

Armoured Car Squadron

Confident

Veteran

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British

Early-War

Platoon	Qty	Unit	Points
Headquarters			
Armoured Car Squadron HQ - p.121	2	Humber I or II	85
Combat Platoons			
Armoured Car Platoon - p.121	3	Humber I or II	125
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Armoured Car Platoon - p.121	3	Humber I or II	125
Divisional Support			
Anti-tank Platoon, Royal Horse Artillery - p.125 Fearless Veteran	1 1 2	Cmd Rifle team 15 cwt truck 2 pdr Portee	105
Motor Platoon - p.123	1 1 3 3 4	Cmd MG team Light Mortar team Anti-tank Rifle team MG team 15 cwt truck	190
Motor Platoon - p.123	1 1 2 3 4	Cmd MG team Light Mortar team Anti-tank Rifle team MG team 15 cwt truck	170
Machine-gun Platoon (8th Army) - p.137	1 2	Cmd Rifle team Vickers HMG	75
Royal Horse Artillery Battery - p.126 Fearless Veteran	1 2 2 2 8	Staff team Cmd Rifle team Observer Rifle team 15 cwt truck OQF 18/25 pdr gun	670
Portee Anti-aircraft Platoon, Royal Horse Artillery - p.127 Fearless Veteran	1 1 2	Cmd Rifle team 15 cwt truck Breda 20mm Portee	65
Company Points:			1735

Source document: Hellfire and Back!

Arsenal

Tank Teams

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

Self-propelled Anti-tank Guns

2 pdr portee	Wheeled	-	-	-	AA MG, Tip and Run.
<i>OQF 2 pdr gun</i>	<i>24"/60cm</i>	<i>3</i>	<i>7</i>	<i>4+</i>	<i>No HE, Portee.</i>
Breda 20mm Portee	Wheeled	-	-	-	Tip and Run.
<i>Breda 20mm gun</i>	<i>16"/40cm</i>	<i>4</i>	<i>5</i>	<i>5+</i>	<i>Anti-aircraft, Portee.</i>

Armoured Cars

Humber I or II	Wheeled	1	0	0	Co-ax MG.
<i>Besa 15mm gun</i>	<i>16"/40cm</i>	<i>3</i>	<i>5</i>	<i>5+</i>	

Gun Teams

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
OQF 18/25 pdr gun	Heavy	24"/60cm	2	8	3+	Gun shield, Smoke, Turntable.
Firing bombardments		72"/180cm	-	4	5+	Smoke bombardment.
Vickers HMG	Man-packed	24"/60cm	6	2	6+	ROF 2 when pinned down.
Firing bombardments		40"/100cm	-	-	++	

Infantry Teams

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

Transport Teams

Vehicle	Mobility	Front	Side	Top	Equipment and Notes
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Trucks

Morris 15 cwt truck	Wheeled	-	-	-	
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Vehicle Machine-guns

Weapon	Range	ROF	Anti-tank	Firepower	
Vehicle MG	16"/40cm	3	2	6	ROF 1 if other weapons fire.

Special Rules

Anti-tank Platoon, Royal Horse Artillery - p.125

Remember 37mm Bofors, 2 pdr and 47/32 Portees all use the Tip and Run special rule on page 156.

Armoured Car Squadron HQ - p.121

A British Armoured Car Squadron that is the attacker in a mission with the Defensive Battle special rule may move any one objective on the opponent's side of the table immediately after deployment before Reconnaissance Deployment moves. It may be placed up to 12"/30cm from its original position, but may only be placed inside the objective's original deployment area as defined by the mission, obeying any other mission rules.

Armoured Car Squadron HQ - p.121

Armoured cars in an Armoured Car Squadron HQ are Recce teams.

Machine-gun Platoon (8th Army) - p.137

British Machine-gun Platoons can fire bombardment using their machine-guns. As they have no Anti-tank or Firepower rating, they cannot Bail Out armoured vehicles or Destroy teams in Bulletproof Cover, but can still Pin Down platoons with one hit.

Machine-gun Platoon (8th Army) - p.137

Guards and Indian Rifle Companies may be supported by 8th Army Machine-gun Platoons.

Royal Horse Artillery Battery - p.126

Although a Royal Horse Artillery Battery is a single Support choice, each Gun Troop operates as a separate platoon with its own Command team. The Staff team is an Independent team. Although they count as separate platoons for all other purposes, a Royal Horse Artillery Battery deploys as a single platoon, at the same time. For example, both Gun Troops are treated as a single platoon when calculating the number of platoons held in Reserve.

Royal Horse Artillery Battery - p.126

Brigadier Jock Campbell is a Warrior and a Higher Command Transport team rated as Fearless Veteran. He is mounted in a cut-down Ford Station Wagon car.

You may field Jock Campbell in any Jock Column or other British force containing a Royal Horse Artillery Battery for +60 points.

Where are Those Reserves?

Once per game Jock Campbell may be removed from the table at the beginning of a turn after Reserves dice are rolled. In the following turn no Reserves dice are rolled, instead Jock Campbell returns to the table with one Reserve platoon, which is placed on the table as if it had arrived from Reserves.

There's the Enemy, There!

Jock Campbell uses the Eyes and Ears rules (see the rulebook) as if he were a Recce team.

Incredibly Brave

Jock Campbell and any platoon he joins passes Motivation Tests on a 3+.

Gunner of the RHA

If Jock Campbell joins any Royal Horse Artillery Battery that did not move in the Movement Step the battery may re-roll failed rolls To Hit when shooting their OQF 18/25 pdr or OQF 25 pdr guns at teams up to 16"/40cm away. This rule does not apply to Artillery Bombardments.

Royal Horse Artillery Battery - p.126

Royal Horse Artillery Batteries are Horse Artillery Platoons.

Royal Horse Artillery Battery - p.126

Royal Horse Artillery Batteries may not be deployed in Ambush.