

Rifle Company (8th Army)

Confident Veteran

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British

Early-War

Platoon	Qty	Unit	Points
Headquarters			
Rifle Company HQ (8th Army) - p.135	1 1 1	Cmd Rifle team Cmd Rifle Bagpiper team All Rifle teams equipped with Sticky Bombs	45
Combat Platoons			
Rifle Platoon (8th Army) - p.135	1 1 1 4 1	Cmd Rifle/MG team Light Mortar team Anti-tank Rifle team Rifle/MG team All Rifle/MG teams equipped with Sticky Bombs	155
Rifle Platoon (8th Army) - p.135	1 1 1 4 1	Cmd Rifle/MG team Light Mortar team Anti-tank Rifle team Rifle/MG team All Rifle/MG teams equipped with Sticky Bombs	155
Brigade Support Platoons			
Machine-gun Platoon (8th Army) - p.137	1 4	Cmd Rifle team Vickers HMG	145
Divisional Support			
Matilda Tank Platoon - p.129 Confident Trained	2	Matilda II	475
Matilda Tank Platoon - p.129 Confident Trained	2	Matilda II	475
Field Battery, Royal Artillery (8th Army) - p.150	1 1 1 1 4	Staff team Cmd Rifle team Observer Rifle team 15 cwt truck OQF 18/25 pdr gun	300
Company Points:			1750

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>	

Infantry Tanks

Matilda II	Fully-tracked	7	6	2	Co-ax MG, Slow tank, Unreliable.
<i>OQF 2pdr</i>	<i>24"/60cm</i>	<i>3</i>	<i>7</i>	<i>4+</i>	<i>No HE.</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.
Rifle team	16"/40cm	1	2	6+	
Rifle/MG team	16"/40cm	2	2	6+	
Staff team		-	cannot shoot	-+	Moves as a Heavy Gun team.

Additional Training and Equipment

Sticky Bombs are rated as Improvised Tank Assault 3.

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

Field Battery, Royal Artillery (8th Army) - p.150

Although a Field Battery, Royal Artillery 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.

Field Battery, Royal Artillery (8th Army) - p.150

Although they count as separate platoons for all other purposes, a Field Battery, Royal Artillery deploys as a single platoon, all at the same time. For example, all three Gun Troops are treated as a single platoon when calculating the number of platoons held in Reserve.

Field Battery, Royal Artillery (8th Army) - p.150

Field Batteries, Royal Artillery may not be deployed in Ambush.

Field Battery, Royal Artillery (8th Army) - p.150

Note: The third Gun Troop does not have an Observer team. If the battery has OQF 4.5" howitzers, they will be from this troop and do not have an Observer team.

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.

Rifle Company HQ (8th Army) - p.135

Bagpipes

Scots Rifle Companies have a Bagpiper 2iC Command team. If a Bagpiper 2iC Command team is Destroyed by enemy shooting, roll a die.

On a roll of 4+, the piper's music inspires the surviving team members to keep going and the team is returned to play immediately. Otherwise, the piper and his officer meet a heroic end.

Any hits on the Bagpiper 2iC Command team do not count towards Pinning Down the platoon.