

# 50<sup>TH</sup> TYNE & TEES DIVISION

## OFFICIAL BRIEFING

INTELLIGENCE BRIEFING FOR A RIFLE COMPANY OF THE  
BRITISH 50TH DIVISION IN NORMANDY



**FLAMES OF WAR.**  
THE WORLD WAR II MINIATURES GAME



# 50<sup>th</sup> Tyne & Tees



## 1939-40

In 1939 the 50<sup>th</sup> Division was organised as a Motor Division and served in France in 1940, taking part in the evacuation at Dunkirk. After escaping, it was re-organised as a Infantry Division in Britain. It was sent on 22 April 1941 to North Africa and was reinforced by the 69 Brigade from the disbanded 23<sup>rd</sup> 'Northumbrian' Division.

## NORTH AFRICA AND SICILY

The division saw service in the Desert Campaign, where it lost the 150 Brigade at Gazala. Under-strength, it took part in the retreat to El Alamein, acting in reserve. During the 2nd Battle of El Alamein it was positioned in the south. It was reinforced with the 1<sup>st</sup> Free French Brigade and 1<sup>st</sup> Greek Brigade for its planned attack on the Italian Folgore (Airborne) Division. It was supported by elements of the British 7<sup>th</sup> Armoured Division. Later in the battle it was transferred north to take part in Operation Supercharge.

In Tunisia the 50<sup>th</sup> Division assaulted the Wadi Akrit position, and was then involved in the Sicily landings of 1943, where it landed at Avola. The 168 Brigade was attached from the 56<sup>th</sup> Division during the campaign.

## NORTHWEST EUROPE

In October 1943 the division was withdrawn to Britain for reforming and training before landing on D-Day. The 231

Brigade (an independent unit formed from regular troops stationed on Malta) were permanently attached, and the 56 Brigade was temporarily attached for the initial beach assault. Later the 56 Brigade was transferred to the 49<sup>th</sup> 'West Riding' Division.

## D-DAY

For D-Day the 50<sup>th</sup> Division was given the beach code named "GOLD" to land on. It covered an 8km area between la Rivière in the west to Le Hamel in the East. The German defences in this area were manned by the 4<sup>th</sup> Company 441. *Ost* Battalion (4/441 *Ost*) and 7/736 *Grenadier* Regiment belonging to the 716. *Infanteriedivision*, which were located on the east flank, and I Battalion/916. *Grenadier* Regiment of the 352. *Infanteriedivision*. Manning the marshy area between these two formations were elements of the 3/441 *Ost*. Weapons in this area were 5cm PaK38 guns in open concrete emplacements and 7.5cm guns mounted within pill boxes.

To the rear were several artillery batteries covering the beach area (Mont Fleury, Creully, Crépon, Ryes and Marefontaine farm).

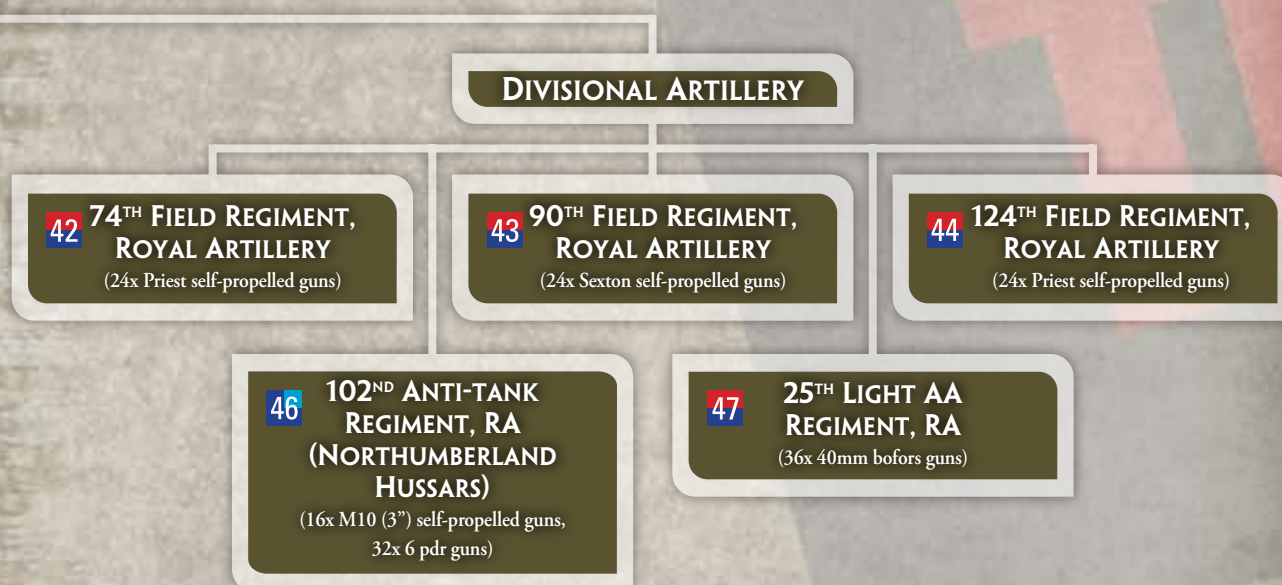
The role of the 50<sup>th</sup> Division was to establish a beachhead between Arromanches-les-Bains and Ver-Sur-Mer, then head towards Route Nationale 13 (RN13) linking Bayeux to Caen.

The first wave was made up of the 231 and 69 Brigades; once





# DIVISION



the assault was complete, the follow-up formations of 56 and 151 brigades would push inland towards RN13 supported by tanks of the 8 Armoured Brigade.

The assault started at 07.25 hrs on the "King" sector of Gold beach, almost an hour late. The Green Howards, came ashore supported by DD tanks of the 4<sup>th</sup>/7<sup>th</sup> Royal Dragoon Guards. Following a massive bombardment from HMS Warspite and HMS Ramilles, the assault came in from a distance of seven miles out, unlike the Americans who had deployed from twelve miles out. The DD tanks were not deployed out at sea, but they were landed directly on to the beaches. This meant that the assaulting troops had armour supporting them directly on the beaches.

The 8 Armoured Brigade supported the 69 Brigade with the 4<sup>th</sup>/7<sup>th</sup> Royal Dragoon Guards on the right flank directed on Rivi re, and on the left the Sherwood Rangers Yeomanry supported the 231 Brigade at Le Hamel. The 24<sup>th</sup> Lancers were held in reserve to be landed later in the afternoon, but due to bad weather and congestion they did not land until 7 June.

Due to the shelved nature of the beach, the landing craft grounded early and the troops had to wade ashore. The defences in this area were weak and the troops easily subdued the defenders. They then pushed on inland to silence the gun batteries behind.

On the "JIG" sector the 1st Battalion, Hampshire Regiment landed, but due to delays were without the support of tanks. Heavy machine-gun fire caused the death of the 1<sup>st</sup> Hampshire's commanding officer and also their second in command (2iC) within minutes of landing.

The battle for Le Hamel ground to a halt and casualties mounted, but direct support by the 147th Field Regiment, Royal Artillery (2<sup>nd</sup> Army) helped to reduce the strongpoint and it was finally taken at 16.00 hours.

By the end of the day nearly all of the 50<sup>th</sup> Division's objectives had been captured. In the east contact was made with the Canadians South of Tierceville. The 69, 56 and 151 Brigades dug in on a line from Vaux-sur-Aure to Coloumbes. The 56 Brigade completed the day one mile short of Bayeux, 151 Brigade group reached the Caen-Bayeux road and the 69 Brigade had linked up with the Canadians and advanced a massive eight miles inland. The 7<sup>th</sup> Battalion, Green Howards had advanced so far they had to be pulled back to Coloumbes. Patrols from the 2<sup>nd</sup> Gloucester's had reached the outskirts of Bayeux. To the west, Arromanches was reached at 2000 hours and reported clear of enemy an hour later.

The men of the 47 Royal Marine Commando dug in on Hill 72 south of the Longues-Sur-Mer battery; their objective of the Port en Bessin would not fall until the 8 June, after serious heavy fighting.

## FIGHTING INLAND

The next day the bridgehead was enlarged, St Leger was captured and the leading elements of the Sherwood Rangers entered Bayeux to a warm reception. 8 June saw the 8 Armoured Brigade form a mobile column consisting of the 61 Recce Regiment, 1<sup>st</sup> Dorsets, 288 Anti-tank Regiment, RA, plus A Company of the Cheshire Regiment. An advance was ordered on a two-axis front with the 61 Recce Regiment on the right and 24<sup>th</sup> Lancers on the left.

On 7 June the 6<sup>th</sup> Green Howards had been ordered to advance and by 10.00 hours had passed through Rucqueville en-route for Ducey-Ste-Marguerite. Meanwhile the 7<sup>th</sup> Battalion Green Howards had begun an assault on the wireless station west of the Coloumbes-Loucelles road. The attack, conducted by the A and C Companies with B Company in support, was a complete success and resulted in 50-60 prisoners being taken. Both battalions then dug in and started receiving reinforcements and conducting fighting patrols in the area until 11 June when, the advance began again.





9 June saw A company 1st Dorsets, with 4/7 Dragoon Guards in support, moving through Audrieu south of the Caen rail line, while the Sherwood Rangers moved west around Audrieu to find an open flank. As the 8<sup>th</sup> Durham Light Infantry (DLI) became available, they were attached to the Sherwood Rangers and moved towards Point 103 mounted on the tanks. By 13.00 hours they were firmly ensconced on Point 103 and the 24<sup>th</sup> Lancers and 147<sup>th</sup> Field Regiment, RA were ordered to move up.

An attack was ordered on St Pierre for 17.30 hours using the 8<sup>th</sup> DLI and 4/7 Dragoon Guards, supported by self-propelled guns of 147<sup>th</sup> Field Regiment and machine-guns of the 5<sup>th</sup> Cheshires. A captured POW reported that St Pierre (1km east of Tilly-sur-Seulles) was lightly held, but it was found later that this was incorrect. It was finally cleared of enemy by 19.00 hours. By the evening of 9 June St Pierre was held and the 1<sup>st</sup> Dorsets along with the 4/7 Dragoon Guards were on Point 103.

10 June saw the 8<sup>th</sup> DLI being attacked by elements of *Panzer Lehr* Panzerdivision to try to clear the British from St Pierre. Attacks were also directed to clear Point 103 from the west. By the afternoon all attacks had been beaten off with heavy casualties to the Germans (2 Tigers, 4 Panzer IVs, and 3 75mm SPs). In the evening an American liaison officer arrived and gave the 50<sup>th</sup> Division access to a 155mm Artillery Regiment allowing targets to be engaged outside the range of 147<sup>th</sup> Field Regiment's guns.

On 11 June an attack on Cristot to the East of Point 103 using 69 Brigade was planned against elements of 12. SS-Panzerdivision. The 7<sup>th</sup> Green Howards were to advance on the left flank to secure Brouay and make contact with the Canadians at Putot-En-Bessin. Meanwhile 6<sup>th</sup> Green Howards were to attack Cristot with support from 4/7th Dragoon Guards and 147<sup>th</sup> Field Regiment. The attack failed to capture its objective and stalled one field short of Cristot and the attack on Brouay failed to penetrate the defensive positions.

On 12 June further attacks were planned to extend the bridgehead, an attack on the Tessel-Bretteville feature was organised and carried out in the morning. It was to be a

two-part attack with the first objective the high ground overlooking La Caude Rus, and the second part the Juvigny to Fontenay-Le-Pessel road. The first objective was captured, but further progress was stalled by Tigers and Panthers in the woods around Point 102. Meanwhile the 69 Brigade had tried to clear the woods between Cristot and St Pierre, but suffered heavy casualties. Orders were then received for the 50<sup>th</sup> Division to hold the line from Point 103 to La-Belle-Epine, the 8<sup>th</sup> DLI were pulled back from St Pierre and the Sherwood Rangers were ordered to cover the withdrawal.

This left the 69 Brigade holding Point 103 with the 5<sup>th</sup> East Yorks in support, while the 146 Brigade (49<sup>th</sup> 'West Riding' Division) held the Loucelles road.

## TILLY-SUR-SEULLES

With its infantry brigade still waiting to land, 22 Armoured Brigade of the 7th Armoured Division was sent forward to assist the 50<sup>th</sup> 'Tyne and Tees' Division in taking Tilly-sur-Seulles. The mission was to follow the 50<sup>th</sup> Division's 56 Brigade and, once they had opened a hole in the line, to exploit it all the way to Villers-Bocage and then press on to Evrecy, deep in the German rear.

On 11 June the 50<sup>th</sup> Division attacked in the area of Tilly-sur-Seulles, Juvigny, Hottot-les-Bagues, and la Senaudiere, only to find the newly arrived *Panzer Lehr* Division also attacking head on into the same area. As the forces clashed the 7<sup>th</sup> Armoured Division moved forward in support. Even with their support, the attack stalled well short of its intended line.

After another attack on St Pierre on the evening of 11 June the town was abandoned. The 8 Armoured Brigade withdrew to rest and refit and their positions were taken over by the 49<sup>th</sup> Division, which allowed the 50<sup>th</sup> Division to concentrate on Tilly-sur-Seulles.

On 14 June they launched an attack led by the 151 and 231 Brigades supported by the 4/7 Dragoon Guards. The objectives were the villages of Lingèvres and Verrières. The 6<sup>th</sup> DLI took Verrières and pushed south towards Hottot-les-Bagues. Once more they faced the *Panzer Lehr*'s





Panzergranadiers through the difficult bocage country, where the defenders were always at an advantage. The attack was supported by heavy air and artillery support. The 9<sup>th</sup> DLI advanced towards Lingévres. They soon came under fire from a large wood astride of their axis of advance. Heavy casualties were taken, but they were finally able to advance through the wood into the village. The village was taken and defensive positions were organised against German counter-attacks. The inevitable counter-attack arrived and quickly knocked out four 6 pdrs, but the supporting 4/7 Dragoon Guards were more successful, knocking out six Panthers. The Germans attacked again at 1615 hours from the west. Three more Panthers were knocked out by the DLI anti-tank gunners.

Much like the 9<sup>th</sup> DLI the 6<sup>th</sup> DLI were fired on from the wood in the line of their advance. They too were supported by a squadron of the 4/7 Dragoon Guards. They took the village, but could not advance any further forward. During the night they withdrew from the village to the north.

The following day the attack was taken over by the 56 Brigade, who completed the capture of Tilly-sur-Seulles. On 15 June the 231 Brigade took Hottot-les-Bagues with the 1<sup>st</sup> Hampshires. A German counter-attack supported by tanks ejected them from their prize, and another attack was arranged with the 2<sup>nd</sup> Devonshires leading. The village was once again held by evening, but the brigade command withdrew the battalion as the hold on the village was not secure. This allowed the Germans to attack Tilly-sur-Seulles and re-occupy it. The town was finally taken on 17 June. In the meantime the 50<sup>th</sup> Division became bogged down, and little further progress was made for the rest of June.

Another push to take Hottot-les-Bagues was launched on 9 July, but was pushed back by the Germans. Another attack was arranged by 11 July to be carried out by the 231 Brigade supported by the Sherwood Rangers. It was supported by a massive rolling barrage. Progress was made, but the village

was not taken. It wasn't until 19 July, after the Germans had withdrawn across the whole division front, that the village was finally securely in British hands.

## OPERATION BLUECOAT

The next major action of the 50<sup>th</sup> Division was in August during Operation Bluecoat. XXX Corps (7<sup>th</sup> Armoured, 43<sup>rd</sup> and 50<sup>th</sup> Divisions) objectives were Villers-Bocage, Aunay-sur-Odon and finally Mont Pincon. The operation began on 30 July and initially progress was slow. The 50<sup>th</sup> Division was held up at Amaye-sur-Seulles.

The British pushed the front line back by 13km (eight miles), seized the German dominated high ground south of Caen and drove a wedge between the German Seventh Army and Panzer Group West. Mont Pincon was finally taken by the 43<sup>rd</sup> 'Wessex' Division on 6 August.

The operation was not strategically vital in itself, but it facilitated the US advance by concentrating the increasingly depleted German forces on the Caen area.

## AFTER FRANCE

The 50<sup>th</sup> Division was considered to have performed well in Normandy; in fact, out of the three divisions that were veterans of the desert (the others being 7<sup>th</sup> Armoured Division and 51<sup>st</sup> Highland) it performed the best. It was one of the driving forces behind the British advance. However, it was exhausted by the end of the battle.

It later played a minor role in Operation Market Garden, where the 231 Brigade was detached to help support the advance of Guards Armoured. The division stayed in northwest Europe until December 1944, when it was again returned to Britain, this time for the remainder of the war, and was converted into a training division. At the end of the war, it was sent to Norway and converted into British Ground Forces, Norway.







# CSM STAN HOLLIS, VC



Stanley Elton Hollis was the Sergeant Major of D Company of the 6th Battalion, Green Howards. From Middlesbrough in England, he joined the army in 1940 and served in the Dunkirk campaign, in North Africa, as well as in the invasion of Sicily. After busting the bunkers on Gold Beach, he went on to further distinguish himself at Crépon.

Hollis was given command of 16 Platoon of D Company after it had lost its officers and senior NCOs during the initial fighting.

## STAN HOLLIS GOES BUNKER BUSTING

D-Day, June 6, 1944 and the men of the 6th Battalion, Green Howards (Alexandra, Princess of Wales' Own Yorkshire Regiment) struggled ashore on a heavily defended section of Gold Beach. D Company landed near the Mont-Fleury battery on the King sector of Gold Beach as part of the 50th (Northumbrian) Division at 07:45. As D Company attacked the battery, the commanding officer, Major Ronnie Lofthouse, realised that the attacking platoon were coming under fire from the rear.

Major Lofthouse noticed where the source of the flanking fire was and said to Company Sergeant Major (CSM) Stan Hollis, "There's a pillbox in there, sergeant major." He

pointed to an area of bushes fifty yards to the right. Hollis immediately charged the pillbox alone with out waiting for further instructions.

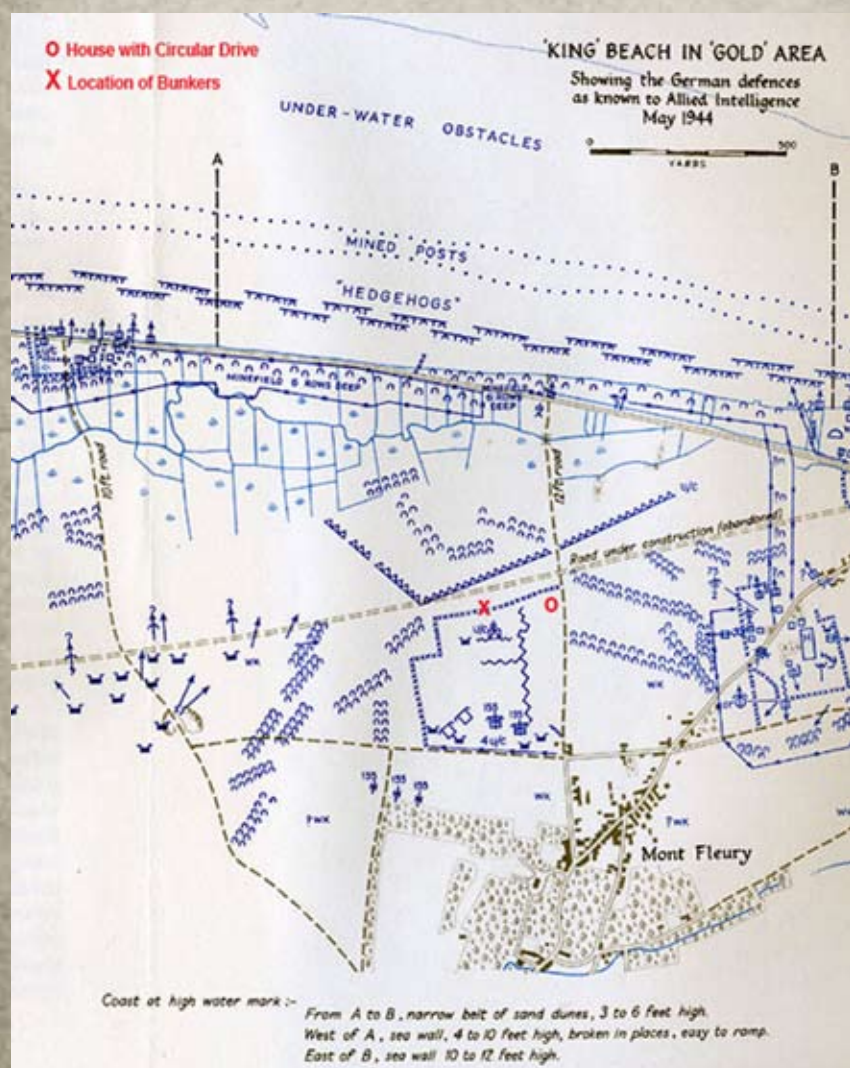
Hollis and Lofthouse were about half way up the road to Mont-Fleury, by the wall of "the house with the circular drive", a clear feature on the aerial photographs that they had used to familiarise themselves with their mission, when they spotted the pillbox. Hollis immediately set off, firing his Sten submachine-gun as he ran. The Germans in the bunker turned their machine-gun on him, but in their panic, they totally missed. When he reached the pillbox, he shoved his Sten gun through the slit and fired it into the interior. Hollis climbed on top of the pillbox, reloaded his Sten, and then dropped a grenade through the firing slit. Jumping down to investigate his handiwork, and finding the occupants either dead or stunned, Hollis then moved down a trench towards another pillbox that he had seen. On seeing this superman approaching their position, the Germans in the second pillbox surrendered. Hollis took over 25 prisoners and saved D Company from dangerous flanking fire. For this action and others at Crépon later in the day, Stan Hollis was awarded the Victoria Cross, the only one awarded on D-Day.

## CRÉPON

By about midday CSM Hollis and D Company had reached Crépon and encountered some resistance on its outskirts. Most of the 6th Battalion Green Howards by-passed the village, maintaining their momentum. However the battalion commander, Lt-Col Robin Hastings, assigned the task of probing the village to Major Lofthouse's D Company. By this time CSM Hollis had taken command of 16 Platoon when its commander had been killed near Mont Feury Battery (after the platoon sergeant had already been lost in the initial landings).

Hollis took a small group of his men into the le Pavillon farm to search the buildings. After checking the farmhouse he and his men move down the narrow passage between the house and a stonewall which led to an outbuilding and a small opening into an orchard. As Hollis was peering around the wall into the orchard a bullet struck the wall near his head. He quickly ducked down and noticed two dogs and gun at the south end of the orchard, about 150 meters away. The dogs were wagging their tails, indication the possibility of people present.

He returned to his other men on the road and collected a PIAT with the







# CSM STAN HOLLIS, VC



intent of destroying the gun. Lofthouse gave him the go ahead and he returned to the passage and collected some men to give him covering fire. The riflemen rushed into the orchard and began firing while Hollis and two Bren gunners crawled through a rhubarb patch running down the side of the orchard. Unfortunately the covering riflemen had been killed or wounded, in spite of this Hollis continued forward until he was in a position where he thought he'd get a shot at the gun.

He fired his PIAT and watched in disappointment as his round fell short. Unable to reload quickly he watched in horror as the gun barrel was lowered so it seemed it was pointing directly at him. The gun fired and the shot whizzed over Hollis's head and into the building behind him. The German crew were unable to depress the gun barrel enough to get an accurate shot off at him. After his close encounter he ordered his Bren gunners to withdraw and crawled out of the orchard.

On exiting firing continued to sound from the orchard, his Bren gunners were pinned down. He exchanged the PIAT for a Bren gun and returned to the orchard to extract his men. Firing the Bren from his hip, ignoring the German bullets flying past him, he was able to cover the Bren gunners' retreat. All three made it back to the farmhouse safely. Major Lofthouse decided the position was best left to the following



troops and D Company rejoined the advance of the rest of the battalion.

## CHARACTERISTICS

CSM Stan Hollis is an Independent Warrior team, a Command team and is rated Fearless Veteran. CSM Stan Hollis can take command of any Rifle Platoon during the game.

He is armed with a Sten gun rated as follows: Range 4"/10cm, ROF 3, Anti-tank: 1, Firepower: 6, full ROF when moving.

CSM Stan Hollis can join a 50<sup>th</sup> Division Rifle Company from this Intelligence Briefing or *Villers-Bocage* for +35 points.

### HANDY WITH A GRENADE

Hollis was very efficient at dispatching German machine-gun teams at close range with his Sten gun and grenades.

*His command team hits on a roll of 2+ in assault combat.*

### FIGHTING SPIRIT

His fighting spirit inspired the men and officers fighting with him.

*He and the platoon he commands pass Motivation tests on a roll of 3+.*

## 50<sup>TH</sup> DIVISION SPECIAL RULES

The British 50<sup>th</sup> Division follows the British Special Rules on pages 171 to 175 of the main rulebook with the following addition.

### DEAD MEN WALKING

The British 50<sup>th</sup> Division was a D-Day assault division. They came ashore in the first wave, straight into the teeth of Hitler's vaunted *Atlantikwall* defences. They believed that few of them would see the end of the day. Despite this, they were determined to do their best for King, for Country, and for their mates.

The rifle companies expect to take terrible casualties, and they are ready to do so.

*Company Command teams from the British 50<sup>th</sup> Division may re-roll the first Company Morale Check that they are required to take if they fail their first attempt.*







# RIFLE COMPANY



(INFANTRY COMPANY)

HEADQUARTERS

COMPANY HQ



Rifle Company HQ

6

A Rifle Company must field a Company HQ and at least two Rifle Platoons and may field one of each of the remaining Combat Platoons and Weapons Platoons shown. It may also field one Support Platoon from each Support box shown (Armoured, Infantry, etc).

COMBAT PLATOONS

RIFLE PLATOON



Rifle Platoon

6

RIFLE PLATOON



Rifle Platoon

6

RIFLE PLATOON



Rifle Platoon

6

WEAPONS PLATOONS

PIONEER PLATOON



Pioneer Platoon

6

MORTAR PLATOON



Mortar Platoon

10

ANTI-TANK PLATOON



Anti-tank Platoon

10

CARRIER PLATOON



Carrier Platoon

11

BRIGADE SUPPORT PLATOONS

MACHINE-GUN PLATOON



Machine-gun Platoon

11

MACHINE-GUN PLATOON



Machine-gun Platoon

11

Heavy Mortar Platoon

12

TRANSPORT PLATOON



Transport Platoon

12

DIVISIONAL SUPPORT PLATOONS (Choose one platoon from each box)

ARMoured



Armoured Platoon

11

7th Armoured Division Armoured Platoon

11

Flail Platoon

16

ARMoured



Armoured Platoon

11

7th Armoured Division Armoured Platoon

11

Flame-tank Platoon

16

ARMoured



Anti-tank Platoon, Royal Artillery

13

Anti-tank Platoon (SP), Royal Artillery

16

INFANTRY



Rifle Platoon

9

Field Platoon, Royal Engineers

18

Commando Platoon

20

RECCE



Recce Platoon

18

ARTILLERY



Field Battery (SP), Royal Artillery

14

ARTILLERY



Field Battery (SP), Royal Artillery

14

Medium Battery, Royal Artillery

15

ANTI-AIRCRAFT



Light Anti-aircraft Platoon (SP)

19

AIR SUPPORT



Priority Air Support

13

Limited Air Support

13

AOP



Air Observation Post

13





## MOTIVATION AND SKILL



The 'Tyne and Tees' boys of the 50<sup>th</sup> Division have fought long enough to know how its done, but not long enough to lose their edge. This makes them **Confident Veteran**.

## HEADQUARTERS

### COMPANY HQ

#### HEADQUARTERS



Company HQ

30 points

#### OPTIONS

- Add Jeep or Troop Carrier for +5 points.
- Add up to three Sniper teams for +50 points per team.

A Company Commander of the 50<sup>th</sup> Division has at hand some of the best troops of the British forces in Normandy.

#### MAJOR

#### MAJOR



Company Command Rifle team



2iC Command Rifle team



Troop Carrier

#### COMPANY HQ

### RIFLE COMPANY

As a company from an Assault Division a selection of specialist weapons are available to deal with the unique difficulties of a seaborne landing and rapid advances.

## COMBAT PLATOON

### RIFLE PLATOON

#### PLATOON

HQ Section with:



3 Rifle Squads

175 points

2 Rifle Squads

135 points

The 'Poor Bloody Infantry' form the core of any good solid force. Able to defend themselves against most threats, it is only when in the open they need that additional support. Thankfully that support is readily available.

With offensives they can be slow to advance, however being able to hit the dirt and present small targets makes them very difficult to kill. Supported by mortars and anti-tank guns they will be able to move forward and attack the enemy with dogged determination.

#### SUBALTERN

#### SUBALTERN



Command Rifle/MG team



PIAT team



Light Mortar team

#### HQ SECTION

#### CORPORAL



Rifle/MG team



Rifle/MG team

#### RIFLE SQUAD

#### CORPORAL



Rifle/MG team



Rifle/MG team

#### RIFLE SQUAD

#### CORPORAL



Rifle/MG team



Rifle/MG team

#### RIFLE SQUAD

### RIFLE PLATOON

## WEAPONS PLATOON

### PIONEER PLATOON

#### PLATOON

HQ Section with:



2 Assault Squads

95 points

1 Assault Squad

70 points

The battalion pioneer platoon is the infantry's own engineering force. They lay and clear minefields, fortify positions and do general construction duties. If you must assault a fortified position, they can kit themselves out with a flame-thrower.

*You may replace up to one Pioneer Rifle team with a Flame-thrower team at the start of the game before deployment.*

#### SUBALTERN

#### SUBALTERN



Command Pioneer Rifle team



Pioneer Rifle team



M5 half-track

#### HQ SECTION

#### SERGEANT



Pioneer Rifle team



Jeep with trailer

#### ASSAULT SQUAD

#### SERGEANT



Pioneer Rifle team



Jeep with trailer

#### ASSAULT SQUAD


### PIONEER PLATOON





## MORTAR PLATOON

### PLATOON

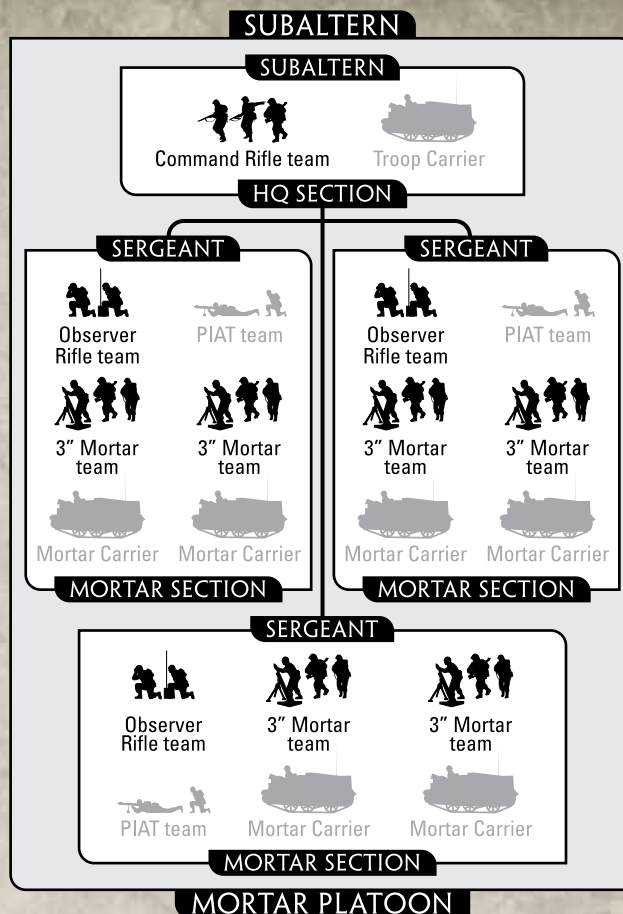
3 Mortar Sections	225 points
 2 Mortar Sections	155 points
1 Mortar Section	85 points

### OPTION

- Add PIAT team for +20 points per team.
- Add Troop and Mortar Carriers to the platoon at no cost.

Mortars provide quick and effective fire support for your infantry, by pinning down attacking enemy formations or ones you need to attack. By keeping the enemy's heads down, they give your infantry a better chance of getting directly into combat so they can inflict greater casualties on the enemy.


With their tracked mortar carriers the platoon can quickly move from one place on the battlefield to another, ensuring that the enemy does not remain out of range for long. This works best in attacks when your forces need quick firepower well forward of their starting positions.



## ANTI-TANK PLATOON

### PLATOON

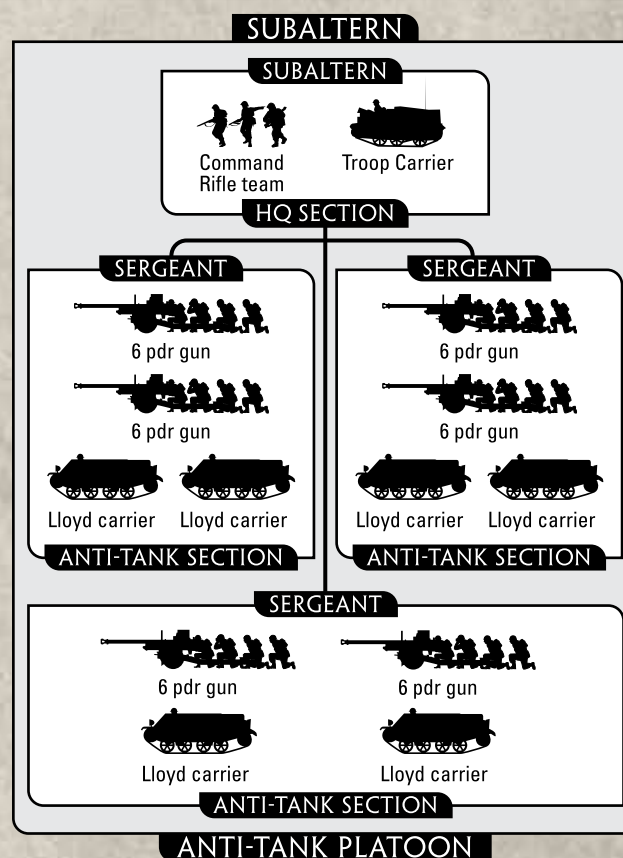
HQ Section with:

3 Anti-tank Sections	225 points
 2 Anti-tank Sections	150 points
1 Anti-tank Section	85 points

The standard establishment of a battalion's anti-tank platoon has been increased to six guns and the 50<sup>th</sup> Division's battalions have their full allocation.

Your 6 pdr anti-tank guns are great local defence weapons, but they need to be able to take the heavier German tanks in the flank if they are to be successful in this role.

Place them where they can get those flank shots but not be shot at themselves while you await your chance to fire.





## CARRIER PATROLS

## PLATOON

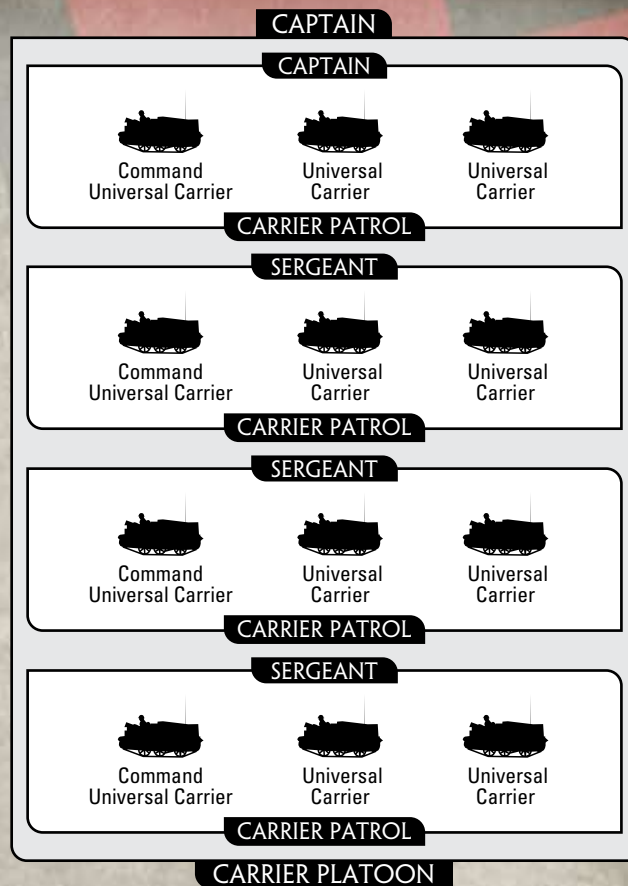
4 Carrier Patrols	345 points
3 Carrier Patrols	260 points
2 Carrier Patrols	175 points
1 Carrier Patrol	90 points

## OPTION

- Arm any or all Universal Carriers with an extra hull-mounted MG for +5 points per carrier or .50 cal MG for +10 points per carrier.
- Replace up to one extra hull-mounted MG with a Boys anti-tank rifle or PIAT anti-tank projector per Carrier Patrol at no cost.

*Carrier Patrols operate as separate platoons, each with their own command team. Although its patrols operate as separate platoons for all other purposes, a Carrier Platoon deploys all at the same time as a single platoon. For example, this means that you treat the entire Carrier Platoon as a single platoon when calculating the number of platoons held in Ambush or Reserve.*

*Carrier Patrols equipped with Universal Carriers are Reconnaissance Platoons.*



Remember you can swap Carrier Patrols for AVRE Sections. See page 21.

## BRIGADE SUPPORT PLATOONS

## MACHINE-GUN PLATOON

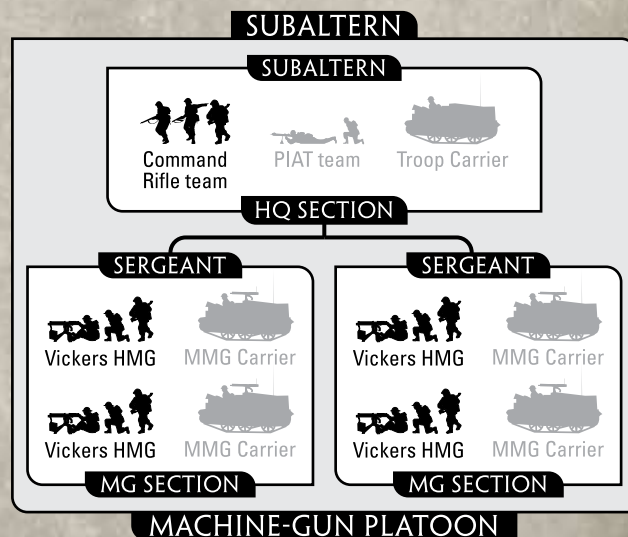
## PLATOON

HQ Section with:

2 Machine-gun Sections	185 points
1 Machine-gun Section	100 points

- Add PIAT team for +20 points.
- Add Troop and MMG Carriers to the platoon at no cost.

The machine-gunners of the Cheshire Regiment are specialists. They can just about make their Vickers machine-guns sing! The Cheshires' extensive training allows them to get the most from their weapons, even to the extent of bombarding targets far beyond normal machine-gun range.






## HEAVY MORTAR PLATOON

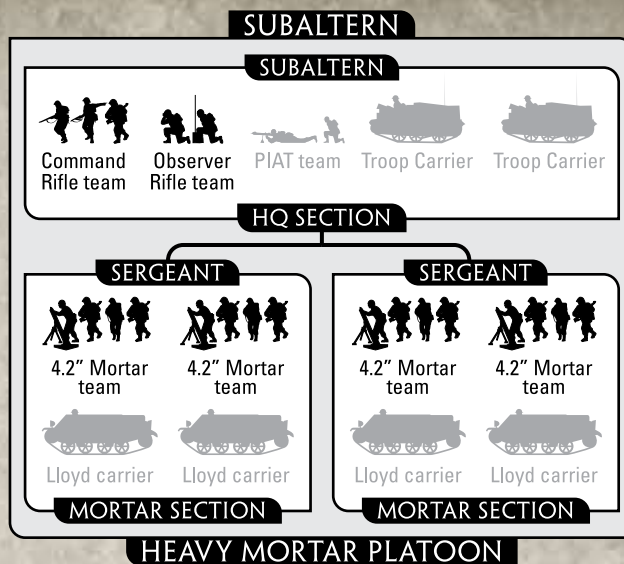
### PLATOON

HQ Section with:

	2 Mortar Sections	185 points
	1 Mortar Section	105 points

- Add PIAT team for +20 points.
- Add Troop and Loyd Carriers to the platoon at no cost.


As well as their medium machine-guns, the Cheshires' have a platoon of heavy 4.2" mortars. These combine the advantages of both mortars and medium artillery. They have the mobility and quick response of a mortar along with a large-calibre shell delivering plenty of explosive for maximum destructive effect.



## TRANSPORT PLATOON

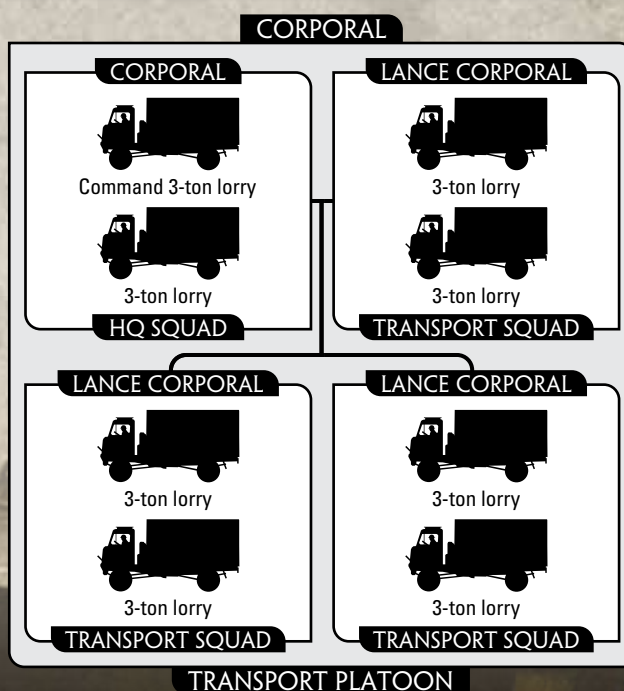
### PLATOON

HQ Squad with:

	3 Transport Squads	30 points
	2 Transport Squads	25 points
	1 Transport Squad	20 points
	No Transport Squad	15 points

The drivers of the Royal Army Service Corps are the unsung heroes. In their lumbering lorries they make sure the infantry keeps up with the armour in mobile operations.

*Transport Platoon follow the rules for Transport Platoons in the rule book.*







# DIVISIONAL SUPPORT



## MOTIVATION AND SKILL



The 'Tyne and Tees' boys of the 50<sup>th</sup> Division have fought long enough to know how its done, but not long enough to lose their edge. This makes them **Confident Veteran** unless noted otherwise.



The 8 Armoured Brigade supplied support for the 50<sup>th</sup> Division in Normandy. These desert veterans are tried and tested in combat. This makes them **Confident Veteran**.



The 79<sup>th</sup> Armoured Division have trained with their new specialist vehicles in Britain and Normandy will be their first true test. They are **Confident Trained**.



The soldiers of the 7<sup>th</sup> 'Desert Rats' Armoured Division have seen it all. They know how to stay alive, and it doesn't involve unnecessary heroics. They are **Reluctant Veteran**.

## AIRCRAFT

### PRIORITY AIR SUPPORT



Typhoon 220 points

### LIMITED AIR SUPPORT



Typhoon 170 points

### FLIGHT LIEUTENANT

### FLIGHT LIEUTENANT



Aircraft



Aircraft



Aircraft

### FLIGHT

### FLIGHT

## AIR OBSERVATION POST

### AOP



Auster AOP 25 points

*Air Observation Posts follow the rules for Air Observation Posts on page 15.*

### FLIGHT LIEUTENANT

### FLIGHT LIEUTENANT



Auster AOP

### AOP

### AIR OBSERVATION POST

## ANTI-TANK PLATOON, ROYAL ARTILLERY

### PLATOON

HQ Section with:



2 Anti-tank Sections 150 points

1 Anti-tank Section 85 points

The remaining three batteries of 102<sup>th</sup> Anti-tank Regiment, RA (Northumbrian Hussars) are armed with the 6 pdr gun. This gun is light, manoeuvrable, and easily concealed allowing them to get forward with the infantry.

### SUBALTERN

### SUBALTERN



Command Rifle team



Troop Carrier

### HQ SECTION

### SERGEANT



6 pdr gun



6 pdr gun



Lloyd carrier



Lloyd carrier

### ANTI-TANK SECTION

### SERGEANT



6 pdr gun



6 pdr gun



Lloyd carrier



Lloyd carrier

### ANTI-TANK SECTION

### ANTI-TANK PLATOON, ROYAL ARTILLERY





## FIELD BATTERY (SP), ROYAL ARTILLERY


### PLATOON

#### HQ Troop with:

Two Gun troops armed with Sexton with a total of

 4 Gun Sections 485 points

One Gun troop armed with Sexton with a total of

 2 Gun Sections 280 points


1 Gun Section 170 points

#### HQ Troop with:

Two Gun troops armed with Priest with a total of

 4 Gun Sections 535 points

One Gun troop armed with Priest with a total of

 2 Gun Sections 300 points

1 Gun Section 180 points

### OPTIONS

- Add 15 cwt trucks at no cost.
- Replace any or all Observer teams and their OP carriers with Observer Sherman OP tanks at no cost.

*Observer Sherman OP Tanks cannot launch assaults.*

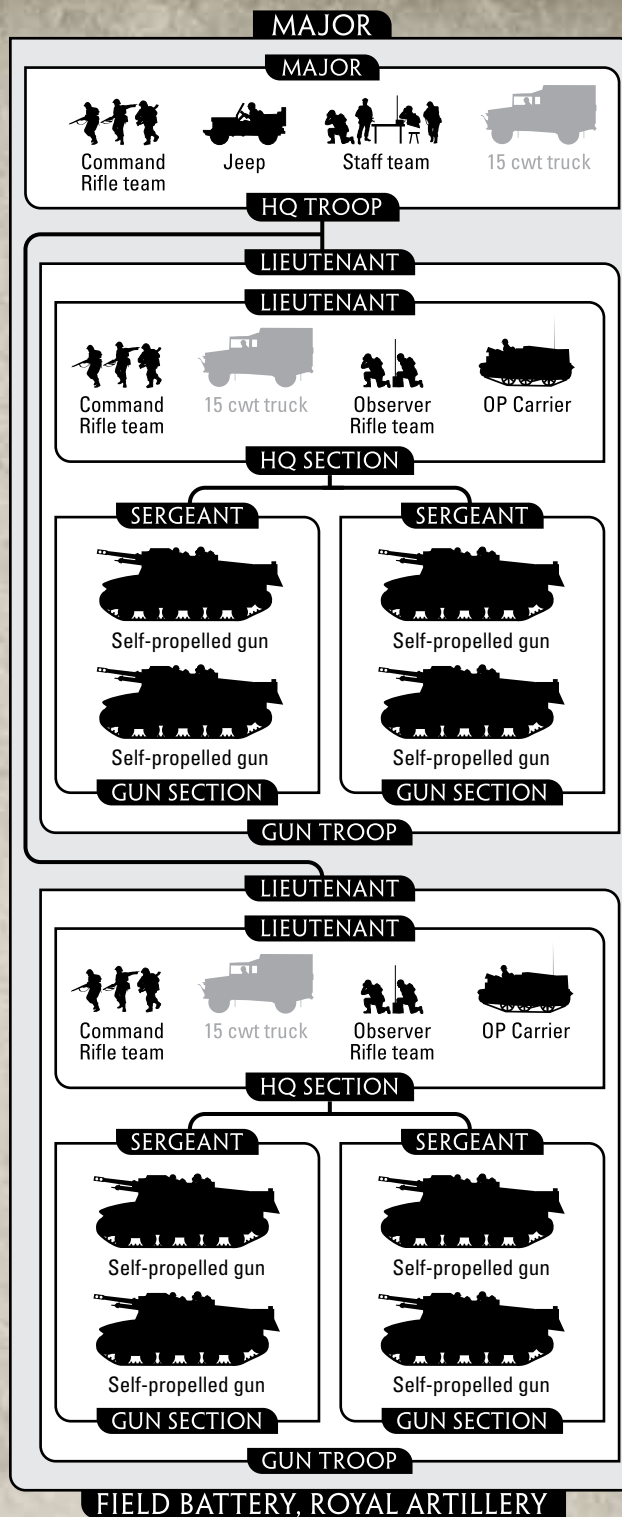
*Although a Field Battery (SP), Royal Artillery is a single Support choice, each Gun Troop operates as a separate platoon with its own Command team. The Command team and Staff team of the HQ Troop are Independent teams. If the Command team of the HQ Troop joins a Gun Troop, it becomes the Platoon Command team.*

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

For the D-Day landings the 50<sup>th</sup> Division had three self-propelled artillery regiments: the 90 Field Regiment, RA equipped with Sexton self-propelled guns, the 74 Field Regiment, RA; and 124 Field Regiment, RA equipped with Priest self-propelled guns.

The artillery can serve in dual roles, both as artillery and anti-tank, although its anti-tank capability has been reduced over time with the thicker armour on the German Panzers and so care should be taken when engaging enemy tanks.

In the indirect-fire role they reign supreme, with the ability to sustain bombardments on dug-in guns and infantry. Even better, when destructive fire is needed, the observer orders a Mike Target and the entire regiment fires on the same coordinates, swamping the enemy in a deluge of shells.





## MEDIUM BATTERY, ROYAL ARTILLERY

## PLATOON

## HQ Troop with:

Two Gun troops with a total of



4 Gun Sections

390 points

One Gun troop with a total of



2 Gun Sections

225 points

1 Gun Section

135 points

## OPTIONS

- Add 15 cwt trucks and Matador tractors at no cost.

*You may not field a Medium Battery, Royal Artillery unless you are also fielding a Field Battery (SP), Royal Artillery with at least as many guns.*

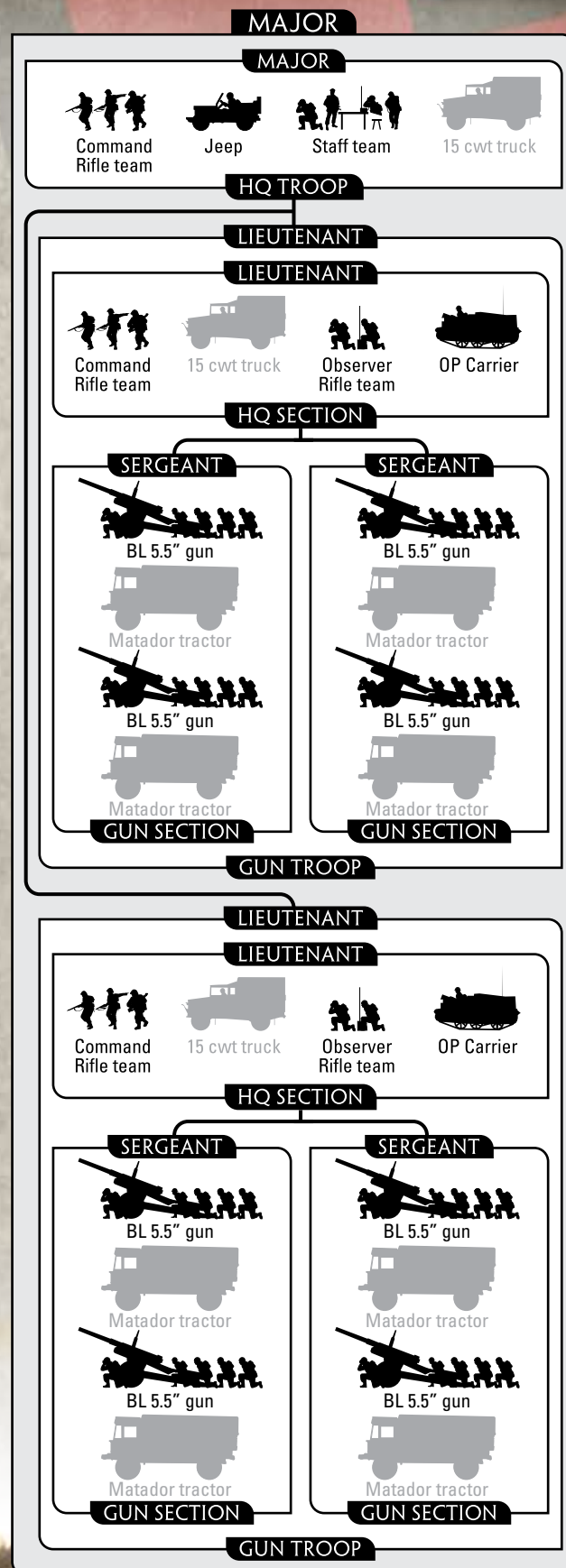
*Medium Batteries, Royal Artillery count as Field Batteries, Royal Artillery for the purposes of the British special rules on pages 174 and 175 of the rulebook.*

*Medium Batteries, Royal Artillery may not be deployed in Ambush.*

*A Medium Battery, Royal Artillery is rated **Confident Trained**.*

The AGRAs (Army Group, Royal Artillery) were brigade-sized artillery formations assigned to the different Corps in the British sector of Normandy. The 4th AGRA supported the units of I Corps, the II (Canadian) Corps has the services of the 2nd (Canadian) AGRA, the 3rd AGRA supported the troops of the XIII Corps, 5th AGRA supported the XXX Corps, and the 8th AGRA was attached to the VIII Corps.

The mainstay of the medium regiments is the BL 5.5" gun-howitzer. This superb weapon fires a 100lb/45kg shell and can reach targets over 9 miles (nearly 15km) away and adds considerable punch to British artillery capabilities.




MEDIUM BATTERY, ROYAL ARTILLERY



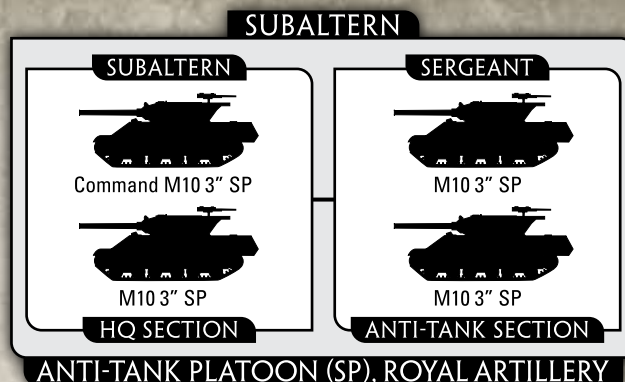
## ANTI-TANK PLATOON (SP), ROYAL ARTILLERY

### PLATOON

 2 Anti-tank Sections	310 points
1 Anti-tank Section	155 points

The 102<sup>nd</sup> Anti-tank Regiment, RA (Northumbrian Hussars) had four batteries, one with self-propelled 3" guns and three with towed 6 pdr guns.

The self-propelled guns operate with the motorised battalions and supporting tanks and as a forward screen, while the towed guns operate with the infantry brigades to give depth to the defence.



The self-propelled guns are best used as part of a mobile defence. They have the ability to stage an ambush, then leave before the enemy can retaliate strongly. They also have the advantage of not needing to be dug in to survive.

## FLAIL PLATOON

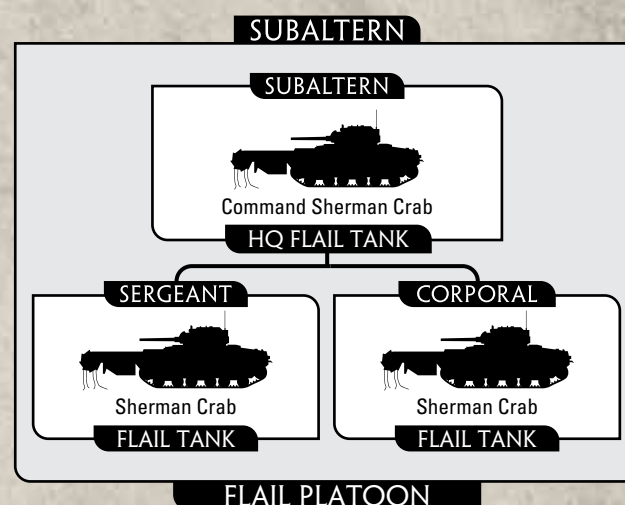
### PLATOON

 3 Sherman Crab	200 points
--	------------

Sherman Crab flail tanks of the 79<sup>th</sup> Armoured Division were allocated to the Assault Battalions of the 50<sup>th</sup> Division to clear the beaches of mine and ease the way for the advance inland. The Crab's rotating flail detonates mines as the vehicle passes through a minefield, clearing a path for the following vehicles.

*Sherman Crab flail tanks may not launch assaults.*

*The rules for Mine Flails are on page 215 of the **Flames Of War** rulebook.*



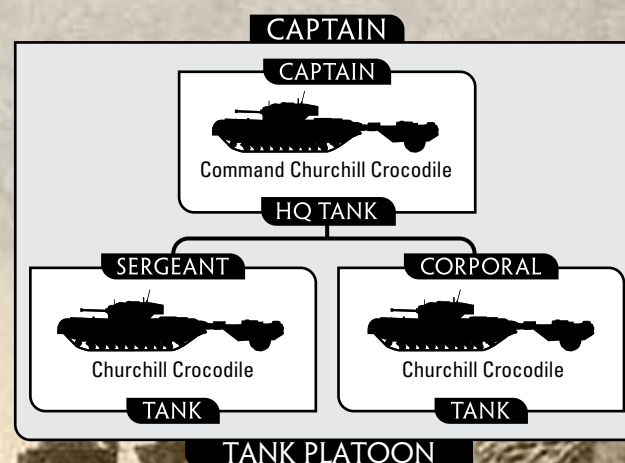
## FLAME-TANK PLATOON

### PLATOON

 3 Churchill Crocodile	400 points
---	------------

The most dangerous of all Hobart's Funnies are the Churchill Crocodiles. With 1800 litres (nearly 500 gallons) of fuel, it can burn any opposition out of their trenches, bunkers or vehicles.

*Churchill Crocodile tanks are not affected by the Fuel Tanks rule like normal tank flame-throwers. In addition, Flame-tank Platoons may not launch assaults nor may they Counterattack if assaulted.*





## ARMoured PLATOON

### PLATOON



3 Sherman I or III

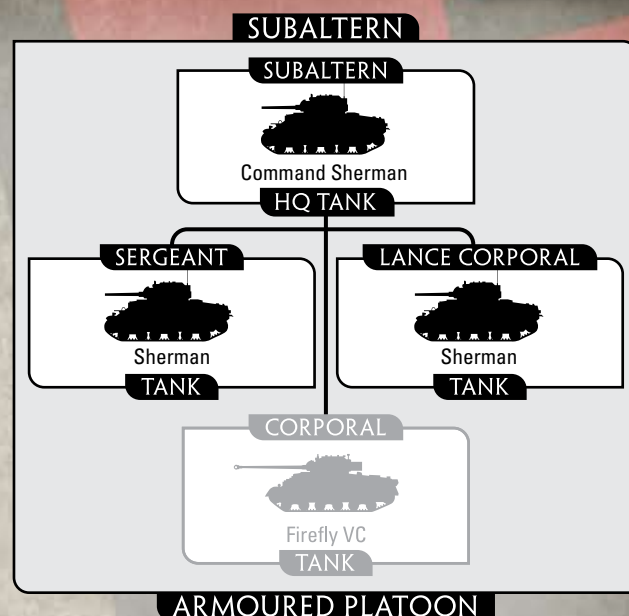
260 points

### OPTION

- Add Firefly VC for +105 points.
- Arm any or all Sherman tanks with a .50 cal AA MG for +5 points per tank.

The desert veterans of the 8 Armoured Brigade provided the 50<sup>th</sup> Division with armoured support during the Gold Beach assault on D-Day.

They were equipped with Sherman I DD and Sherman III tanks. The Sherwood Rangers and 4<sup>th</sup>/7<sup>th</sup> Royal Dragoon Guards landed in their Sherman DD tanks during the beach assault (their Firefly tanks arrived later), while the 24<sup>th</sup> Lancers arrived ashore with their Sherman III and Firefly VC tanks in the second wave.



ARMoured PLATOON

During the D-Day landings two of the 8 Armoured Brigade's regiments were equipped with DD Sherman tanks. The Sherwood Rangers and Royal Dragoon Guards each had two squadrons equipped with DD tanks.

*An Armoured Platoon equipped solely with Sherman tanks armed with 75mm guns may fit them out as DD tanks at no extra cost. The platoon retains all of its previous ratings. However, Sherman DD tanks cannot use their hull MG due to the collapsed screen covering its position.*

## 7<sup>TH</sup> ARMoured DIVISION ARMoured PLATOON

### PLATOON



3 Cromwell IV and 1 Firefly VC

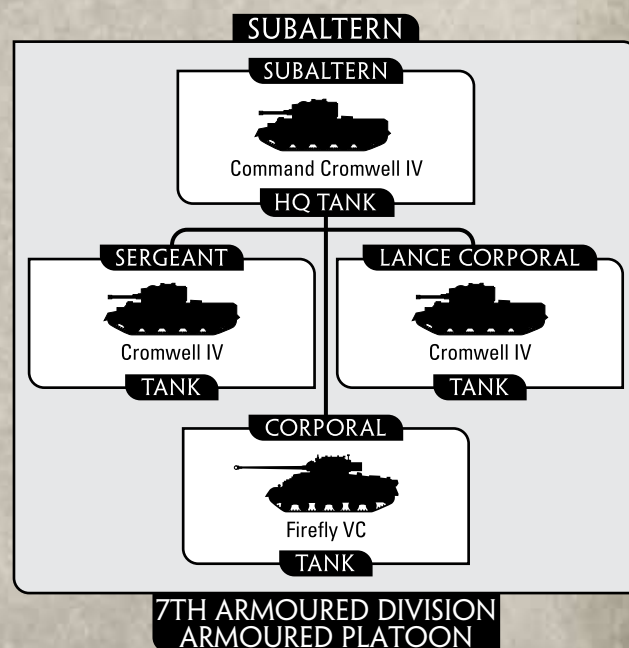
325 points

During operations after D-Day the 50<sup>th</sup> Division received support from the 22 Armoured Brigade of the 7<sup>th</sup> 'Desert Rats' Armoured Division.

Armoured platoons are designed for the attack. With their speed and hitting power they can easily roll over enemy formations after moving to the flank and engaging them. The hard-hitting 17 pdr of the Firefly VC tank can take on the hardest German targets.

In the defence, the platoon can create a large volume of fire with its almost unlimited supply of ammunition. This fire can easily chew up attacking enemy formations. With their speed they can then move to the flanks and counterattack to finish off the enemy.

In both cases your veteran troopers will be reluctant to go toe to toe with the enemy panzers. While the crews may like



7<sup>TH</sup> ARMoured DIVISION  
ARMoured PLATOON

their new tanks, they do not have the armour of the newer German models.

## CAUTIOUS NOT STUPID

While 7<sup>th</sup> Armoured Division troops are reluctant that does not mean that they are not brave. They have simply been around the block a few times and know the war is going to continue for a while yet. If the rounds are flying heavy and fast, it may be better to pull back and fight again tomorrow.

However, once the rounds stop then its time to advance again.

*If a 7<sup>th</sup> Armoured Division Armoured Platoon was not hit in the previous enemy Shooting Step, it may re-roll any failed attempts to Remount Bailed Out vehicles.*





## RECCE PLATOON

### PLATOON

HQ Section with:

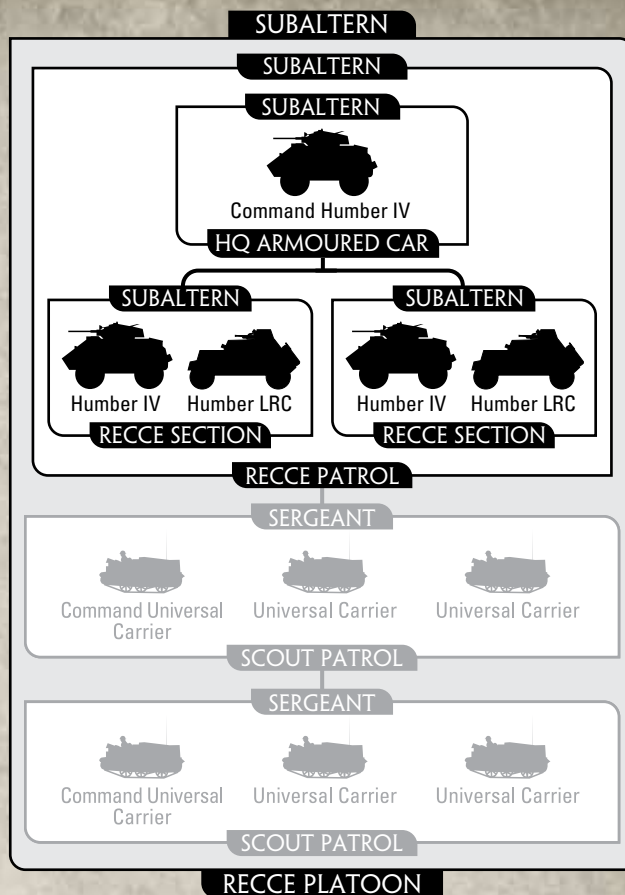
 2 Recce Sections 190 points

### OPTION

- Add Scout Patrols for +90 points per patrol.
- Arm any or all Universal Carriers with an extra hull-mounted MG for +5 points per carrier or 0.5" MG for +10 points per carrier.
- Replace up to one extra hull-mounted MG per Patrol with a Boys anti-tank rifle or PIAT anti-tank projector at no cost.

The 50<sup>th</sup> Division's scouting and intelligence on the enemy is provided by 61<sup>st</sup> Recce Regiment RAC. Their Humbers and Carriers roamed ahead of the division alerting the brigades of enemy activities.

*The Recce Patrol and Scout Patrols operate as separate platoons, each with their own Command team. Although its sections count as separate platoons for all other purposes, a Recce Platoon deploys all at the same time as a single platoon. For example, this means that you treat the entire Recce Platoon as a single platoon when calculating the number of platoons held in Ambush or Reserve.*




*Recce and Scout Patrols are Reconnaissance Platoons.*

## FIELD PLATOON, ROYAL ENGINEERS

### PLATOON

HQ Section with:

4 Field Squads 155 points  
 3 Field Squads 125 points  
 2 Field Squads 95 points

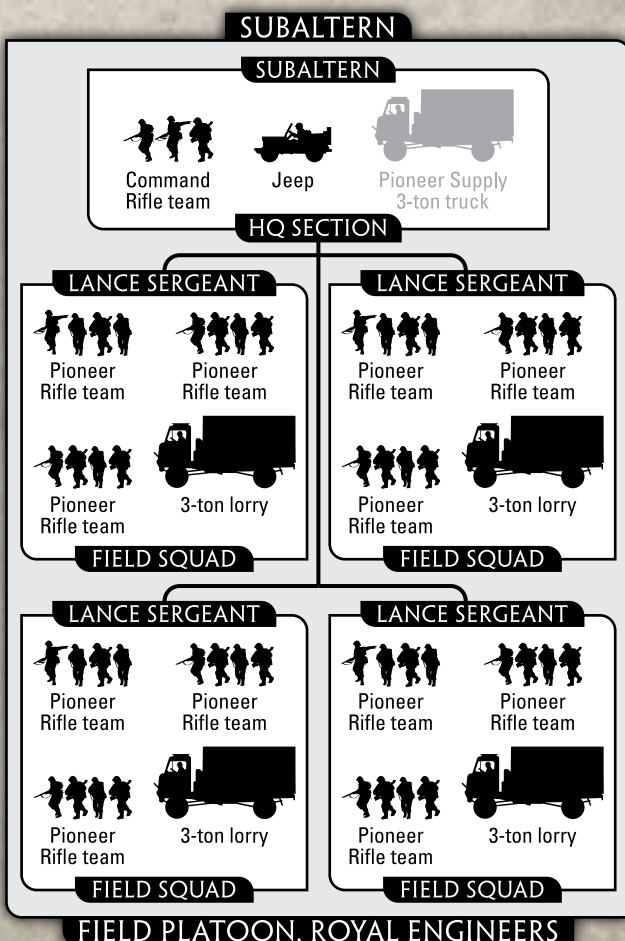
### OPTION

- Add Pioneer Supply truck for +25 points

*When you deploy your force at the start of the game you may elect to replace a Field Platoon, Royal Engineers with a Rifle Platoon of the same or lower points value.*

*Field Platoons, Royal Engineers may not launch assaults, nor may they counterattack if assaulted. Field Platoons, Royal Engineers will always attempt to Break Off at the earliest opportunity.*

Being able to replace these troops after seeing the situation you will be operating in gives you a chance to weight the main effort with the right kinds of soldiers. If the enemy has obstacles, then keep your engineers. If he doesn't, then exchange them for some more infantry.





## LIGHT ANTI-AIRCRAFT PLATOON (SP)

### PLATOON



2 Anti-aircraft Sections 265 points

1 Anti-aircraft Section 135 points

### OPTION

- Replace all three Bofors 40mm SP self-propelled guns in each section with four Oerlikon 20mm SP self-propelled guns for -35 points per Anti-aircraft Section.

As an Assault Division the 50<sup>th</sup> was equipped with self-propelled anti-aircraft guns. Most anti-aircraft batteries are equipped with self-propelled 40mm Bofors anti-aircraft guns with a good range and hitting power. The light batteries have self-propelled 20mm Oerlikon guns for use against low-level raiders.

### SUBALTERN

#### SUBALTERN



Command Bofors 40mm SP



Bofors 40mm SP



Bofors 40mm SP

#### ANTI-AIRCRAFT SECTION

#### SERGEANT



Bofors 40mm SP



Bofors 40mm SP



Bofors 40mm SP

#### ANTI-AIRCRAFT SECTION

### LIGHT ANTI-AIRCRAFT PLATOON

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## COMMANDO PLATOON

### PLATOON

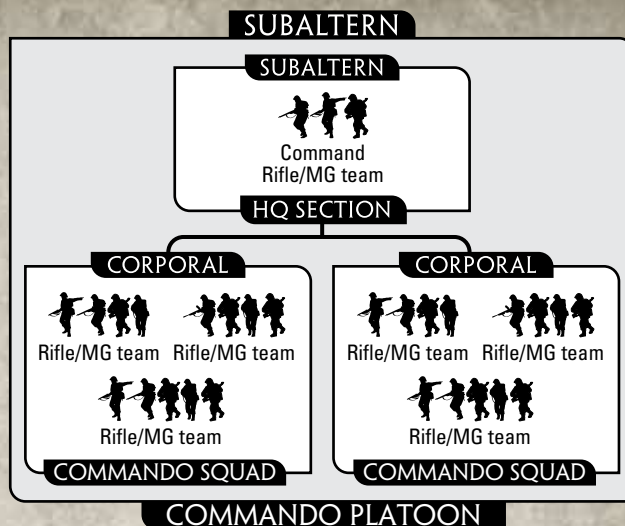
HQ Section with:

**T** 2 Commando Squads 220 points

### OPTION

- Replace one Rifle/MG team with a Light Mortar team at no cost.
- Replace one Rifle/MG team with a PIAT team at no cost.
- Upgrade up to two Rifle/MG teams to SMG teams at no cost.

*A Commando Platoon is rated as Fearless Veteran.*



## COMMANDO SPECIAL RULES

### KNOW THE PLAN

Commandos are expected to be independent-minded (if not downright unconventional) sorts and every man is drilled in the plan before an attack. That way if the officers are killed, an NCO, or even a private can take over as needed.

*Commando Platoons use the German Mission Tactics special rule.*

### MIND AND HEART

The men trained at the Commando Basic Training Centre at Achnacarry, Scotland, never forgot their instructors' chant of 'It's all in the mind and the heart' as they scaled impossible cliffs and swam rivers in full kit.

*All Commando Infantry and Man-packed Gun teams are Mountaineers.*

### FAIRBAIRN-SYKES

Under Captains W E Fairbairn and A E Sykes, a pair of tough Shanghai policemen, Commandos were trained in every imaginable method of killing and avoiding being killed in close combat. The Fairbairn-Sykes dagger they designed for the Commandos is still in use today.

*Commando Infantry teams hit on a roll of 2+ in assault combat.*

### NO BRITISH BULLDOG

Commandos are fearless, but they are also raiders. Their job is to get in, strike hard, and get out. Prolonged combats simply delay their mission, so the British Bulldog rule does not apply to Commando platoons.





# ARMoured VEHICLE, ROYAL ENGINEERS

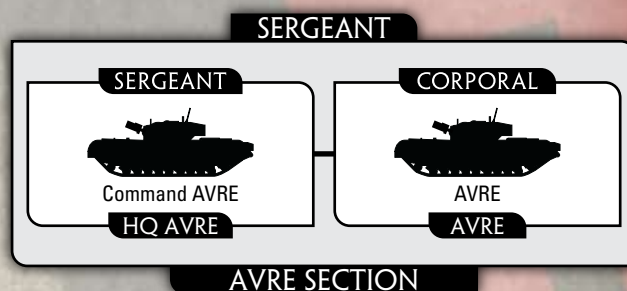


## 0 TO 2 AVRE SECTIONS

### PLATOON

AVRE Sections are unusual in that you do not pay points for them. Instead, if you field a British 50<sup>th</sup> Division Rifle Company and are attacking, you may swap up to two Carrier Patrols for an AVRE Section each before deployment. These now count as Support platoons additional to the normal allocation.

The AVRE has two quite distinct roles depending on the nature of the defences. When facing bunkers and pillboxes, some of the AVsRE are normally detailed to knock them out with their Petard demolition mortars. When faced with



*AVRE Sections may not launch assaults.*

anti-tank ditches, or even steep-sided streams, one or more AVsRE will be equipped with a Fascine to fill it or a bridge to span it.

### PIONEERS

The crew of an AVRE are fully-trained assault engineers. They can dismount and conduct engineering tasks such as mine clearing on foot if necessary.

*At the start of the turn you may elect to operate an AVRE crew dismounted. If you do this, the AVRE cannot move, shoot, or assault, but can undertake engineering tasks (see pages 212 to 214 of the Flames Of War rulebook) as if it was an infantry Pioneer team. Until the start of its next turn, the enemy may elect to count the AVRE as an Infantry team for any Saves it must make from shooting or assaults. Place a spare pioneer or rifle team beside the AVRE as a marker to indicate that it is operating dismounted.*

### FASCINE AND SGB BRIDGE

AVsRE are often fitted to carry fascines or SGB bridges. The fascine, a bundle of saplings used to fill a ditch, is carried on a frame on the front of the tank. When the tank reaches the ditch, it drops the fascine, and then resumes its demolition duties.

The SGB (Small Box Girder) bridge is a standard British light bridge 34' (10 metres) long. An SGB bridge is carried on the front of the tank and lowered across streams and ditches or against seawalls and embankments to create a crossing.

*At the start of the game after fortifications (if any) are placed, but before deployment, you may elect to mount a fascine or SGB bridge on any or all of your AVsRE. An AVRE that has a fascine or SGB bridge mounted cannot shoot. In addition, an AVRE that has an SGB bridge mounted is Overloaded rather than Wide-tracked.*

*Fascines and SGB bridges are Assault Bridges (see page 215 of the Flames Of War rulebook). Fascines may only be used to bridge ditches and craters. SGB bridges can be used to bridge these as well as streams and other gaps and to create a ramp for crossing an anti-tank wall, a sea wall, or a bank up to 1½"/4cm high.*

*An AVRE may abandon its fascine or SGB bridge instead of shooting. Remove the fascine or bridge from play.*

## DEMOLITION MORTAR

The AVRE is equipped with a Petard spigot mortar. This unusual weapon fires a 290mm bomb popularly known as a 'Flying Dustbin'. Unusually, the breech opens outside the tank above the assistant driver's hatch. They slide the hatch back and load the weapon as it sits above them

### TOP ARMOUR

The Petard is a weapon that relies entirely on explosive effect. If the Petard ever fired at a tank, its armour would be almost irrelevant. The blast is likely to blow off tracks and cause other damage without penetrating the armour.

*Any Armoured vehicle hit by a Petard mortar uses its Top armour rating for its Armour Saves.*

### ANTI-TANK OBSTACLES

In addition, the Petard mortar on an AVRE can demolish just about any form of anti-tank barrier.

*Instead of shooting, an AVRE may gap anti-tank walls and dragon's teeth. These are both forms of Anti-tank Obstacle (see page 214 of the Flames Of War rulebook).*

*The AVRE must start the turn within 4"/10cm and Line of Sight of the obstacle. In the Shooting Step the AVRE fires at the obstacle. Roll a Skill Test.*

- *If the test is successful, the Anti-tank Obstacle is removed and the area becomes Difficult Going,*
- *Otherwise, the obstacle remains intact.*







# AIR OBSERVATION POSTS



Flying low over the front line, American L4 'Grasshopper' and British Auster liaison aircraft operating as air observation posts (AOP) are the bane of German soldiers. Any movement at all is instantly spotted and radioed back to the field artillery, who respond in their usual brutal fashion by pounding the target until all movement ceases. Every American division had eight aircraft in the artillery battalions and divisional headquarters giving them unequalled artillery observation capability.

## LIAISON AIRCRAFT

The L4 Grasshopper and Auster liaison aircraft flew low over the front lines looking for the enemy and reporting their positions. Although slow compared to fighter aircraft, they are still fast enough to get from one part of the battlefield to another.

*Air Observation Aircraft use many of the aircraft rules. However, one of the primary differences is that the Air Observation Aircraft starts the game on the table and remains there for the rest of the game until it is shot down or chased off, at which point it is permanently removed from the game.*

*In the Starting Step of each turn, you reposition your Air Observation Aircraft anywhere on the table (even within 16"/40cm of friendly troops) when you would position any other aircraft. If your opponent has air support, they can roll for Fighter Interception as usual and use this to attempt to shoot your Air Observation Aircraft down instead of intercepting Ground Attack Aircraft.*

## ANTI-AIRCRAFT FIRE

The Air Observation pilots relied on being inconspicuous to survive in their defenceless light aircraft. Sometimes it worked, and sometimes it didn't.

*The opposing player can fire anti-aircraft fire at your Air Observation Aircraft at the end of the Shooting Step, after all other shooting is complete, but just before aircraft make their attacks, just as they can at any other aircraft. This is conducted just like firing at Ground-attack Aircraft, including the limits on anti-aircraft guns' ability to see over terrain.*

*A team firing anti-aircraft fire must choose between firing at the Air Observation Aircraft or at Ground-attack Aircraft. A single team cannot shoot at both in the same turn.*

*Since the Air Observation Aircraft isn't actually attacking anything, Self-defence Anti-aircraft Weapons cannot shoot at it.*

## AIR OBSERVATION POST

The main role of the Air Observation Aircraft is artillery observation. Here it uses its mobility to find targets and avoid enemy anti-aircraft fire.

*The Air Observation Aircraft carries no weapons and cannot make attacks by itself. Instead an Air Observation Aircraft counts as an Observer team that can act as the Spotting team for any artillery platoon that has a Staff team.*

*Treat it as an Observer team on the ground (although the model sits just above the table) when determining what it can see, as the Air Observation Aircraft fly low attempting to avoid enemy fighter interception and cannot see over terrain.*

*The Air Observation Aircraft does benefit from its height by allowing it to re-roll the third attempt to range in if it failed on that attempt.*



Auster III





# ARSENAL



## TANK TEAMS

Name <i>Weapon</i>	Mobility <i>Range</i>	Front <i>ROF</i>	Armour		Equipment and Notes
			Side <i>Anti-tank</i>	Top <i>Firepower</i>	
MEDIUM TANKS					
Sherman I or III	Fully-tracked	6	4	1	Co-ax MG, Hull MG, Tow hook.
<i>OQF 75mm gun</i>	<i>32"/80cm</i>	<i>2</i>	<i>10</i>	<i>3+</i>	<i>Semi-indirect fire, Smoke.</i>
Cromwell IV	Fully-tracked	6	4	1	Co-ax MG, Hull MG, Light tank, Protected ammo, Tow hook.
<i>OQF 75mm gun</i>	<i>32"/80cm</i>	<i>2</i>	<i>10</i>	<i>3+</i>	<i>Semi-indirect fire, Smoke.</i>
Firefly VC	Fully-tracked	6	4	1	Co-ax MG, Tow hook.
<i>OQF 17 pdr gun</i>	<i>32"/80cm</i>	<i>2</i>	<i>13</i>	<i>3+</i>	<i>No HE, Semi-indirect fire.</i>
Sherman Crab	Fully-tracked	6	4	1	Co-ax MG, Overloaded, Mine flail.
<i>M3 75mm gun</i>	<i>32"/80cm</i>	<i>2</i>	<i>10</i>	<i>3+</i>	<i>Smoke.</i>

## INFANTRY TANKS

Churchill AVRE	Fully-tracked	8	7	2	Co-ax MG, AVRE, Protected ammo, Slow tank, Wide-tracked.
<i>Petard mortar</i>	<i>4"/10cm</i>	<i>1</i>	<i>5</i>	<i>1+</i>	<i>Bunker buster, Demolition mortar, Slow Traverse.</i>
Churchill Crocodile	Fully-tracked	13	7	1	Co-ax MG, Protected ammo, Slow tank, Wide-tracked.
<i>OQF 75mm gun</i>	<i>32"/80cm</i>	<i>2</i>	<i>10</i>	<i>3+</i>	<i>Semi-indirect fire, Slow Traverse, Smoke.</i>
<i>Crocodile flame-gun</i>	<i>4"/10cm</i>	<i>5</i>	<i>-</i>	<i>5+</i>	<i>Hull-mounted, Flame-thrower, Fuel trailer.</i>

## SELF-PROPELLED ANTI-AIRCRAFT GUNS

Oerlikon 20mm SP	Wheeled	-	-	-	
<i>Oerlikon 20mm gun</i>	<i>16"/40cm</i>	<i>4</i>	<i>5</i>	<i>5+</i>	<i>Anti-aircraft.</i>
Bofors 40mm SP	Wheeled	-	-	-	Awkward layout.
<i>Bofors 40mm gun</i>	<i>24"/60cm</i>	<i>4</i>	<i>6</i>	<i>4+</i>	<i>Anti-aircraft.</i>

## SELF-PROPELLED ANTI-TANK GUNS

M10 3" SP	Fully-tracked	4	2	0	.50 cal AA MG.
<i>M7 3" gun</i>	<i>32"/80cm</i>	<i>2</i>	<i>12</i>	<i>3+</i>	<i>Slow traverse.</i>

## SELF-PROPELLED GUNS

Sexton	Fully-tracked	1	0	0	AA MG.
<i>OQF 25 pdr gun</i>	<i>24"/60cm</i>	<i>2</i>	<i>9</i>	<i>3+</i>	<i>Hull mounted, Smoke.</i>
<i>Firing bombardments</i>	<i>80"/200cm</i>	<i>-</i>	<i>4</i>	<i>5+</i>	<i>Smoke bombardment.</i>
Priest	Fully-tracked	1	0	0	.50 cal AA MG.
<i>M2A1 105mm gun</i>	<i>24"/60cm</i>	<i>1</i>	<i>9</i>	<i>2+</i>	<i>Hull mounted, Smoke.</i>
<i>Firing bombardments</i>	<i>72"/180cm</i>	<i>-</i>	<i>4</i>	<i>4+</i>	<i>Smoke bombardment.</i>
Sherman OP	Fully-tracked	6	4	1	Hull MG.

## RECONNAISSANCE

Humber IV	Wheeled	1	0	0	Co-ax MG.
<i>M5 37mm gun</i>	<i>24"/60cm</i>	<i>2</i>	<i>7</i>	<i>4+</i>	
Humber LRC III	Jeep	0	0	0	Turret Front MG.
<i>Boys anti-tank rifle</i>	<i>16"/40cm</i>	<i>2</i>	<i>4</i>	<i>5+</i>	
Universal Carrier	Half-tracked	0	0	0	Hull MG.
<i>With Boys anti-tank rifle</i>	<i>16"/40cm</i>	<i>2</i>	<i>4</i>	<i>5+</i>	<i>Hull-mounted.</i>
<i>With PIAT anti-tank projector</i>	<i>8"/20cm</i>	<i>1</i>	<i>10</i>	<i>5+</i>	<i>Hull-mounted.</i>
<i>With .5" MG</i>	<i>16"/40cm</i>	<i>3</i>	<i>4</i>	<i>5+</i>	<i>Hull-mounted.</i>

## VEHICLE MACHINE-GUNS

Vehicle MG	<i>16"/40cm</i>	<i>3</i>	<i>2</i>	<i>6</i>	<i>ROF 1 if other weapons fire.</i>
.50 cal Vehicle MG	<i>16"/40cm</i>	<i>3</i>	<i>4</i>	<i>5+</i>	<i>ROF 1 if other weapons fire.</i>





## GUN TEAMS

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
Vickers HMG	Man-packed	24"/60cm	6	2	6	ROF 2 when pinned down.
Firing bombardments		40"/100cm	-	-	-	
ML 3" Mk II mortar	Man-packed	40"/100cm	-	2	6	Smoke bombardment.
ML 4.2" mortar	Light	48"/120cm	-	3	4+	Smoke bombardment.
OQF 6 pdr gun	Medium	24"/60cm	3	10	4+	Gun shield.
BL 5.5" gun	Immobile	32"/80cm	1	13	1+	Bunker buster.
Firing bombardments		88"/220cm	-	5	2+	

## INFANTRY TEAMS

Team	Range	ROF	Anti-tank	Firepower	Notes
Rifle team	16"/40cm	1	2	6	
Rifle/MG team	16"/40cm	2	2	6	
SMG team	4"/10cm	3	1	6	Full ROF when moving.
Light Mortar team	16"/40cm	1	1	4+	Smoke, Can fire over friendly teams.
PIAT team	8"/20cm	1	10	5+	Tank Assault 4.
Flame-thrower Team	4"/10cm	2	-	6	Flame-thrower
Staff team			cannot shoot		Moves as a Heavy Gun team.

## ADDITIONAL TRAINING AND EQUIPMENT

Pioneer teams are rated as Tank Assault 3.

## TRANSPORT TEAMS

Vehicle	Mobility	Armour			Equipment and Notes
		Front	Side	Top	
Jeep	Jeep	-	-	-	
CMP 15 cwt or 3-ton truck	Wheeled	-	-	-	
Quad, Matador, or Morris AA tractor	Wheeled	-	-	-	
White scout car	Jeep	1	0	0	
M5 half-track	Half-tracked	1	0	0	
Troop, OP, Mortar, or Loyd Carrier	Half-tracked	0	0	0	
MMG Carrier	Half-tracked	0	0	0	HMG Carrier, Passenger-fired hull MG.

## AIRCRAFT

Aircraft	Weapon	To Hit	Anti-tank	Firepower	Notes
Typhoon	Cannon	3+	8	5+	
	Rockets	3+	6	3+	

