

Honey Armoured Squadron

Confident Trained		Jame Maffei		British	Early-War
Platoon	Qty	Unit		Points	
Headquarters					
Honey Armoured Squadron HQ - p.119	2	Honey Stuart		195	
Combat Platoons					
Honey Armoured Platoon - p.119	3	Honey Stuart		295	
Honey Armoured Platoon - p.119	3	Honey Stuart		295	
Honey Armoured Platoon - p.119	3	Honey Stuart		295	
Brigade Support					
Armoured Car Platoon - p.121 Confident Veteran	3	Humber I or II		125	
Motor Platoon - p.123 Confident Veteran	1 1 3 3 4	Cmd MG team Light Mortar team Anti-tank Rifle team MG team 15 cwt truck		190	
Royal Horse Artillery Battery - p.126 Fearless Veteran	1 1 1 1 4	Staff team Cmd Rifle team Observer Rifle team 15 cwt truck OQF 18/25 pdr gun		340	
				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>	

Light Tanks

Honey Stuart	Fully-tracked	3	2	1	Co-ax MG, Hull MG, AA MG, Light tank.
<i>M6 37mm gun</i>	<i>24"/60cm</i>	<i>2</i>	<i>7</i>	<i>4+</i>	<i>No HE.</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.

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

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.