Infantry Squad can be split into two Sections: the first comprises the Sergeant and 5 Riflemen (BR3) and the second comprises the Corporal, the Machine-gunner and 2 Riflemen (BR 2).

VARIANTS:

- ✦ The Command Squad can add a *radio* for +10 points each. One Rifleman in the Squad gets the *radio* characteristic.
- ✦ One leader per Squad can buy *binoculars* for +30 points.
- ✦ One Rifleman per Platoon can replace his N°4 Mk.1 Enfield rifle with a Piat and a 1911A1 Colt pistol for +150 points.
- ✦ You can equip one model per Squad with Assault Grenades for +40 points each.
- ✦ You can equip one model per Platoon with Satchel Charges for +60 points each.
- ✦ Each Squad can add the *tank hunters* characteristic for +25 points each.
- ✦ Each Infantry Squad can add the *marksman* characteristic for +35 points each.
- ✦ Each Command Squad can add the *determined* characteristic for +35 points each.
- ✦ Each Infantry Squad can add the *determined* characteristic for +50 points each.
- ✦ Up to two Infantry Squads can buy Bedford trucks for +100 points each. Add the *loaded on Bedford truck* characteristic.
- ✦ You can remove a Rifleman from each Squad for -30 points each. The eliminated models count towards the Breakpoint.
- ✦ If you buy a Command Squad you can buy up to two Wait Orders for +100 points each.

INFANTRY PLATOON - OPTIONAL UNITS

- ✦ If you buy an Infantry Command Squad and two Infantry Squads you can spend 4 Option Points.
- ✦ If you buy an Infantry Command Squad and three Infantry Squads you can spend 6 Option Points.

Optional Units that can be bought by the Infantry Platoon	Option Point Cost
Artillery Battery	2
Self-Propelled Gun Battery (base)	2
Anti-tank Platoon	1
Armoured Car Platoon (basic)	1
Tank-destroyer Platoon	2
Light Tank Platoon (basic)	2
Medium Tank Platoon or Cromwell Medium Tank Platoon (basic)	2
Infantry Support Tank Platoon	2
Infantry Platoon (basic)	1
Engineer Platoon	3
Machine Gun Platoon	1
Motorised Machine Gun Platoon	2
Mortar Platoon	1
Infantry Recon Platoon (basic)	2
Sniper Section (max 1)	1

MOTORISED INFANTRY PLATOON (BASIC)

Comprising: 0-1 Motorised Infantry Command Squad, 2-3 Motorised Infantry Squads

MOTORISED INFANTRY COMMAND SQUAD (315 points)

Infantry Unit
Breakpoint: 3
TV: 6

Characteristics: loaded on Bedford truck*

No	Model	Weapons	Characteristics
1	Lieutenant	Mk.V sub-machine gun, Webley revolver (pistol), N°36 Mills Bomb grenades	commander, leader
1	Sergeant	N°4 Mk.1 Enfield rifle, N°36 Mills Bomb grenades	leader
1	Mortarman	2" Mk.VIII light mortar, N°4 Mk.1 Enfield rifle, N°36 Mills Bomb grenades	gunner
2	Riflemen	N°4 Mk.1 Enfield rifle, N°36 Mills Bomb grenades	
1*	Bedford Truck = See Vehicle datasheet (already included in cost)		

MOTORISED INFANTRY SQUAD (450 points)

Infantry Unit
Breakpoint: 5
TV: 6

Characteristics: loaded on Bedford truck*

No	Model	Weapons	Characteristics
1	Sergeant	Mk.V sub-machine gun, N°36 Mills Bomb grenades	leader
1	Corporal	Mk.V sub-machine gun, N°36 Mills Bomb grenades	leader
1	Machine-gunner	Bren light machine gun, 1911 Colt pistol, N°36 Mills Bomb grenades	
7	Riflemen	N°4 Mk.1 Enfield rifle, N°36 Mills Bomb grenades	
1*	Bedford Truck = See Vehicle datasheet (already included in cost)		

SPLITTING THE MOTORISED INFANTRY SQUAD

Each Motorised Infantry Squad can be split into two Sections: the first comprises the Sergeant and 5 Riflemen (BR3) and the second comprises the Corporal, the Machine-gunner and 2 Riflemen (BR 2).

VARIANTS:

- ✦ The Command Squad can add a *radio* for +10 points. One Rifleman in the Squad gets the *radio* characteristic.
- ✦ One leader per Squad can buy *binoculars* for +30 points.
- ✦ One Rifleman per Motorised Infantry Squad can replace his N°4 Mk.1 Enfield rifle with a Piat and a 1911A1 Colt pistol for +150 points each.
- ✦ You can equip one model per Squad with Assault Grenades for +40 points each.
- ✦ You can equip one model per Platoon with Satchel Charges for +60 points each.
- ✦ Each Squad can add the *tank hunters* characteristic for +25 points each.
- ✦ Up to two Squads can remove their Bedford Trucks for -100 points each. Remove the *loaded on Bedford truck* characteristic.
- ✦ The Command Squad can replace his Bedford Truck with an M3A1 White Armoured Car for +315 points.
- ✦ The Command Squad and the Infantry Squads can replace their Bedford Trucks with M3A1 Halftracks for +305 points each.
- ✦ Each Motorised Infantry Squad can add the *marksman* characteristic for +35 points each.
- ✦ Each Motorised Command Squad can add the *determined* characteristic for +25 points each.
- ✦ Each Motorised Infantry Squad can add the *determined* characteristic for +50 points each.
- ✦ You can remove a Rifleman from each Squad for -30 points each. The eliminated models count towards the Breakpoint.
- ✦ If you buy a Command Squad you can buy up to two Wait Orders for +100 points each.

MOTORISED INFANTRY PLATOON - OPTIONAL UNITS

- ✦ If you buy a Motorised Infantry Command Squad and two Motorised Infantry Squads you can spend 4 Option Points.
- ✦ If you buy a Motorised Infantry Command Squad and three Motorised Infantry Squads you can spend 6 Option Points.

Optional Units that can be bought by the Motorised Infantry Platoon	Option Point Cost
Artillery Battery	2
Self-Propelled Gun Battery	2
Anti-tank Platoon	1
Armoured Car Platoon (basic)	1
Tank-destroyer Platoon	2
Light Tank Platoon (basic)	2
Medium Tank Platoon or Cromwell Medium Tank Platoon (basic)	2
Motorised Infantry Platoon (basic)	2
Engineer Platoon	3
Motorised Engineer Section	3
Motorised Machine Gun Platoon	2
Infantry Recon Platoon (basic)	2
Sniper Section (max 1)	2

COMMANDO PLATOON (BASIC)

Comprising: 0-1 Commando Command Squad, 2-4 Commando Squads, 0-4 Support Squads, 0-3 Sniper Sections

COMMANDO COMMAND SQUAD (420 points)

Infantry Unit
Breakpoint: 3
TV: 7

No	Model	Weapons	Characteristics
1	Commando Captain	M1 Thompson sub-machine gun, N°36 Mills Bomb grenades	camouflage, commander, leader, melee expert
1	Commando Lieutenant	M1 Thompson sub-machine gun, N°36 Mills Bomb grenades	camouflage, commander, leader, melee expert
1	Commando Sergeant	Piat, 1911 Colt pistol, N°36 Mills Bomb grenades	camouflage, melee expert
2	Commandos	N°4 Mk.1 Enfield rifle, N°36 Mills Bomb grenades	camouflage, melee expert

COMMANDO SQUAD (615 points)

Infantry Unit
Breakpoint: 6
TV: 7

No	Model	Weapons	Characteristics
1	Commando Sergeant	M1 Thompson sub-machine gun, N°36 Mills Bomb grenades	camouflage, leader, melee expert
2	Commando Corporal	M1 Thompson sub-machine gun, N°36 Mills Bomb grenades	camouflage, leader, melee expert
1	Commando Machine-gunner	Bren light machine gun, 1911 Colt pistol, N°36 Mills Bomb grenades	camouflage, melee expert
7	Commandos	N°4 Mk.1 Enfield rifle, N°36 Mills Bomb grenades	camouflage, melee expert

SPLITTING THE COMMANDO SQUAD

Each Commando Squad can be split into two Sections: the first comprises the Sergeant, a Corporal and 5 Commandos (BR4) and the second comprises a Corporal, the Machine-gunner and 2 Commandos (BR 2).

SUPPORT SQUAD (250 points)

Infantry Unit
Breakpoint: 2
TV: 7

No	Model	Weapons	Characteristics
1	Corporal	N°4 Mk.1 Enfield rifle, N°36 Mills Bomb grenades	camouflage, leader, melee expert
1	Mortarman	2" Mk.VIII light mortar, N°4 Mk.1 Enfield rifle, N°36 Mills Bomb grenades	camouflage, gunner, melee expert
2	Commandos	N°4 Mk.1 Enfield rifle, N°36 Mills Bomb grenades	camouflage, melee expert

VARIANTS:

- ✦ The Command Squad and/or the Support Squads can add a *radio* for +10 points each. One Commando in the Squad gets the *radio* characteristic.
- ✦ One leader per Squad can buy *binoculars* for +30 points.
- ✦ All Paratroopers in the Platoon can buy 1911A1 Colt pistols for +10 points per model.
- ✦ All the Commandos with N°4 Mk.1 Enfield rifles can replace their rifles with Sten Mk.V sub-machine guns at no extra cost.
- ✦ You can equip one Commando per Commando Squad with a N°82 Gammon Grenade for +50 points each.
- ✦ One Commando per Commando Squad can replace his N°4 Mk.1 Enfield rifle with a Piat and a 1911A1 Colt pistol for +150 points.
- ✦ One Commando per Platoon can replace his N°4 Mk.1 Enfield rifle with an Ack Pac light flamethrower and a 1911A1 Colt pistol for +100 points.
- ✦ Up to two Commandos per Squad can add magnetic mines (IV2) to their equipment for +30 points each.
- ✦ You can equip one model per Squad with Assault Grenades for +40 points each.
- ✦ You can equip one model per Platoon with Satchel Charges for +60 points each.
- ✦ Each Squad can add the *tank hunters* characteristic for +25 points each.
- ✦ Each Commando Squad can add the *marksman* characteristic for +35 points each.
- ✦ Up to two Commando Squad can add the *infiltrators* characteristic for +55 points each.
- ✦ The Commando Command Squad can add the *determined* characteristic for +25 points.
- ✦ Each Commando Squad can add the *determined* characteristic for +55 points each.
- ✦ Each Support Squad can add the *determined* characteristic for +20 points each.
- ✦ You can remove a Commando from each Squad for -50 points each. The eliminated models count towards the Breakpoint.
- ✦ Up to two Commando Squads can buy Bedford trucks for +100 points each. Add the *loaded on Bedford truck* characteristic.
- ✦ All Squads can buy the *veteran* characteristic by removing one Commando. The eliminated models count towards the Breakpoint.
- ✦ If you buy a Commando Command Squad you can buy up to two Wait Orders for +100 points each.

SNIPER SECTION (125 points)

Infantry Unit
Breakpoint: 1
TV: 7

No	Model	Weapons	Characteristics
1	Sniper	N°4 Mk.1 Enfield rifle, N°36 Mills Bomb grenades	camouflage, infiltrator, local knowledge, melee expert, sharpshooter, sight, silent weapon, sniper

VARIANTS:

☛ You can buy an Observer with the same equipment and characteristics for +125 points to make a Team. The Team has BR1.

COMMANDO PLATOON - OPTIONAL UNITS

- ☛ If you buy a Commando Command Squad and two Commando Squads you can spend 4 Option Points.
- ☛ If you buy a Commando Command Squad, two Commando Squads and a Support Squad you can spend 5 Option Points.
- ☛ If you buy a Commando Command Squad, three Commando Squads and two Support Squads you can spend 6 Option Points.
- ☛ If you buy a Commando Command Squad, four Commando Squads and two Support Squads you can spend 7 Option Points.
- ☛ If you buy a Commando Command Squad, four Commando Squads and four Support Squads you can spend 8 Option Points.

Optional Units that can be bought by the Commando Platoon	Option Point Cost
Tank-destroyer Platoon	2
Light Tank Platoon (basic)	2
Medium Tank Platoon or Cromwell Medium Tank Platoon (basic)	2
Commando Support Tank Platoon	2
Engineer Platoon	3
Machine Gun Platoon	1
Mortar Platoon	1
Infantry Recon Platoon (basic)	2
Commando Infiltrator Section	2

“RED DEVILS” PARATROOPER PLATOON (BASIC)

Comprising: 0-1 Paratrooper Command Squad, 2-3 Paratrooper Squads, 0-1 Support Squad

PARATROOPER COMMAND SQUAD (195 points)

Infantry Unit
Breakpoint: 2
TV: 7

No	Model	Weapons	Characteristics
1	Paratrooper Lieutenant	Mk.V sub-machine gun, Webley revolver (pistol), N°36 Mills Bomb grenades	commander, leader, melee expert
1	Paratrooper Sergeant	Mk.V sub-machine gun, N°36 Mills Bomb grenades	leader, melee expert
2	Paratroopers	N°4 Mk.1 Enfield rifle, N°36 Mills Bomb grenades	melee expert

PARATROOPER SQUAD (500 points)

Infantry Unit
Breakpoint: 5
VT: 7

No	Model	Weapons	Characteristics
1	Paratrooper Sergeant	Mk.V sub-machine gun, N°36 Mills Bomb grenades	leader, melee expert
1	Paratrooper Corporal	Mk.V sub-machine gun, N°36 Mills Bomb grenades	leader, melee expert
1	Machine-gunner Paracadutisti	Bren light machine gun, 1911 Colt pistol, N°36 Mills Bomb grenades	melee expert
7	Paratroopers	N°4 Mk.1 Enfield rifle, N°36 Mills Bomb grenades	melee expert

SPLITTING THE PARATROOPER SQUAD

Each Paratrooper Squad can be split into two Sections: the first comprises the Sergeant and 5 Paratroopers (BR3) and the second comprises a Corporal, the Machine-gunner and 2 Paratroopers (BR 2).

SUPPORT SQUAD (235 points)

Infantry Unit
Breakpoint: 2
TV: 7

No	Model	Weapons	Characteristics
1	Paratrooper Corporal	N°4 Mk.1 Enfield rifle, N°36 Mills Bomb grenades	leader, melee expert
1	Paratrooper Mortarman	2" Mk.VIII light mortar, N°4 Mk.1 Enfield rifle, N°36 Mills Bomb grenades	gunner, melee expert
2	Paratroopers	N°4 Mk.1 Enfield rifle, N°36 Mills Bomb grenades	melee expert

VARIANTS:

- ✦ The Command Squad and/or the Support Squad can add a *radio* for +10 points each. One Paratrooper in the Squad gets the *radio* characteristic.
- ✦ One leader per Squad can buy *binoculars* for +30 points.
- ✦ All the Paratroopers with N°4 Mk.1 Enfield rifles can replace their rifles with Sten Mk.V sub-machine guns at no extra cost.
- ✦ You can equip one Paratrooper per Paratrooper Squad with a N°82 Gammon Grenade for +50 points each.
- ✦ One Paratrooper per Paratrooper Squad can replace his N°4 Mk.1 Enfield rifle with a Piat and a 1911A1 Colt pistol for +150 points.
- ✦ One Paratrooper per Platoon can replace his N°4 Mk.1 Enfield rifle with an Ack Pac light flamethrower and a 1911A1 Colt pistol for +100 points.
- ✦ Up to two Paratroopers per Squad can add magnetic mines (IV2) to their equipment for +30 points each.
- ✦ You can equip one model per Squad with Assault Grenades for +40 points each.
- ✦ You can equip one model per Platoon with Satchel Charges for +60 points each.
- ✦ Each Squad can add the *tank hunters* characteristic for +25 points each.
- ✦ Each Paratrooper Squad can add the *marksman* characteristic for +35 points each.
- ✦ The Paratrooper Command Squad can add the *determined* characteristic for +20 points.
- ✦ Each Paratrooper Squad can add the *determined* characteristic for +50 points each.
- ✦ The Support Squad can add the *determined* characteristic for +20 points.
- ✦ You can remove a Paratrooper from each Squad for -45 points each. The eliminated models count towards the Breakpoint.
- ✦ Up to two Paratrooper Squads can buy Bedford trucks for +100 points each. Add the *loaded on Bedford truck* characteristic.
- ✦ All Squads can buy the *veteran* characteristic by removing one Paratrooper. The eliminated models count towards the Breakpoint.
- ✦ If you buy a Paratrooper Command Squad you can buy up to two Wait Orders for +100 points each.

PARATROOPER PLATOON - OPTIONAL UNITS

- ✦ If you buy a Paratrooper Command Squad and two Paratrooper Squads you can spend 4 Option Points.
- ✦ If you buy a Paratrooper Command Squad and three Paratrooper Squads you can spend 6 Option Points.
- ✦ If you buy a Paratrooper Command Squad, three Paratrooper Squads and the Support Squad you can spend 7 Option Points.

Optional Units that can be bought by the Paratrooper Platoon	Option Point Cost
Airborne Battery	2
Anti-tank Platoon	1
Tank-destroyer Platoon	2
Airborne Tank Platoon	2
Light Tank Platoon (basic)	2
Medium Tank Platoon or Cromwell Medium Tank Platoon (basic)	2
Infantry Support Tank Platoon	2
Paratrooper Engineer Platoon	3
Machine Gun Platoon	1
Motorised Machine Gun Platoon	1
Mortar Platoon	1
Paratrooper Platoon (basic)	1
Infantry Recon Platoon (basic)	2
Paratrooper Anti-tank Section (max 1)	2
Sniper Section (max 1)	1
Paratrooper Pathfinder Section	2



BRITISH ARMY - OPTIONAL UNITS



ARTILLERY BATTERY

Comprising: 0-1 OP*, 0-1 Universal Carrier OP*, 1-6 Field Artillery

*See rules

87.6 mm FIELD ARTILLERY (620 points)

Infantry Unit

Breakpoint: 2

TV: 6

Protection Value: 4

Impact Value (heavy gun): 7/4 L, indirect-fire minimum range 50 (20")

Characteristics: shield, turntable (can change facing 180°, 90° right and 90° left)

No	Model	Weapons	Characteristics
1	Sergeant	Mk.V sub-machine gun, N°36 Mills Bomb grenades	binoculars, leader
1	Gunner	25pdr 87.6mm heavy gun, N°4 Mk.1 Enfield rifle, N°36 Mills Bomb grenades	gunner
1	Infantryman	N°4 Mk.1 Enfield rifle, N°36 Mills Bomb grenades	
1	Radio Operator	N°4 Mk.1 Enfield rifle, N°36 Mills Bomb grenades	radio

VARIANTS:

☛ You can buy 87,6mm guns to use for *off-table fire*. They cost 480 points each.

SELF-PROPELLED GUN BATTERY

Comprising one of the following choices:

- 0-1 Universal Carrier OP*, 1-4 Sexton
- 0-1 Sherman OP*, 1-4 M7 Priest HMC

*See rules

SEXTON TANK (1,070 points)

Vehicle Type: Medium Tank - Armoured - Tracked

Crew: 1 Tank leader (binoculars, leader), 5 Tank crew - All armed with Sten Mk.V sub-machine guns

Breakpoint: 6

Move Carefully: 10" (25 cm)

Tactical Value: 6

Armour Value: 4

Protection Value: 6

Impact Value (main weapon): 7/4 L

Main weapon (upper hull): 25pdr 87.6mm heavy gun, indirect-fire minimum range 50 (20")

Secondary weapon (anti-aircraft, exposed, upper hull): M2HMG .50 cal. heavy machine-gun

Vehicle characteristics: open-topped, radio

VARIANTS:

☛ You can fit each vehicle with the *camouflage* characteristic for +20 points each.

☛ You can fit each vehicle with *sandbags* for +40 points each.

☛ You can buy Sexton tanks to use for *off-table fire*. They cost 720 points each.

M7 PRIEST TANK (940 points)

Vehicle Type: Medium Tank - Armoured - Tracked

Crew: 1 Tank leader (binoculars, leader), 6 Tank crew - All armed with Sten Mk.V sub-machine guns

Breakpoint: 7

Move Carefully: 10" (25 cm)

Tactical Value: 6

Armour Value: 4

Protection Value: 6

Impact Value (main weapon): -/5 L

Main weapon (howitzer, upper hull): 105 mm heavy gun, indirect-fire minimum range 24" (60 cm)

Secondary weapon (anti-aircraft, exposed, upper hull): M2HMG .50 cal. heavy machine-gun

Vehicle characteristics: open-topped, radio

VARIANTS:

☛ You can fit each vehicle with the *camouflage* characteristic for +20 points each.

☛ You can fit each vehicle with *sandbags* for +40 points each.

☛ You can buy M7 Priest tanks to use for *off-table fire*. They cost 590 points each.

AIRBORNE BATTERY

Comprising: 0-1 OP*, 0-1 Jeep OP*, 1-8 75 mm Airborne Howitzers

*See rules

75 mm AIRBORNE HOWITZER (410 points)

Infantry Unit

Breakpoint: 2

TV: 7

Protection Value: 4

Impact Value (howitzer): -/3 M indirect-fire minimum range 50 (20")

Characteristics: shield

No	Model	Weapons	Characteristics
1	Paratrooper Sergeant	Mk.V sub-machine gun, N°36 Mills Bomb grenades	binoculars, leader, melee expert
1	Paratrooper Gunner	M1 75mm medium gun (howitzer), Mk.V sub-machine gun, N°36 Mills Bomb grenades	gunner, melee expert
1	Paratrooper	N°4 Mk.1 Enfield rifle, N°36 Mills Bomb grenades	melee expert
1	Paratrooper Radio Operator	N°4 Mk.1 Enfield rifle, N°36 Mills Bomb grenades	melee expert, radio

ANTI-TANK PLATOON

Comprising one of the following choices:

• 0-1 Universal Carrier OP*, 1-4 6pdr Anti-tank guns (1943-1945)

• 0-1 Universal Carrier OP*, 1-4 17pdr Anti-tank guns

*See rules

6pdr ANTI-TANK GUN (400 points)

Infantry Unit

Breakpoint: 2

TV: 6

Protection Value: 4

Impact Value (6pdr 57mm medium gun): 4/3 S

Characteristics: shield

No	Model	Weapons	Characteristics
1	Sergeant	Mk.V sub-machine gun, N°36 Mills Bomb grenades	binoculars, leader
1	Gunner	6pdr 57 mm medium gun, N°4 Mk.1 Enfield rifle, N°36 Mills Bomb grenades	gunner
1	Infantryman	N°4 Mk.1 Enfield rifle, N°36 Mills Bomb grenades	
1	Radio Operator	N°4 Mk.1 Enfield rifle, N°36 Mills Bomb grenades	radio

VARIANTS:

☛ If the gun stems from a Commando Platoon or a Paratrooper Platoon then all models can improve their TV to 7 and get the *melee expert* characteristic for a total cost of +60 points.

17pdr ANTI-TANK GUN (550 points)

Infantry Unit

Breakpoint: 2

TV: 6

Protection Value: 4

Impact Value (17pdr 76.2mm medium gun): 7/3 S

Characteristics: shield

No	Model	Weapons	Characteristics
1	Sergeant	Mk.V sub-machine gun, N°36 Mills Bomb grenades	binoculars, leader
1	Gunner	17pdr 76,2mm medium gun, N°4 Mk.1 Enfield rifle, N°36 Mills Bomb grenades	gunner
1	Infantryman	N°4 Mk.1 Enfield rifle, N°36 Mills Bomb grenades	
1	Radio Operator	N°4 Mk.1 Enfield rifle, N°36 Mills Bomb grenades	radio

VARIANTS:

☛ If the gun stems from a Commando Platoon or a Paratrooper Platoon then all models can improve their TV to 7 and get the *melee expert* characteristic for a total cost of +60 points.

AIRBORNE TANK PLATOON

Comprising: 0-1 OP*, 1-4 Mk.VII Tetrarch

*See rules

Mk.VII TETRARCH TANK (530 points)

Vehicle Type: Light Tank - Armoured - Tracked

Crew: 1 Paratrooper Sergeant (binoculars, leader), 2 Paratroopers- All armed with Sten Mk.V sub-machine guns

Breakpoint: 3

Move Carefully: 12" (30 cm)

Tactical Value: 7

Armour Value: 2

Protection Value: 5

Impact Value (main weapon): 3/- (no high-explosives)

Main weapon (turret): 2pdr 40mm light gun with Besa 7.92mm medium machine gun (coaxial)

Characteristics: radio

VARIANTS:

- ☛ One Tank per platoon can become a Command Tank, replacing the Tank Commander with a Lieutenant (*commander*) and the *radio* with a *long-range radio* for +20 points (compulsory if you buy at least 3 Tanks and can only be bought if you have at least 2 tanks).
- ☛ You can replace the 2pdr light gun with a 3pdr 76mm howitzer (IV -/3) for +20 points each.
- ☛ You can fit each vehicle with the *camouflage* characteristic for +20 points each.
- ☛ Each vehicle can add the *troop transporter tank* characteristic for +20 points each.

TANK-DESTROYER PLATOON

Comprising one of the following choices:

- 1-4 M10 Wolverine
- 1-4 M10 Achilles
- 1-4 Archer

M10 WOLVERINE TANK (950 points)

Vehicle Type: Medium Tank - Open-topped Armoured - Tracked

Crew: 1 Tank leader (binoculars, leader), 4 Tank crew - All armed with Sten Mk.V sub-machine guns

Breakpoint: 5

Move Carefully: 10" (25 cm)

Tactical Value: 6

Armour Value: 4

Protection Value: 6

Impact Value (main weapon): 6/3 M

Main weapon (turret): M1A1 76mm medium gun

Secondary weapon (anti-aircraft, exposed, upper hatch): M2HMG .50 cal. heavy machine-gun

Vehicle characteristics: open-topped, radio

VARIANTS:

- ☛ You can fit each vehicle with the *camouflage* characteristic for +20 points each.
- ☛ You can fit each vehicle with *sandbags* for +40 points each.
- ☛ Each vehicle can add the *troop transporter tank* characteristic for +20 points each.

M10 ACHILLES TANK (1,000 points)

Vehicle Type: Medium Tank - Open-topped Armoured - Tracked

Crew: 1 Tank leader (binoculars, leader), 4 Tank crew - All armed with Sten Mk.V sub-machine guns

Breakpoint: 5

Move Carefully: 10" (25 cm)

Tactical Value: 6

Armour Value: 4

Protection Value: 6

Impact Value (main weapon): 7/3 M

Main weapon (turret): 17pdr 76.2mm medium gun

Secondary weapon (anti-aircraft, exposed, upper hatch): M2HMG .50 cal. heavy machine-gun

Vehicle characteristics: open-topped, radio

VARIANTS:

- ☛ You can fit each vehicle with the *camouflage* characteristic for +20 points each.
- ☛ You can fit each vehicle with *sandbags* for +40 points each.
- ☛ Each vehicle can add the *troop transporter tank* characteristic for +20 points each.

ARCHER TANK (800 points)

Vehicle Type: Medium Tank - Open-topped Armoured - Tracked
Crew: 1 Tank leader (binoculars, leader), 4 Tank crew - All armed with Sten Mk.V sub-machine guns
Breakpoint: 4
Move Carefully: 10" (25 cm)
Tactical Value: 6
Armour Value: 4
Protection Value: 6
Impact Value (main weapon): 7/3 M
Main weapon (limited traverse, rear fixed position): 17pdr 76.2mm medium gun
Secondary weapon (anti-aircraft, exposed, upper hatch): Bren light machine gun
Vehicle characteristics: open-topped, radio

VARIANTS:

- ☛ You can fit each vehicle with the *camouflage* characteristic for +20 points each.
- ☛ You can fit each vehicle with *sandbags* for +40 points each.
- ☛ Each vehicle can add the *troop transporter tank* characteristic for +20 points each.

COMMANDO SUPPORT TANK PLATOON

Comprising: 0-1 Universal Carrier OP*, 1-4 Centaur Mk IV

*See rules

CENTAUR MK IV TANK (865 points)

Vehicle Type: Medium Tank - Armoured - Tracked
Crew: 1 Tank leader (binoculars, leader), 4 Tank crew - All armed with Sten Mk.V sub-machine guns
Breakpoint: 5
Move Carefully: 10" (25 cm)
Tactical Value: 6
Armour Value: 5
Protection Value: 6
Impact Value (main weapon): -/4 L
Main weapon (turret, howitzer): 95mm heavy weapon, indirect-fire minimum range 50 (20") with Besa 7.92mm medium machine gun (coaxial)
Vehicle characteristics: radio

VARIANTS:

- ☛ You can fit each vehicle with the *camouflage* characteristic for +20 points each.
- ☛ You can fit each vehicle with *sandbags* for +40 points each.
- ☛ Each vehicle can add the *troop transporter tank* characteristic for +20 points each.
- ☛ You can add a Besa 7.92mm medium machine gun (lower hull) to each vehicle for +70 points each.

INFANTRY SUPPORT TANK PLATOON

Comprising: 0-1 Universal Carrier OP*, 1-3 Churchill, 0-1 Churchill Infantry Support

*See rules

CHURCHILL MK VII TANK (1,510 points)

Vehicle Type: Heavy Tank - Armoured - Tracked
Crew: 1 Tank leader (binoculars, leader), 4 Tank crew - All armed with Sten Mk.V sub-machine guns
Breakpoint: 5
Move Carefully: 8" (20 cm)
Tactical Value: 6
Armour Value: 9
Protection Value: 7
Impact Value (main weapon): 5/3 M
Main weapon (turret): OQF 75mm medium gun with Besa 7.92mm medium machine gun (coaxial)
Secondary weapon (lower hull): Besa 7.92mm medium machine gun
Vehicle characteristics: radio

MK VIII CHURCHILL INFANTRY SUPPORT TANK (1,460 points)

Vehicle Type: Heavy Tank - Armoured - Tracked
Crew: 1 Tank leader (binoculars, leader), 4 Tank crew - All armed with Sten Mk.V sub-machine guns
Breakpoint: 5
Move Carefully: 8" (20 cm)
Tactical Value: 6
Armour Value: 9
Protection Value: 7
Impact Value (main weapon): -/4 L
Main weapon (turret, howitzer): 95mm heavy weapon, indirect-fire minimum range 50 (20") with Besa 7.92mm medium machine gun (coaxial)
Secondary weapon (lower hull): Besa 7.92mm medium machine gun
Vehicle characteristics: radio

VARIANTS:

- ⊗ You can fit each vehicle with the *camouflage* characteristic for +20 points each.
- ⊗ Each vehicle can add the *troop transporter tank* characteristic for +20 points each.
- ⊗ You can decrease the AV of each vehicle to 7 for -325 points each (MkVI version).
- ⊗ You can decrease the AV of each vehicle to 6 for -450 points each (MkV version).
- ⊗ One Churchill Tank per platoon can become a Command Tank, replacing the Tank Commander with a Lieutenant (*commander*) and the *radio* with a *long-range radio* for +20 points (compulsory if you buy at least 3 Tanks and can only be bought if you have at least 2 tanks).

ENGINEER PLATOON**Comprising: 0-1 Engineer Command Squad on Jeep, 1-3 Engineer Squads****ENGINEER COMMAND SQUAD ON JEEP (200 points)****Vehicle Type:** Car - Unarmoured - Wheeled**Crew:** 1 Lieutenant (binoculars, commander, leader), 1 Second lieutenant (leader), 1 Crew - All armed with Sten Mk.V sub-machine guns**Breakpoint:** 3**Move Carefully:** 16" (40 cm)**Tactical Value:** 7**Armour Value:** -**Protection Value:** 3**Weapons:** -**Characteristics:** exposed models, open-topped, recon vehicle**VARIANTS:**

- ⊗ All models with Sten Mk.V sub-machine guns can replace their sub-machine guns with N°4 Mk.1 Enfield rifles at no extra cost.
- ⊗ You can add a *radio* for +10 points each. One Crew-member gets the *radio* characteristic.

ENGINEER SQUAD (630 points)**Infantry Unit****Breakpoint:** 3**TV:** 7**Characteristics:** loaded on M3A1 White Armoured Car*

No	Model	Weapons	Characteristics
1	Engineer Sergeant	Mk.V sub-machine gun, N°36 Mills Bomb grenades	leader
1	Engineer Corporal	Mk.V sub-machine gun, N°36 Mills Bomb grenades	leader
4	Engineer Infantrymen	N°4 Mk.1 Enfield rifle, N°36 Mills Bomb grenades	
1*	M3A1 White Armoured Car = See Vehicle datasheet (already included in cost)		

VARIANTS:

- ⊗ One leader per Squad can buy *binoculars* for +30 points.
- ⊗ One Infantryman per Platoon can replace his N°4 Mk.1 Enfield rifle with an Ack Pac light flamethrower for +90 points.
- ⊗ Up to two Infantrymen per Engineer Squad can add N°82 Gammon Grenade to their equipment for +50 points each.
- ⊗ Up to two Infantrymen per Squad can add magnetic mines (IV2) to their equipment for +30 points each.
- ⊗ One Infantryman per Squad can add a Piat to his equipment for +150 points each.
- ⊗ You can equip one model per Squad with Assault Grenades for +40 points each.
- ⊗ You can equip one model per Platoon with Satchel Charges for +60 points each.
- ⊗ Each Squad can add the *tank hunters* characteristic for +25 points each.
- ⊗ Each Command Squad can add the *determined* characteristic for +30 points each.
- ⊗ You can remove an Infantryman from each Squad for -40 points each. The eliminated models count towards the Breakpoint.
- ⊗ All Engineer Squads can buy the *veteran* characteristic by removing one Infantryman. The eliminated models count towards the Breakpoint.

PARATROOPER ENGINEER PLATOON**Comprising: 0-1 Paratrooper Engineer Command Squad, 1-3 Paratrooper Engineer Squads****PARATROOPER ENGINEER COMMAND SQUAD (230 points)****Infantry Unit****Breakpoint:** 2**TV:** 7

No	Model	Weapons	Characteristics
1	Paratrooper Engineer Lieutenant	Mk.V sub-machine gun, N°36 Mills Bomb grenades	binoculars, commander, leader, melee expert
1	Paratrooper Engineer Sergeant	Mk.V sub-machine gun, N°36 Mills Bomb grenades	leader, melee expert
1	Paratrooper Engineer	N°4 Mk.1 Enfield rifle, N°36 Mills Bomb grenades	melee expert
1	Paratrooper Engineer Radio Operator	N°4 Mk.1 Enfield rifle, N°36 Mills Bomb grenades	melee expert, radio

PARATROOPER ENGINEER SQUAD (450 points)

Infantry Unit
Breakpoint: 5
TV: 7

No	Model	Weapons	Characteristics
1	Paratrooper Engineer Sergeant	Mk.V sub-machine gun, N°36 Mills Bomb grenades	leader, melee expert
9	Paratrooper Engineers	N°4 Mk.1 Enfield rifle, N°36 Mills Bomb grenades	melee expert

SPLITTING THE PARATROOPER ENGINEER SQUAD

The Paratrooper Engineer Squad can be split into two Sections: the first comprises the Sergeant and 3 Paratroopers (BR3) and the second comprises 4 Paratroopers (BR 2).

VARIANTS:

- ⊛ All the Paratroopers with N°4 Mk.1 Enfield rifles can replace their rifles with Sten Mk.V sub-machine guns at no extra cost.
- ⊛ You can equip one model per Squad with Assault Grenades for +40 points each.
- ⊛ You can equip one model per Platoon with Satchel Charges for +60 points each.
- ⊛ Each Squad can add the *tank hunters* characteristic for +25 points each.
- ⊛ The Paratrooper Engineer Command Squad can add the *determined* characteristic for +20 points.
- ⊛ Each Paratrooper Engineer Squad can add the *determined* characteristic for +50 points each.
- ⊛ You can remove an Engineer Paratrooper from each Squad for -40 points each. The eliminated models count towards the Breakpoint.
- ⊛ Up to two Paratroopers per Engineer Squad can add N°82 Gammon Grenade to their equipment for +50 points each.
- ⊛ One Paratrooper per Platoon can replace his N°4 Mk.1 Enfield rifle with an Ack Pac light flamethrower for +90 points.
- ⊛ Up to two Paratrooper Engineers per Squad can add magnetic mines (IV2) to their equipment for +30 points each.
- ⊛ One Paratrooper Engineer per Platoon can add a Piat to his equipment for +150 points each.
- ⊛ All Squads can buy the *veteran* characteristic by removing one Paratrooper Engineer. The eliminated models count towards the Breakpoint.

MACHINE GUN PLATOON

Comprising: 0-1 Machine Gun Command Squad, 1-4 Machine Gun Squads

MACHINE GUN COMMAND SQUAD (160 points)

Infantry Unit
Breakpoint: 2
TV: 6

No	Model	Weapons	Characteristics
1	Second lieutenant	Mk.V sub-machine gun, N°36 Mills Bomb grenades	binoculars, commander, leader
1	Sergeant	Mk.V sub-machine gun, N°36 Mills Bomb grenades	leader
2	Infantrymen	N°4 Mk.1 Enfield rifle, N°36 Mills Bomb grenades	

MACHINE GUN SQUAD (220 points)

Infantry Unit
Breakpoint: 2
TV: 6

No	Model	Weapons	Characteristics
1	Sergeant	Mk.V sub-machine gun, N°36 Mills Bomb grenades	leader
1	Machine-gunner	Vickers medium machine gun, 1911 Colt pistol	gunner, tripod
2	Infantrymen	N°4 Mk.1 Enfield rifle, N°36 Mills Bomb grenades	

VARIANTS:

- ⊛ Each Machine Gun Command Squad and/or Machine Gun Squad can add a *radio* for +10 points each. One Infantryman in the Squad gets the *radio* characteristic.
- ⊛ Each Machine Gun Command Squad and/or Machine Gun Squad can add the *determined* characteristic for +20 points each.
- ⊛ If the Squad stems from a Ranger Platoon or a Paratrooper Platoon then all models can improve their TV to 7 and get the *melee expert* characteristic for a total cost of +55 points.

MOTORISED MACHINE GUN PLATOON

Comprising: 1-4 Motorised Machine Gun Squads on Universal Carrier

MOTORISED MACHINE GUN SQUAD ON UNIVERSAL CARRIER (265 points)

Vehicle Type: Light Tank - Open-topped Armoured - Tracked

Crew: 1 Sergeant Tank Leader (leader, binoculars), 3 Tank crew - All armed with Sten Mk.V sub-machine guns

Breakpoint: 4

Move Carefully: 12" (30 cm)

Tactical Value: 6

Armour Value: 1

Protection Value: 5

Main weapon (lower hull): Bren light machine gun

Vehicle characteristics: exposed models, open-topped, radio, recon vehicle

VARIANTS:

- ⊗ You can add a Bren light machine gun (secondary weapon, anti-aircraft, exposed, upper floor) to each vehicle for +80 points each.
- ⊗ One crewman per vehicle can buy a Piat grenade-launcher for +150 points each. The spring-loaded firing mechanism means it can be used from on-board as if it was a vehicle-mounted weapon.
- ⊗ One Tank per platoon can become a Command Tank, replacing the Tank Commander with a Lieutenant (*commander*) and the *radio* with a *long-range radio* for +20 points (compulsory if you buy at least 3 Tanks and can only be bought if you have at least 2 tanks).
- ⊗ You can replace the main weapon (Bren light machine gun) with a Vickers K medium machine gun for +20 points each.
- ⊗ You can fit each vehicle with the *camouflage* characteristic for +20 points each.
- ⊗ If the Squad stems from a Commando Platoon or a Paratrooper Platoon then all crew can improve their TV to 7 and get the *melee expert* characteristic for a total cost of +60 points.

MORTAR PLATOON

Comprising: 0-1 Mortar Command Squad, 1-6 Mortar Squads

MORTAR COMMAND SQUAD (150 points)

Infantry Unit

Breakpoint: 2

TV: 6

No	Model	Weapons	Characteristics
1	Second lieutenant	Mk.V sub-machine gun, N°36 Mills Bomb grenades	binoculars, commander, leader
1	Sergeant	Mk.V sub-machine gun, N°36 Mills Bomb grenades	leader
1	Radio Operator Infantryman	N°4 Mk.1 Enfield rifle, N°36 Mills Bomb grenades	long-range radio

VARIANTS:

- ⊗ If the Squad stems from a Commando Platoon or a Paratrooper Platoon then all models can improve their TV to 7 and get the *melee expert* characteristic for a total cost of +45 points.
- ⊗ The Mortar Command Squad can add the *determined* characteristic for +15 points each.
- ⊗ You can replace the Mortar Command Squad with an OP on a Jeep for the cost shown.

MORTAR SQUAD (310 points)

Infantry Unit

Breakpoint: 2

TV: 6

No	Model	Weapons	Characteristics
1	Corporal	Mk.V sub-machine gun, N°36 Mills Bomb grenades	binoculars, leader
1	Mortarman	3pdr 81mm medium mortar, 1911 Colt pistol	
1	Infantryman	N°4 Mk.1 Enfield rifle, N°36 Mills Bomb grenades	
1	Radio Operator Infantryman	N°4 Mk.1 Enfield rifle, N°36 Mills Bomb grenades	radio

VARIANTS:

- ⊗ Each Mortar Squad can add the *determined* characteristic for +20 points each.
- ⊗ If the Squad stems from a Commando Platoon or a Paratrooper Platoon then all models can improve their TV to 7 and get the *melee expert* characteristic for a total cost of +55 points.
- ⊗ You can replace the 3" 81mm medium mortars with 4.2pdr 106.7mm heavy mortars for +50 points each. The whole platoon must have the same type of mortar.
- ⊗ You can buy 4.2pdr 106.7mm heavy mortars to use for *off-table fire*. They cost 280 points each.

PARATROOPER ANTI-TANK SECTION

Comprising: 1-3 Paratrooper Anti-tank Teams

PARATROOPER ANTI-TANK TEAM (240 points)

Infantry Unit
Breakpoint: 1
TV: 7

No	Model	Weapons	Characteristics
1	Paratrooper	N°4 Mk.1 Enfield rifle, N°36 Mills Bomb grenades	melee expert
1	Paratrooper	Mk.V sub-machine gun, N°36 Mills Bomb grenades, lanciagranate Piat	melee expert

VARIANTS:

- ⊛ Each Paratrooper Anti-tank Team can add the *determined* characteristic for +10 points each.
- ⊛ You can equip one model per Team with Assault Grenades for +40 points each.
- ⊛ You can equip one model per Section with Satchel Charges for +60 points each.
- ⊛ Each Team can add the *tank hunters* characteristic for +25 points each.

SNIPER SECTION

Comprising: 1 Sniper Section

SNIPER SECTION (120 points)

Infantry Unit
Breakpoint: 1
TV: 7

No	Model	Weapons	Characteristics
1	Sniper	N°4 Mk.1 Enfield rifle, N°36 Mills Bomb grenades	camouflage, infiltrator, local knowledge, sharpshooter, sight, silent weapon, sniper

VARIANTS:

- ⊛ If the unit stems from a Commando Platoon or a Paratrooper Platoon then all models must get the *melee expert* characteristic for a total cost of +5 points each.
- ⊛ You can buy an Observer with the same equipment and characteristics for +125 points to make a Team. The Team has BR1.

PARATROOPER PATHFINDER SECTION

Comprising: 0-3 Paratrooper Pathfinder Squads

PARATROOPER PATHFINDER SQUAD (540 points)

Infantry Unit
Breakpoint: 6
TV: 7

No	Model	Weapons	Characteristics
1	Paratrooper Sergeant	Mk.V sub-machine gun, N°36 Mills Bomb grenades	binoculars, camouflage, leader, melee expert
1	Paratrooper Corporal	Mk.V sub-machine gun, N°36 Mills Bomb grenades	camouflage, leader, melee expert
7	Paratroopers	N°4 Mk.1 Enfield rifle, N°36 Mills Bomb grenades	camouflage, melee expert
1	Paratrooper Radio Operator	N°4 Mk.1 Enfield rifle, N°36 Mills Bomb grenades	camouflage, melee expert, radio

VARIANTS:

- ⊛ One Paratrooper per Section can add a Piat to his equipment for +150 points each.
- ⊛ All the Paratroopers with N°4 Mk.1 Enfield rifles can replace their rifles with Sten Mk.V sub-machine guns at no extra cost.
- ⊛ Up to two Paratroopers per Pathfinder Squad can add N°82 Gammon Grenade to their equipment for +50 points each.
- ⊛ One Paratrooper per Pathfinder Squad can replace his N°4 Mk.1 Enfield rifle with a Bren light machine gun for +40 points each.
- ⊛ Up to two Paratroopers per Squad can add magnetic mines (1V2) to their equipment for +30 points each.
- ⊛ You can equip one model per Squad with Assault Grenades for +40 points each.
- ⊛ You can equip one model per Section with Satchel Charges for +60 points each.
- ⊛ Each Squad can add the *tank hunters* characteristic for +25 points each.
- ⊛ Each Paratrooper Pathfinder Squad can add the *determined* characteristic for +50 points each.
- ⊛ Each Paratrooper Pathfinder Squad can add the *infiltrators* characteristic for +50 points each.
- ⊛ You can remove a Paratrooper from each Squad for -50 points each. The eliminated models count towards the Breakpoint.
- ⊛ All Squads can buy the *veteran* characteristic by removing one Paratrooper. The eliminated models count towards the Breakpoint.

MOTORISED ENGINEER SECTION

Comprising: 0-1 Churchill Crocodile MK IV (1944-1945), 0-1 Churchill AVRE Petard , 0-2 Universal Wasp

CHURCHILL CROCODILE MK IV TANK (1,430 points)

Vehicle Type: Heavy Tank - Armoured - Tracked
Crew: 1 Tank leader (binoculars, leader), 4 Tank crew - All armed with Sten Mk.V sub-machine guns
Breakpoint: 5
Move Carefully: 8" (20 cm)
Tactical Value: 6
Armour Value: 8
Protection Value: 7
Impact Value (main weapon): 5/3 M
Main weapon (turret): OQF 75mm medium gun with Besa 7.92mm medium machine gun (coaxial)
Secondary weapon (lower hull): heavy flamethrower
Vehicle characteristics: radio, ronson

CHURCHILL AVRE PETARD TANK (1,660 points)

Vehicle Type: Heavy Tank - Armoured - Tracked
Crew: 1 Tank leader (binoculars, leader), 4 Tank crew - All armed with Sten Mk.V sub-machine guns
Breakpoint: 5
Move Carefully: 8" (20 cm)
Tactical Value: 6
Armour Value: 9
Protection Value: 7
Impact Value (main weapon): -/8 L indirect-fire minimum range 15 (6")
Main weapon (turret): 290mm heavy mortar
Secondary weapon (lower hull): Besa 7.92mm medium machine gun
Vehicle characteristics: radio

UNIVERSAL CARRIER WASP (365 points)

Vehicle Type: Light Tank - Open-topped Armoured - Tracked
Crew: 1 Sergeant Tank Leader (leader, binoculars), 2 Tank crew - All armed with Sten Mk.V sub-machine guns
Breakpoint: 3
Move Carefully: 12" (30 cm)
Tactical Value: 6
Armour Value: 1
Protection Value: 5
Main weapon (lower hull): heavy flamethrower
Vehicle characteristics: exposed models, open-topped, radio, ronson

VARIANTS:

☛ Each vehicle can add the *troop transporter tank* characteristic for +20 points each.

COMMANDO INFILTRATOR SECTION

Comprising: 0-3 Commando Infiltrator Squads

COMMANDO INFILTRATOR SQUAD (500 points)

Infantry Unit
Breakpoint: 2
TV: 7

No	Model	Weapons	Characteristics
1	Commando Sergeant	silenced Sten Mk.V sub-machine gun, N°36 Mills Bomb grenades	binoculars, camouflage, determined, leader, melee expert, silent weapon (Sten), stealthy
1	Commando Corporal	silenced Sten Mk.V sub-machine gun, N°36 Mills Bomb grenades	camouflage, determined, leader, melee expert, silent weapon (Sten), stealthy
2	Commandos	silenced Sten Mk.V sub-machine gun, N°36 Mills Bomb grenades, N°82 Gammon Grenade	camouflage, determined, melee expert, silent weapon (Sten), stealthy
1	Commando	silenced Sten Mk.V sub-machine gun, N°36 Mills Bomb grenades	camouflage, determined, melee expert, silent weapon (Sten), stealthy

VARIANTS:

- ☛ One Commando per Squad can add a Piat to his equipment for +150 points each.
- ☛ Up to two Commandos per Squad can add magnetic mines (IV2) to their equipment for +30 points each.
- ☛ You can equip one model per Squad with Assault Grenades for +40 points each.
- ☛ You can equip one model per Section with Satchel Charges for +60 points each.
- ☛ Each Squad can add the *tank hunters* characteristic for +25 points each.



RECON UNITS - OBSERVATION POSTS



INFANTRY OBSERVATION POST (130 points)

Infantry Unit

Breakpoint: 1

TV: 6

Characteristics: observation post

No	Model	Weapons	Characteristics
1	Sergeant	Mk.V sub-machine gun, N°36 Mills Bomb grenades	binoculars, leader
1	Corporal	Mk.V sub-machine gun, N°36 Mills Bomb grenades	binoculars, leader, long-range radio

VARIANTS:

☛ Each unit can add the *camouflage* characteristic for +10 points.

☛ Each unit can add the *infiltrators* characteristic for +10 points.

☛ If the Observation Post is part of a Commando Platoon or a Paratrooper Platoon then all models must improve their TV to 7 for a total cost of +20 points.

OBSERVATION POST ON UNIVERSAL CARRIER (285 points)

Vehicle Type: Light Tank - Open-topped Armoured - Tracked

Crew: 1 Lieutenant Tank Commander (binoculars, commander, leader), 2 Tank crew - All armed with Sten Mk.V sub-machine guns

Breakpoint: 3

Move Carefully: 12" (30 cm)

Tactical Value: 6

Armour Value: 1

Protection Value: 5

Main weapon (lower hull): Bren light machine gun

Vehicle characteristics: exposed models, long-range radio, observation post, open-topped, recon vehicle

VARIANTS:

☛ You can add a Bren light machine gun (secondary weapon, anti-aircraft, exposed, upper hatch) to each vehicle for +80 points each.

☛ If the Observation Post is part of a Commando Platoon or a Paratrooper Platoon then all models must improve their TV to 7 for a total cost of +30 points.

JEEP OBSERVATION POST (200 points)

Vehicle Type: Car - Unarmoured - Wheeled

Crew: 1 Sergeant (binoculars, leader), 2 Crew - All armed with Sten Mk.V sub-machine guns

Breakpoint: 3

Move Carefully: 16" (40 cm)

Tactical Value: 6

Armour Value: -

Protection Value: 3

Weapons: -

Characteristics: exposed models, long-range radio, observation post, open-topped, recon vehicle

VARIANTS:

☛ All the Crew-members with Sten Mk.V sub-machine guns can replace their sub-machine guns with N°4 Mk.1 Enfield rifles at no extra cost.

☛ If the Observation Post is part of a Commando Platoon or a Paratrooper Platoon then all crew must improve their TV to 7 and get the *melee expert* characteristic for a total cost of +45 points.

☛ You can fit each vehicle with the *camouflage* characteristic for +20 points each.

SHERMAN OBSERVATION POST (775 points)

Vehicle Type: Medium Tank - Armoured - Tracked

Crew: 1 Tank leader (binoculars, leader), 4 Tank crew - All armed with Sten Mk.V sub-machine guns

Breakpoint: 5

Move Carefully: 10" (25 cm)

Tactical Value: 6

Armour Value: 5

Protection Value: 6

Impact Value (main weapon): dummy gun

Main weapon (turret): dummy gun with M1919A4 .30 cal. medium machine-gun

Secondary weapon (lower hull): M1919A4 .30 cal. medium machine-gun

Vehicle characteristics: long-range radio, observation post, ronson

VARIANTS:

☛ You can fit each vehicle with the *camouflage* characteristic for +20 points each.

☛ You can fit each vehicle with a *wet* system and remove the *ronson* characteristic for +10 points each.

☛ You can increase the AV of each vehicle to 6 for +75 points each.

☛ You can fit each vehicle with *sandbags* for +40 points each.

☛ Each vehicle can add the *troop transporter tank* characteristic for +20 points each.



TRANSPORT VEHICLES



M3A1 WHITE ARMOURED CAR (415 points)

Vehicle Type: Armoured car - Open-topped Armoured - Wheeled

Crew: 1 Corporal (binoculars, leader), 1 Crew - All armed with Sten Mk.V sub-machine guns

Breakpoint: 2

Move Carefully: 14" (35 cm)

Tactical Value: 6

Armour Value: 1

Protection Value: 5

Main weapon (anti-aircraft, exposed, upper hatch): M2HMG .50 cal. heavy machine-gun

Vehicle characteristics: open-topped, radio, troop transporter (9)

VARIANTS:

☛ You can fit each vehicle with the *camouflage* characteristic for +20 points each.

☛ If the vehicle is part of a Commando Platoon, Engineer Platoon or a Paratrooper Platoon then all models must improve their TV to 7 and get the *melee expert* characteristic for a total cost of +30 points.

BEDFORD TRUCK (100 points)

Vehicle Type: Truck - Unarmoured - Wheeled

Crew: 1 Corporal (leader), 1 Crew - All armed with N°4 Mk.1 Enfield rifles

Breakpoint: 2

Move Carefully: 14" (35 cm)

Tactical Value: 6

Armour Value: -

Protection Value: 4

Characteristics: exposed models, open-topped, troop transporter (12)

VARIANTS:

☛ If the vehicle is part of a Commando Platoon, Engineer Platoon or a Paratrooper Platoon then all models must improve their TV to 7 and get the *melee expert* characteristic for a total cost of +30 points.

M3A1 HALFTRACK (405 points)

Vehicle Type: Halftrack - Open-topped Armoured - Tracked

Crew: 1 Corporal (binoculars, leader), 1 Crew - All armed with Sten Mk.V sub-machine guns

Breakpoint: 2

Move Carefully: 12" (30 cm)

Tactical Value: 6

Armour Value: 1

Protection Value: 5

Main weapon (anti-aircraft, exposed, upper hatch): M2HMG .50 cal. heavy machine-gun

Vehicle characteristics: open-topped, radio troop transporter (10)

VARIANTS:

☛ You can fit each vehicle with the *camouflage* characteristic for +20 points each.



TOP SECRET FILES

This is one of a series of supplements for **FINAL ASSAULT**

This volume contains full Army Lists for American and British Armies in the *Late War* period.

Each Army shows the basic units that you can start with, the optional units, the variants and even explains how to split them into Sections. The points costs will let you play a game that is both balanced and historically accurate. Show your bravery in battle, glory awaits!

You will need a copy of **FINAL ASSAULT** to use these rules.



Don't miss the latest updates and new releases on

Facebook: <https://www.facebook.com/torrianigames>

<https://www.facebook.com/groups/1383142495082770/?fref=ts> - Final Assault

Forum: <http://torrianigames.forumfree.it/>

Site: <http://www.torrianimassimo.it/>