

# 53<sup>RD</sup> (WELSH) DIVISION

## OFFICIAL BRIEFING

INTELLIGENCE BRIEFING FOR THE  
53<sup>RD</sup> (WELSH) INFANTRY DIVISION IN HOLLAND



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





# 53<sup>rd</sup> (Welsh) Division



## WWI AND INTER WAR

On 2 July 1915 the Division was ordered to refit for service in the Mediterranean. Leaving the artillery and train behind, the rest of the Division left between 14 and 19 July and embarked at Sevonport and sailed via Alexandria, landing at Suvla Bay, Gallipoli on 9 August 1915.

The effects of month of savage fighting that typified this campaign, few reinforcements and the dreadful blizzard of November reduced the Division to just 162 officers and 2428 men (about 15% of full strength). Between 11 and 12 December the Division was evacuated and went on to Alexandria, where it began to arrive 20 December. From 1916 onwards the division was involved in the Palestine Campaign.

On 26 March 1917, the 53<sup>rd</sup> Division bore the brunt of the First Battle of Gaza where the three brigades, along with the 161<sup>st</sup> Brigade of the 54<sup>th</sup> Division, had to advance across exposed ground, withstanding shrapnel, machine gun and rifle fire, to capture the Turkish fortifications. Despite gaining the advantage towards the end of the day, the British commander called off the attack so that the division's casualties, close to 3,500, were suffered in vain. 1917 concluded with the capture and subsequent defence of Jerusalem.

Remaining active throughout the interwar years, the division served as part of the Home Defence Forces of the United Kingdom between 1939–1940, fittingly based to defend Wales and the borders.

## PREPARATION AND TRAINING

The Divisional badge, a red W on horizontal a bar was conceived by Major General Bevin T. Wilson who commanded the division upon re-mobilisation in 1939.

Wilson designed the divisional symbol represent the Welsh or Bardic Crown. Various other stories arose around the symbol, including it representing not only 'W' standing for Wales, but the process of attack. The horizontal representing the firm base of the attack, the central, solid point representing the spearhead and the side members the outflanking movements. However, these were never the intention of the designer.

Early in the war the Division was posted on several defensive assignments. In April 1940 the Division transferred to Northern Ireland, where it remained until November 1941. It returned to the mainland again to defend Kent and the South Coast between 1941–1943, when it was earmarked to form part of the British Second Army.

In October 1943 the division was reorganised, its 159<sup>th</sup> Infantry Brigade detaching to form part of 11<sup>th</sup> Armoured Division, with the 71<sup>st</sup> Infantry Brigade taking its place.

The 71<sup>st</sup> Brigade often jokingly referred to as the division's 'International Brigade' being formed from The East Lancashire, Oxford and Buckinghamshire Light Infantry and the Highland Light Infantry Regiments.

During the Division's crossing of the channel Brigadier Whistler of 160<sup>th</sup> Brigade was flown off to Normandy to take command of the 3<sup>rd</sup> Division (Monty's Ironsides) on 23 June.

## NORMANDY

53<sup>rd</sup> Welsh Division landed in Normandy on 28 June as a follow-up division and was placed under command of XII Corps now defending the Odon Valley position and was held in reserve for Operation Epsom, the drive to Hill 112.

The division then went onto the line in the Hill 112/Odon area and saw heavy fighting as part of 'Operation Greenline',







a diversionary attack West of Caen leading up to Operation Goodwood.

In August the Division began to push out of the Odon region driving along the river Orne adjacent to the Canadian sector as part of the attempt to close the Falaise Pocket. It was during the fighting near Balfour that Lieutenant Tasker Watkins won his Victoria Cross.

Due to the casualties suffered by the division in Normandy and the acute lack of infantry reinforcements, some battalions were replaced and reorganised. The 'international' regiments were mixed throughout the division as a result.

## HOLLAND

During Operation Market-Garden the Division was located on the West flank continuing its advance with XII Corp starting on the Lommel Bridgehead and advancing on the Tilburg/'S Hertogenbosch axis.

After the week long grind the XII Corp had still hadn't made their objective of 's-Hertogenbosch. Over the following weeks the 53<sup>rd</sup> garrisoned 'the island' South of Arnhem.

The taking of the Scheldt peninsula (Operation Pheasant) commenced on 22 October. The British XII Corps was tasked not only with expanding the Nijmegen Salient westward, but also with destroying the German fortress at 's-Hertogenbosch, thereby cutting the German 15. Armee's line of communication with LXXXVIII. Korps, stationed south of the Maas on the Scheldt.

For this task, XII Corps was reinforced by the addition of 15<sup>th</sup> (Scottish) Division, who would be given the objective

city of Tilburg. The 51<sup>st</sup> (Highland) Division meanwhile, would take the towns of Schijndel and Boxtel and would cut the German lateral lines of communication between Vught and Tilburg. The 53<sup>rd</sup> (Welsh) Division would attack from what they hoped would be an unexpected direction – from the northeast.

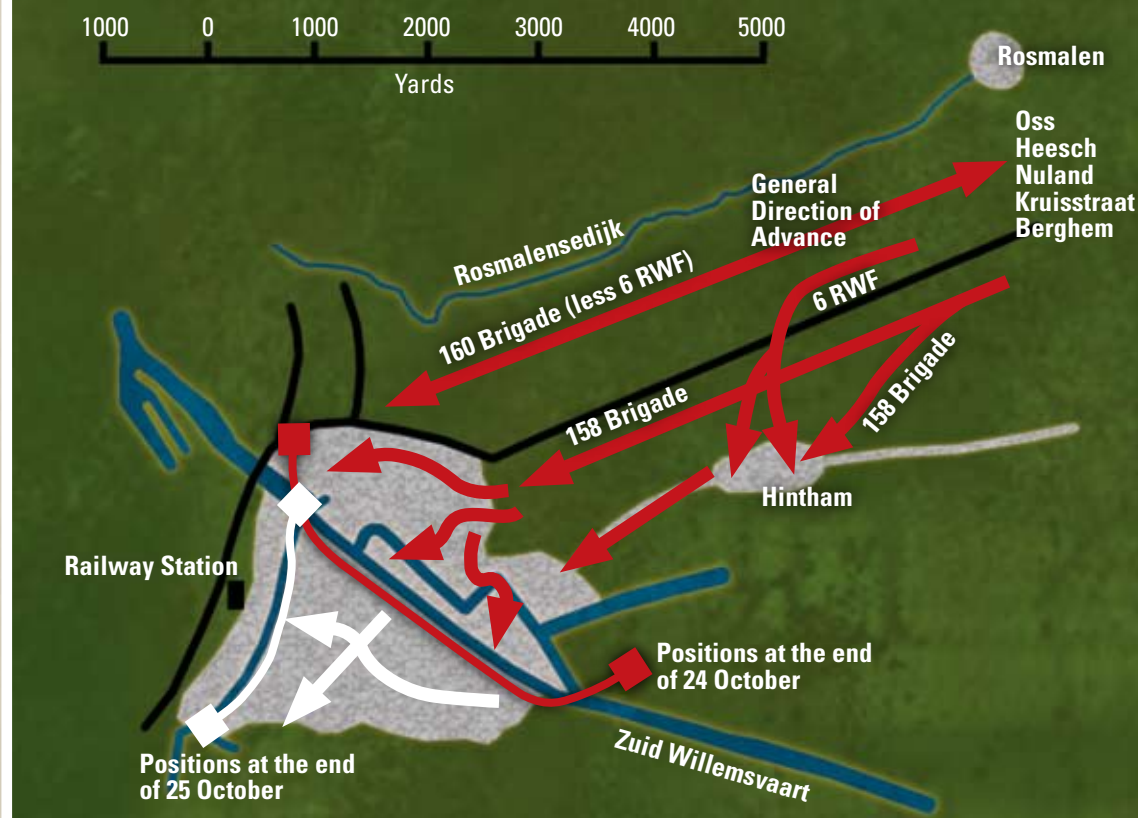
The division was battle-hardened from Normandy, but had not suffered anywhere near the level of casualties suffered by other British divisions in the killing fields of the Bocage. As a consequence, it was experienced, seasoned and confident. It was also to be well-supported by artillery and air power, as well as armour from 7<sup>th</sup> Armoured Division and specialist 'Funny' armour from General Hobart's 79<sup>th</sup> Armoured Division.

Arguably the 'Funniest' of all were the newly converted Canadian Ram 'Kangaroos' – armoured troop carriers based on obsolete Ram tanks. These Ram Kangaroos were to be used in action for the first time in this operation, which was designated Operation 'Alan'.

Armoured Support was also provided by the Cromwells of the 5<sup>th</sup> Royal Inniskilling Dragoon Guards ('The Skins') sent to reinforce the 7<sup>th</sup> Armoured following their losses in Normandy. The Skins were the only Regiment of the 7<sup>th</sup> Armoured Division in attendance for the assault on the city. Additional support armour support was also provided by the Shermans of the East Riding Yeomanry (ERY) from 33<sup>rd</sup> Armoured Brigade and the Crocodiles of 141<sup>st</sup> RAC (The Buffs).



## S'HERTOGENBOSCH AND APPROACHES



### 'S-HERTOGENBOSCH

The city, designated a 'Festung' or Fortress by the German high command, was a vital supply connection to the German forces left on the Scheldt as well as the only real withdrawal route from the peninsula. Even Hitler himself telephoned in the order to 'Hold at all costs'.

In line with its importance it was garrisoned by some four battalions from 712. *Infanterie-Division*. Approximately nine companies were located in the town with the remainder guarding likely approach routes.

The 53<sup>rd</sup> Division's start line was some 15km to the North East near Oss. The structure of the attack was;

160 Brigade to push to the North of the railway supported by the Skins, some Crocodile Churchills from the Buffs as well as 'Flail' Sherman Crabs from the Westminster Dragoons (79<sup>th</sup> Armoured Division).

71<sup>st</sup> Brigade to advance South of the railways astride the main Oss-'S Hertogenbosch road.

158<sup>th</sup> Brigade was held in reserve along with the 53<sup>rd</sup> Reconnaissance Regiment and a squadron of the Skins to exploit any gaps in the line and to seize the canal bridges into the town, should an opportunity arise.

At 0630 on 22 October the advance began well with the 160<sup>th</sup> Brigade gaining some 5 miles (8km) and reaching Kruisstraat at 1.30pm. The 71<sup>st</sup> Brigade, unsupported by armour, made much slower progress.

By 1500, the Divisional commander, Lieutenant General 'Bobby' Ross decided to capitalize the gains of 160 Brigade.

On the codeword 'Saucepan' he released the reserved 158<sup>th</sup> Brigade, spearheaded by the 53<sup>rd</sup> Recce Regiment and 1<sup>st</sup> East Lancshires mounted in Ram Kangaroos, to push through their gained positions. Unfortunately 158<sup>th</sup> Brigade ran into mine fields shortly after and the advance bogged down. 160<sup>th</sup> Brigade were once again ordered to advance.

During the day's fighting the 71<sup>st</sup> Brigade saw some sharp action, with the 1<sup>st</sup> Highland Light infantry (1<sup>st</sup> HLI) in the village of Nuland and the 4<sup>th</sup> Royal Welch Fusiliers (6<sup>th</sup> RWF) were unfortunate to lose all their officers who were hit while assembled to receive orders.

The advance continued early on 23 October with 160<sup>th</sup> Brigade pushing on towards Rosmalen. 71<sup>st</sup> Brigade continued slowly onwards through the forested terrain which straddled the road South of the Railway. By afternoon the Division was well placed to attack the city itself.

To prepare for the assault on the city proper the artillery programme 'Chicago', consisting of some 200 guns (approx three quarters 25 pdrs, the remainder Medium and Heavy guns), fired over 50,000 shells into the city throughout the night of 23/24 October.

During the night of 23/24 October the hamlet of Hintham was assaulted jointly by elements of 160<sup>th</sup> Brigade from the North and 158<sup>th</sup> Brigade from the East in order to make up for the comparatively slow going of the 71<sup>st</sup> Brigade. The remainder of each brigade made good progress into the city overnight with a platoon from 160<sup>th</sup> Brigade even crossing the canal before the bridge was blown behind them.

The remainder of 24 October saw one squadron of the 'Skins'



joining 158<sup>th</sup> Brigade in the city following a head long dash down the steeply banked railway, under the sights of German guns. The remainder of the Skins pushed along the Hintham road with the 6<sup>th</sup> RWF into the city.

Later that afternoon the 6<sup>th</sup> RWF made the assault across the lock gates, supported by the Skins' tanks and the Buffs' Crocodiles and held the bridge against determined counterattacks throughout the night while a class 40 bridge was constructed by the supporting engineers.

The battle had until now gone more-or-less according to plan. During 25 October however, the Division suffered several set-backs; The attempts to cross the canal in the NW of the city by 160<sup>th</sup> Brigade were unsuccessful as the Germans had reinforced the position overnight.

The 1<sup>st</sup> East Lancs were to flank the city and drive towards the bridges in the SW of the city while the 1/5<sup>th</sup> Welch Regiment were to clear the centre of the city. Both these advances did not start until late in the afternoon with each only reaching their objectives late in the evening, by which time all three bridges were reported as blown and partially destroyed.

The plan for 26 October was for 158<sup>th</sup> Brigade to cross the partially demolished bridges in the SW of the city. The 1/5<sup>th</sup> Welch were to rush the bridge in the centre of the town with the 7<sup>th</sup> RWF in reserve, ready to exploit either bridgehead. The infantry were now supported by the Shermans of the ERY who had now relieved the Skins.

At 11am the 1/5<sup>th</sup> Welch rushed the bridge under smoke and mortar preparation, taking 25 prisoners and 2 MGs. These early gains were opposed with violent counterattacks throughout the day. The East Lancs however took their bridge in the southwest against only light opposition.

Exploiting the East Lancs' success, 7<sup>th</sup> RWF passed through the East Lancs' bridgehead and fought their way towards the railway station. The East Lancs meanwhile, pushed along the river and linked up with the 1/5<sup>th</sup> Welch at approximately 10pm.

The 27 October saw mainly mopping up in the West of the city until the Germans counterattacked with infantry in company strength, supported by some five StuGs and three Jagdpanthers. The infantry were halted by combined small arms and mortar fire. The armour was engaged by all available guns and eventually seven of the eight were either destroyed or captured.

The taking of 'S Hertogenbosch is still seen as a fine example of infantry/armour co-operation in an urban environment.

By special order the divisional commander, Major General 'Bobby' Ross stated, 'I do not think that any formation could have shown greater enterprise and resourcefulness...'

Even the captured German Garrison Commander, Major Riehl, stated that he had been surprised by the speed of the Division's advance and was impressed by the resolute manner with which the infantry had crossed the various canal and river crossings under fire.

## ARDENNES

In December 1944, now attached to XXX Corps, it was one of the British divisions that took part in the Battle of the Bulge as part of 'Monty's Long-stop', helping to blunt the northern tip of the German salient.

The 53<sup>rd</sup> Recce Regiment was attached to the British 6<sup>th</sup> Airborne Division for the operation while the main body of the Division saw action at the very tip of the bulge South of Liège on the River Ourthe.





## INTO GERMANY

Following the Ardennes, the division was sent north in February 1945, to take part in Operation Veritable. Still attached to XXX Corps, the division slogged its way through the Reichswald Forest and assaulted the fortified city of Weeze beyond. It was during this bitter period of difficult fighting in deep forest, waterlogged fields and shattered towns, all the while mired in mud, that the division suffered over half its total casualties for the war. Nevertheless, the division broke through the Siegfried Line.

Rejoining XII Corps and crossing the Rhine during Operation Plunder, the division saw action as part of the Exploitation Reserve and broke out to the North East across the River Issel. The fighting which followed, in the last months of the war, saw several bitter battles against enemy formations that included determined Marine Divisions and even a Hungarian regiment, before ending the War in Hamburg.

## Welsh Special Rules

The 53<sup>rd</sup> Welsh Division uses all of the normal British special rules found on pages 247 to 248 of the rulebook. In addition, they use the following special rule.

### CYMRU AM BYTH

(Pronounced: Cum-ree am beeth, Translation: Wales Forever)

The old saying goes: 'To be born welsh is to be privileged; not with a silver spoon in your mouth, but with music in your heart and poetry in your soul'. This feeling of pride, combined with the close-knit farming and mining communities the 53<sup>rd</sup> (Welsh) Division is raised from gives the soldiers a strong sense of community. The senior NCO's

and Junior officers were often seen as leading members of the community, in and out of military service and would frequently inspire those around them to continue on when times were at their bleakest.

*A platoon joined by the 2iC Command team from a Welsh company (including those from the 'international brigade') may re-roll failed Platoon Morale Checks.*

Extract of 'Sospan Fach' ('Little Saucepan')  
– song of 4<sup>th</sup> Battalion, Welch Regiment.

*Mae bys Meri-Ann wedi brifo,  
A Dafydd y gwas ddim yn iach.  
Mae'r baban yn y crud yn crio,  
A'r gath wedi sgrapo Joni bach.  
Sosban fach yn berwi ar y tân,  
Sosban fawr yn berwi ar y llawr,  
A'r gath wedi sgrapo Joni bach.*

Mary-Ann has hurt her finger,  
And David the servant is not well.  
The baby in the cradle is crying,  
And the cat has scratched little Johnny.  
A little saucepan is boiling on the fire,  
A big saucepan is boiling on the floor,  
And the cat has scratched little Johnny.





# Lieutenant Tasker Watkins

## LIEUTENANT TASKER WATKINS, VICTORIA CROSS, 1/5 WELCH REGIMENT

On 16 August, West of Falaise, Lieutenant Watkin's company came under short range fire while crossing a corn field laced with booby traps. In response Lieutenant Watkins personally charged two enemy posts in succession. On reaching the second his Sten gun jammed, throwing the carbine in the German's faced he pulled out his revolver and shot him before he could recover.

With only 30 men remaining of his company the Germans counter-attacked with some 50 infantry. Lieutenant Watkins directed the fire of his men in response before leading a bayonet charge resulting in the near complete destruction of the enemy.

At dusk the battalion was ordered to withdraw. Lieutenant Watkins did not receive the orders and now finding themselves alone, surrounded, depleted in numbers and in failing light Lieutenant Watkins organised the company's withdrawal.

While withdrawing back through the corn fields they were once again challenged. Lieutenant Watkins ordered his men to scatter and once again charged the enemy position; this

time armed with a Bren gun. After silencing yet another enemy position Lieutenant Watkins finally lead the remainder of the company back to his Battalion's lines.

Retiring from the Army at the rank of Major after the war, Tasker joined the legal profession; he represented the victims'

families during the Aberfan Disaster and eventually gained the position of Lord Justice of Appeal. Tasker also pursued his passion for rugby, firstly as a player for Cardiff RFC and the Glamorgan Wanderers. His association with the sport continued off the pitch with him being Chairman of the Welsh Rugby Union until 2003. Tasker passed away in 2007, aged 88. There is a statue erected in his memory outside the National 'Millennium Stadium' in Central Cardiff.



## CHARACTERISTICS

Lieutenant Tasker Watkins is a Warrior Company Command Rifle team and is rated **Confident Veteran**. Lieutenant Tasker Watkins replaces the Company Command team of a Rifle Company (page 8) from the 53<sup>rd</sup> Welsh Division for +20 points.

### BLOODY ANGRY

In one of his few interviews Tasker talked about his remarkable actions leading to his VC, Tasker showed characteristic humility and concern for his men. Upon seeing the decimation of the men under his command by the German machine-guns, Tasker described how 'I just got so bloody angry'.

*When Tasker Watkins and a platoon he has joined is forced to Fall Back by defensive fire in an Assault, Tasker Watkins may choose to not Fall Back and continue the Assault by himself. If Tasker Watkins continues the Assault in this way he hits on 2+ in the Assault.*

*Enemy platoons do not need to make a Motivation Test to Counterattack if only assaulted by Tasker Watkins.*

*Regardless of whether or not Tasker Watkins was hit in the enemy Counterattack, you must take a Motivation Test to Counterattack for Tasker Watkins and the platoon he has joined. If passed, the whole platoon may Charge into Contact, rejoin and continue the Assault as normal. This does not trigger another round of Defensive Fire. Tasker Watkins calms down and reverts to hitting on 3+ in Assaults.*

*Otherwise Tasker Watkins Breaks Off.*

### COMMANDING VOICE

Tasker was noted at a young age to have a commanding voice, one that would shore-up the line during the war and subsequently silence a court room in the years following.

*A Company commanded by Tasker Watkins may re-roll Company Morale Checks.*





# Rifle Company

(INFANTRY COMPANY)



HEADQUARTERS

## HEADQUARTERS



Rifle Company HQ

You must field one platoon from each box shaded black and may field one platoon from each box shaded grey.

Any Divisional Support Armoured Platoons in your force must be from the same regiment, if you take an ERY Armoured Platoon, a second Armour choice must be an ERY Armoured Platoon. If you take a 'Skins' Armoured Platoon, a second Armour choice must be a 'Skins' Armoured Platoon.

COMBAT PLATOONS

## INFANTRY



Rifle Platoon

## INFANTRY



Rifle Platoon

## INFANTRY



Rifle Platoon

WEAPONS PLATOONS

## ARTILLERY



Mortar Platoon

## INFANTRY



Pioneer Platoon

## RECONNAISSANCE



Carrier Platoon

## ANTI-TANK



Anti-tank Platoon

BRIGADE SUPPORT PLATOONS

## MACHINE-GUNS



Machine-gun Platoon

## MACHINE-GUNS



Machine-gun Platoon

Heavy Mortar Platoon

## DIVISIONAL SUPPORT PLATOONS

## ARMOUR



ERY Armoured Platoon

'Skins' Armoured Platoon

Crocodile Tank Platoon

Breaching Group

## ARMOUR



ERY Armoured Platoon

'Skins' Armoured Platoon

Breaching Group

## ANTI-TANK



Anti-tank Platoon (SP), Royal Artillery

Anti-tank Platoon, Royal Artillery

## INFANTRY



Rifle Platoon

## RECONNAISSANCE



Recce Platoon

## ARTILLERY



Field Battery, Royal Artillery

## ARTILLERY



Field Battery, Royal Artillery

Medium Battery, Royal Artillery

## ANTI-AIRCRAFT



Light Anti-aircraft Platoon, Royal Artillery

Light Anti-aircraft Platoon (SP), Royal Artillery

## AIRCRAFT



Air Support

## AOP



Air Observation Post



## MOTIVATION AND SKILL

After their blooding on the killing fields of Normandy, after arriving from Britain as one of 'Monty's Green Divisions', the division has earned important battlefield experience. A Rifle Company from the 53<sup>rd</sup> Welsh Division is rated **Confident Veteran**.

MOTIVATION	SKILL
RELUCTANT	CONSCRIPT
<b>CONFIDENT</b>	TRAINED
FEARLESS	<b>VETERAN</b>

 **53<sup>RD</sup> WELSH DIVISION**

## HEADQUARTERS

### RIFLE COMPANY HQ

#### HEADQUARTERS

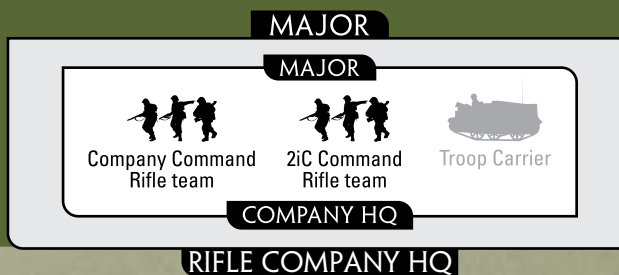
Company HQ

50 points

#### OPTION

- Add Jeep or Troop Carrier for +5 points.

As the commander of a company Welshmen you take with you the pride of this small nation's regiments with history's spanning several hundred years a piece. Whether a 'Boyo' from the South, 'Gog' from the North or one of



the 'international' regiments, you're all coal eating, sheep chasing, rugby playing 'Taffys' now according to the top brass.

## COMBAT PLATOONS

### RIFLE PLATOON

#### PLATOON

HQ Section with:

3 Rifle Squads

180 points

2 Rifle Squads

140 points

Add a Transport Section with:

3 Ram Kangaroo APC

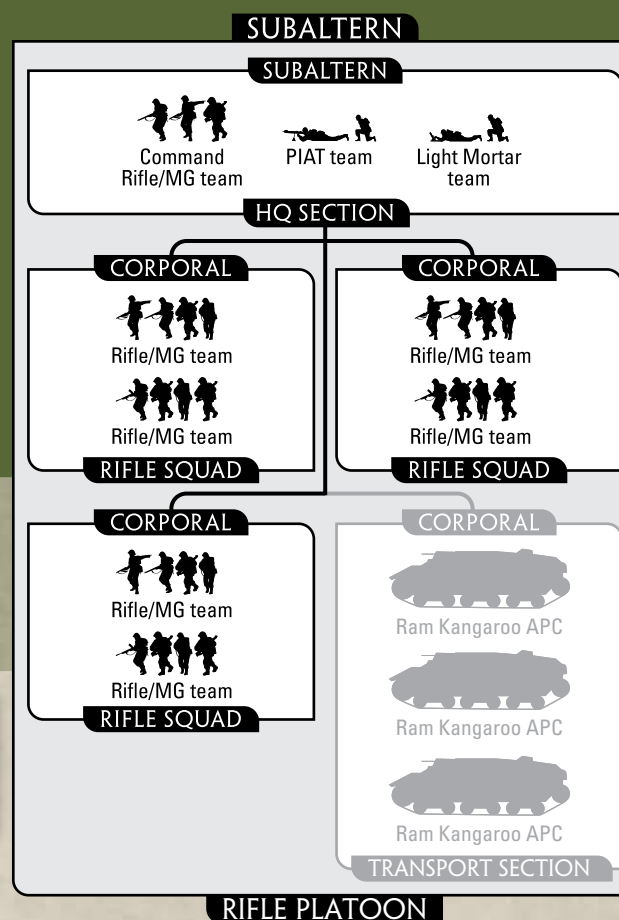
+20 points

#### OPTIONS

- Add a .50 cal MG to any or all Ram Kangaroo APCs for +5 points per APC.

The last few years of hard training across Britain has formed the various regiments into a tight-knit division. Regardless what Jerry throws at you are confident that the supporting arms of Artillery and Armour will carry the day.

*When making a Night Attack, Rifle Platoons equipped with a Transport Section may still make a Spearhead move, even though the platoon is not entirely made up of Infantry Teams.*





## WEAPONS PLATOONS

### MORTAR PLATOON

#### PLATOON

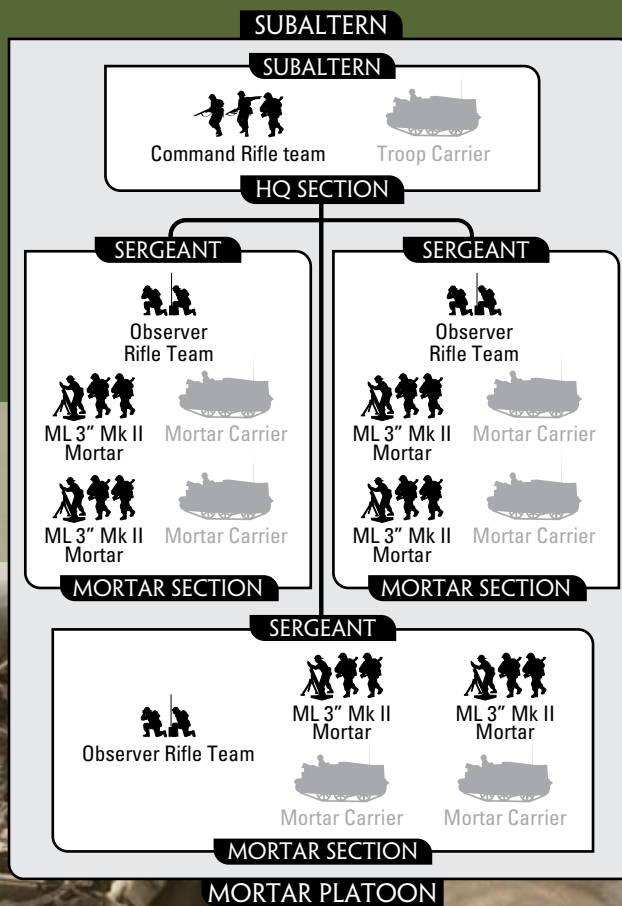
HQ Section with:

3 Mortar Sections	175 points
2 Mortar Sections	120 points
1 Mortar Section	65 points

#### OPTION

- Add Troop Carrier and Mortar Carriers for +5 points for the platoon.

The new ML 3" Mark II mortar is a big improvement over the old Mark I. Its increased range allows it to match the German weapons and earn the crew five bob a sheep during range practice.



### PIONEER PLATOON

#### PLATOON

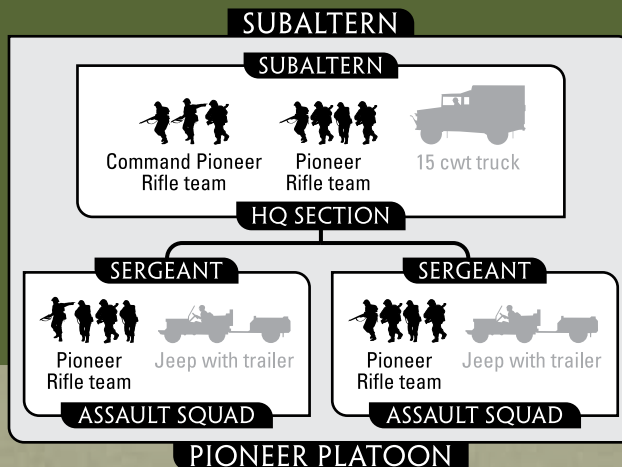
HQ Section with:

2 Assault Squads	80 points
1 Assault Squad	55 points

#### OPTION

- Add a 15 cwt truck and Jeeps with trailer to the platoon for +5 points.

A rifle battalion has its own platoon of pioneers of tradesmen and sappers. The pioneers receive additional training in the specialist areas of field fortifications and obstacles. They have proven their worth time and time again in Normandy, clearing the way for infantry assaults against the German's defences.



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



## CARRIER PLATOON

### PLATOON

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

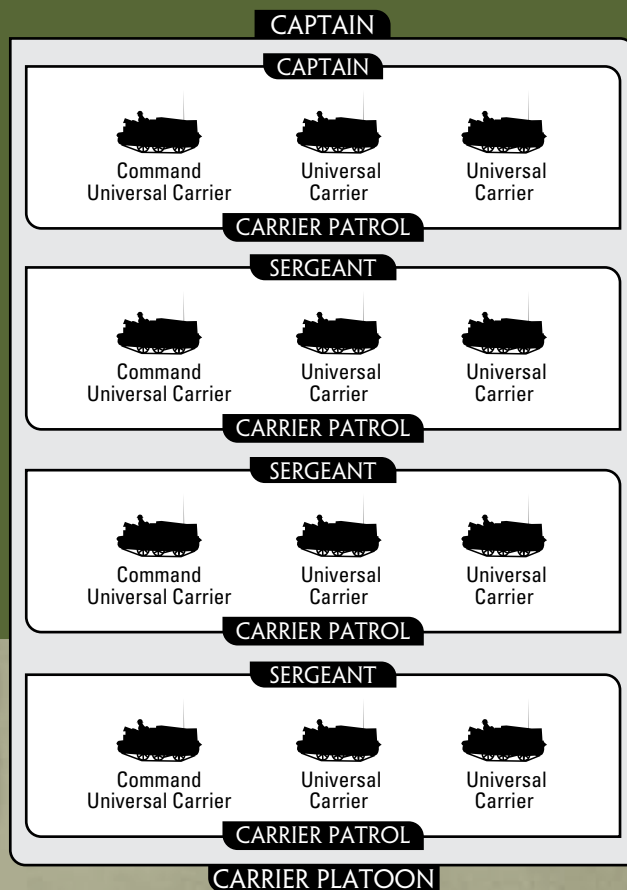
### OPTIONS

- Arm any or all Universal Carriers with an extra hull-mounted MG for +5 points per carrier.
- Replace up to one extra hull-mounted MG with a hull-mounted .50 cal MG per Carrier Patrol for +5 points per carrier.
- Replace up to one extra hull-mounted MG with a PIAT anti-tank projector per Carrier Patrol at no cost.
- Replace all Universal Carriers in all Carrier Patrols with Wasp Carriers for +25 point per Patrol.

*Carrier Patrols are Reconnaissance Platoons.*

*Carrier Patrols operate as separate platoons, each with their own command team.*

In the close terrain of Normandy, the support of the carriers proved vital. Their ongoing support in Holland will continue prove their worth. After receiving the first batch of wasps in Normandy, the General keeps these in reserve in order to pool them in support of the attacking infantry brigade.



*Carrier Patrols equipped with Wasp Carriers are **not** Reconnaissance Platoons.*

## ANTI-TANK PLATOON

### PLATOON

HQ Section with:

6 OQF 6 pdr (late)	205 points
4 OQF 6 pdr (late)	140 points
2 OQF 6 pdr (late)	75 points

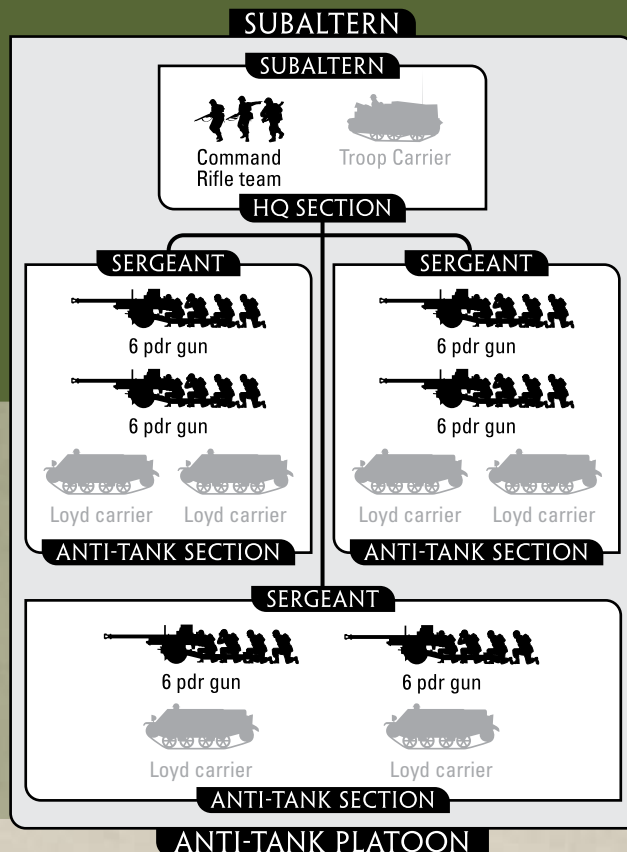
### OPTION

- Add Troop and Loyd Carriers for +5 points for the platoon.

Even in 1944, two years after its first battles in the Desert, the 6pdr is still a potent anti-tank gun. It can take out most of Jerry's tanks. Only the largest of Jerry's Panzers cause it problems, and these still fall prey to flank shots.

Your company has access to the battalion's excellent 6-pdr anti-tank guns. You can set up a deadly ambush with their high rate of fire and low silhouette.

While attacking, place them wisely to halt an enemy armoured counterattack, keeping your combat platoons focused on securing their objectives. You can also move them forward and shell enemy foxholes and gun teams.





## BRIGADE SUPPORT PLATOONS

### MACHINE-GUN PLATOON

#### PLATOON

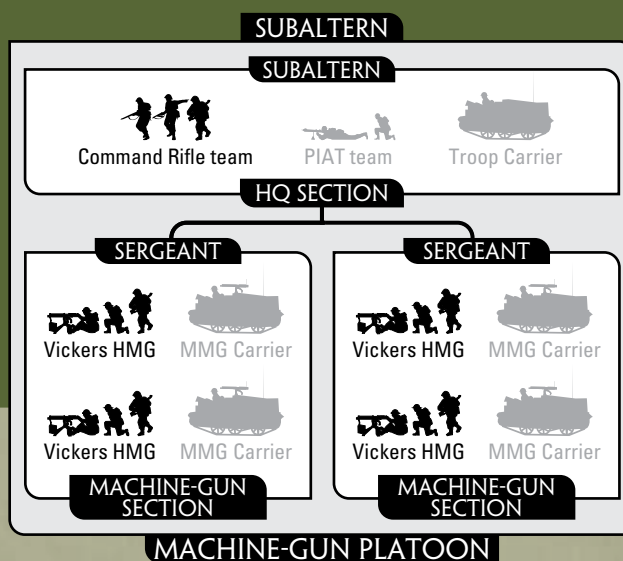
HQ Section with:

2 Machine-gun Sections	140 points
1 Machine-gun Section	75 points

#### OPTIONS

- Add PIAT team for +20 points.
- Add Troop Carrier and MMG Carriers to the platoon for +15 points per Machine-gun Section.

Despite being English pansies, the boys from the Manchester Regiment provide excellent service to the division. They can just about make their Vickers machine-guns sing! The Manchester's 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

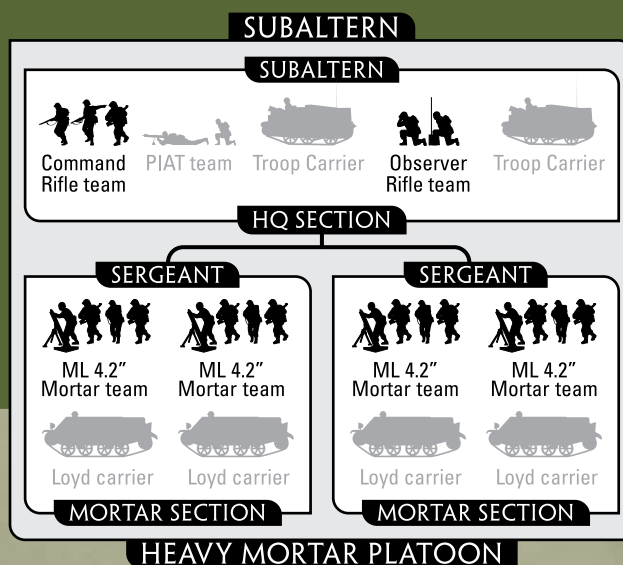
HQ Section with:

2 Mortar Sections	155 points
1 Mortar Section	80 points

#### OPTIONS

- Add PIAT team for +20 points.
- Add Troop Carriers and Loyd Carriers to the platoon for +5 points.

As well as their medium machine-guns; the Manchester's 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 even more high explosive per round than a 25pound gun!





# Divisional & Corps Support

## MOTIVATION AND SKILL

After a thorough grounding on the battlefields of France Divisional Support Platoons are rated **Confident Veteran** unless otherwise noted.

MOTIVATION	SKILL
RELUCTANT	CONSCRIPT
<b>CONFIDENT</b>	TRAINED
FEARLESS	<b>VETERAN</b>

## ERY ARMoured PLATOON

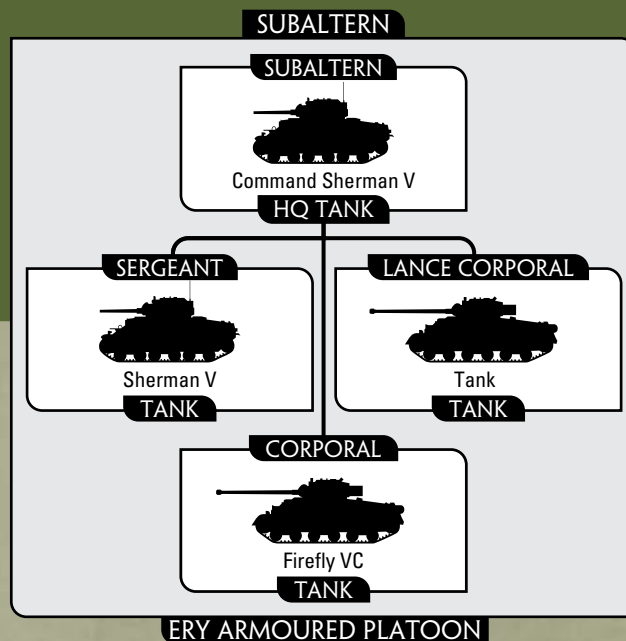
### PLATOON

2 Sherman V and 2 Firefly VC	425 points
3 Sherman V and 1 Firefly VC	375 points
2 Sherman V and 1 Firefly VC	295 points

In October, the East Riding Yeomanry Regiment (ERY), from Yorkshire, supported 53<sup>rd</sup> Welsh Division in Holland fighting around 's-Hertogenbosch and the later crossing of the Maas.

The production of Firefly tanks has caught up with demand and some of our platoons are now equipped with two of these deadly tanks. They'll make quick work of any German tank.

Be wary as you drive up the road. If Jerry so much as pokes his head out of any scrub or patch of grass, your orders are to blast him out with everything you've got!



## 'SKINS' ARMoured PLATOON

### PLATOON

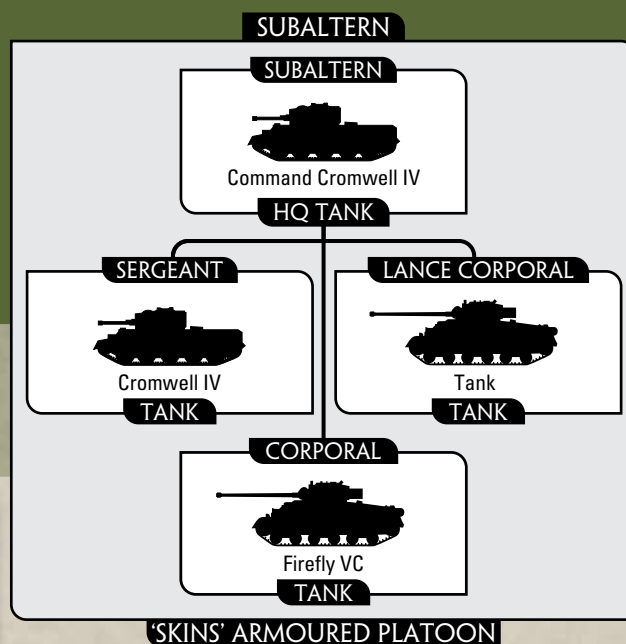
2 Cromwell IV and 2 Firefly VC	350 points
3 Cromwell IV and 1 Firefly VC	320 points
2 Cromwell IV and 1 Firefly VC	250 points

Freshly arrive from Blighty, the 5<sup>th</sup> Royal Inniskilling Dragoon Guards or 'Skins' have been training hard, but Holland is their first true test while the rest of the 7<sup>th</sup> Armoured Division are refitting.

## MOTIVATION AND SKILL

'Skins' Armoured  
Platoons are rated  
**Confident Trained.**

**CONFIDENT** **TRAINED**





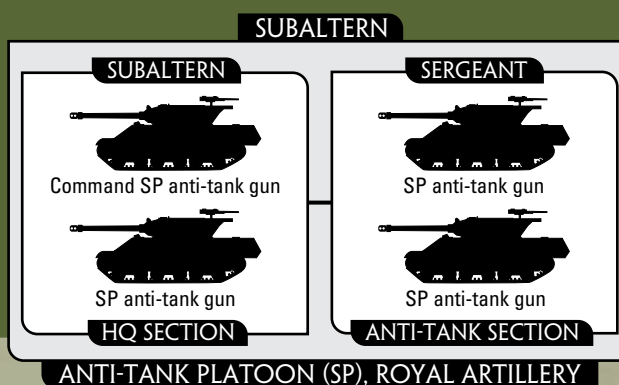
## ANTI-TANK PLATOON (SP), ROYAL ARTILLERY

### PLATOON

4 M10C 17 pdr SP (late)	370 points
2 M10C 17 pdr SP (late)	185 points
4 Archer	280 points
2 Archer	140 points

The priority for this advance has also freed up some 17pdr SP guns to help us maintain momentum.

These self-propelled guns are ideal for setting up ambushes or holding off an enemy armoured counterattack to free up your tanks and infantry to keep pressing forwards.



## ANTI-TANK PLATOON, ROYAL ARTILLERY

### PLATOON

HQ Section with:

4 OQF 17 pdr (late)	295 points
2 OQF 17 pdr (late)	150 points

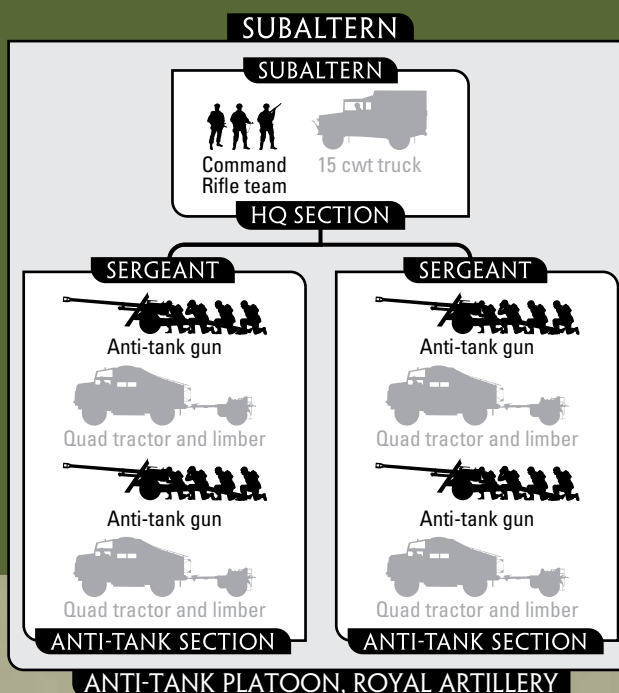
- Add 15 cwt truck and Quad tractor and limbers to the platoon for +5 points.

HQ Section with:

4 OQF 6 pdr (late)	140 points
2 OQF 6 pdr (late)	75 points

- Add Troop and Loyd Carriers for +5 points for the platoon.

The infantry have their own anti-tank guns, but the Royal Artillery backs them up with additional and bigger guns when needed. They have heavy 17pdr guns for the big Jerry tanks.

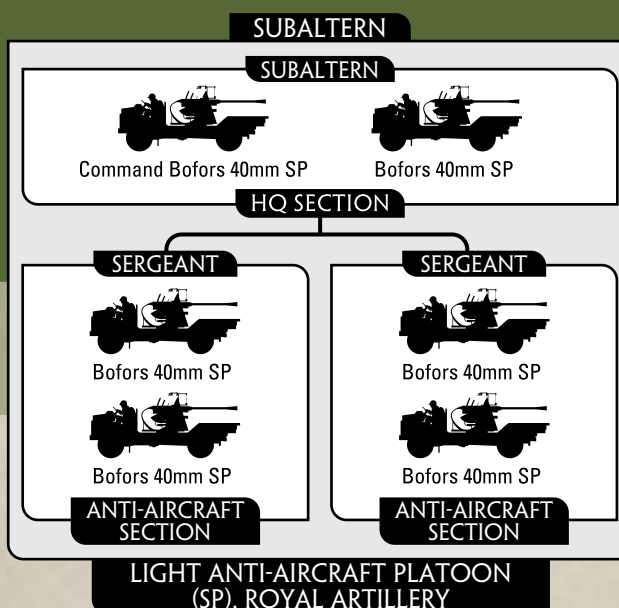


## LIGHT ANTI-AIRCRAFT PLATOON (SP), ROYAL ARTILLERY

### PLATOON

6 Bofors 40mm SP	250 points
4 Bofors 40mm SP	170 points
2 Bofors 40mm SP	85 points

Self-propelled Bofors 40mm guns can keep up with your tanks and still provide some anti-aircraft cover, should Jerry slip an air attack by the Royal Air Force.





## LIGHT ANTI-AIRCRAFT PLATOON, ROYAL ARTILLERY

### PLATOON

HQ Section with:

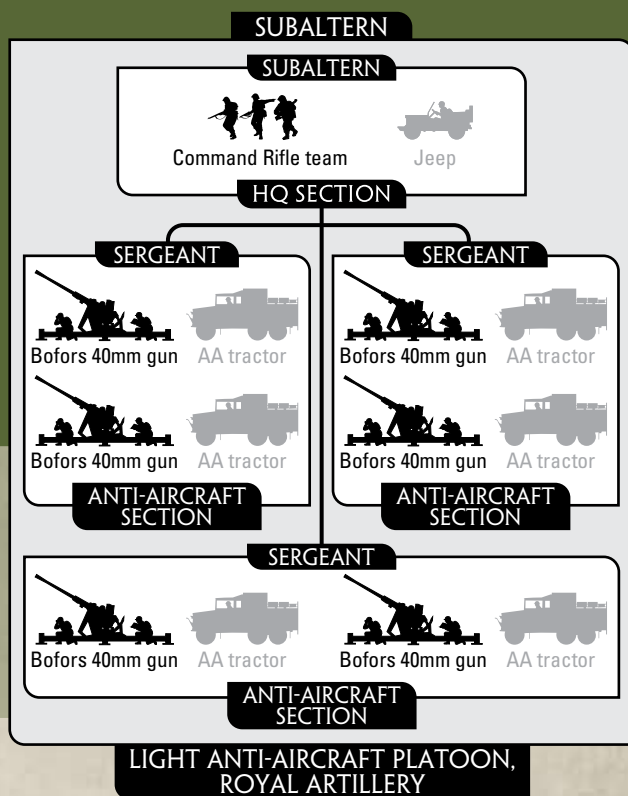
6 Bofors 40mm	175 points
4 Bofors 40mm	120 points
2 Bofors 40mm	60 points

### OPTION

- Add a Jeep and AA tractors to the platoon for +5 points per Anti-Aircraft section.

You never know when Jerry might strike your column with dive bombers so the 94<sup>th</sup> Light AA Regiment, Royal Artillery has been assigned to keep the skies clear during your attack.

The platoon is well armed with Bofors 40mm guns. Deploy them along with your support troops such as artillery to keep them safe and free to support the advance.



## RECCE PLATOON

### PLATOON

Recce Patrol	190 points
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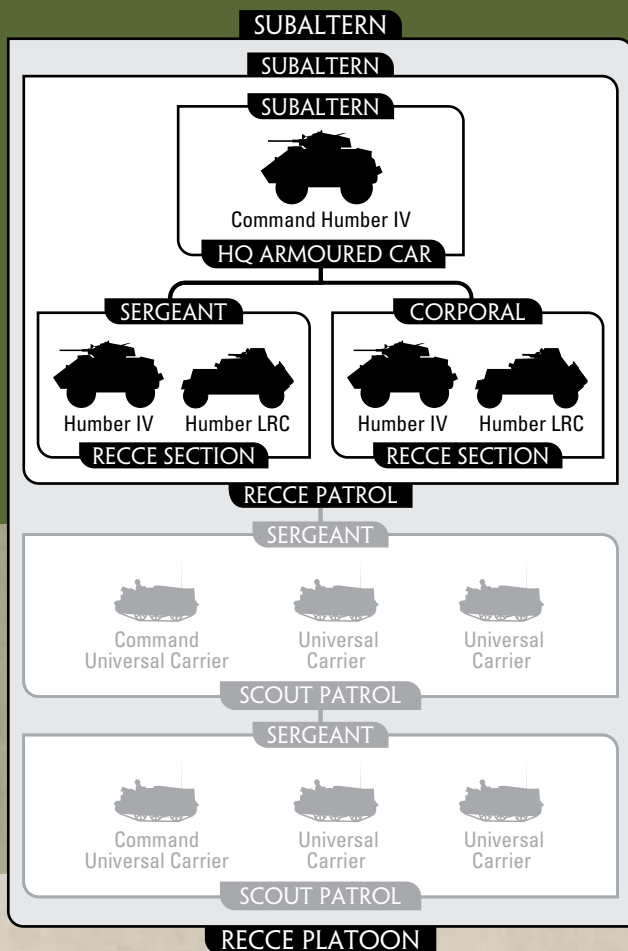
### OPTIONS

- Add Scout Patrols for +90 points per patrol.
- Replace all Humber IV armoured cars with Daimler I armoured car at no cost.
- Fit Littlejohn adaptor to one Daimler armoured car at no cost.
- 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 PIAT anti-tank projector per Scout Patrol at no cost.

53<sup>rd</sup> Recce Regiment, RAC supported the division armed with Humber IV armoured cars accompanied by Humber LRC III's and carriers. They lead the way, scouting ahead and locating the enemy's weaknesses and strengths.

*Recce and Scout Patrols are Reconnaissance Platoons.*

*Recce and Scout Patrols operate as separate platoons, each with their own command team.*





## FIELD BATTERY, ROYAL ARTILLERY PLATOON

HQ Troop with:

Two Gun Troops with a total of:  
8 OQF 25 pdr 325 points

One Gun Troop with:  
4 OQF 25 pdr 185 points  
2 OQF 25 pdr 105 points

### OPTIONS

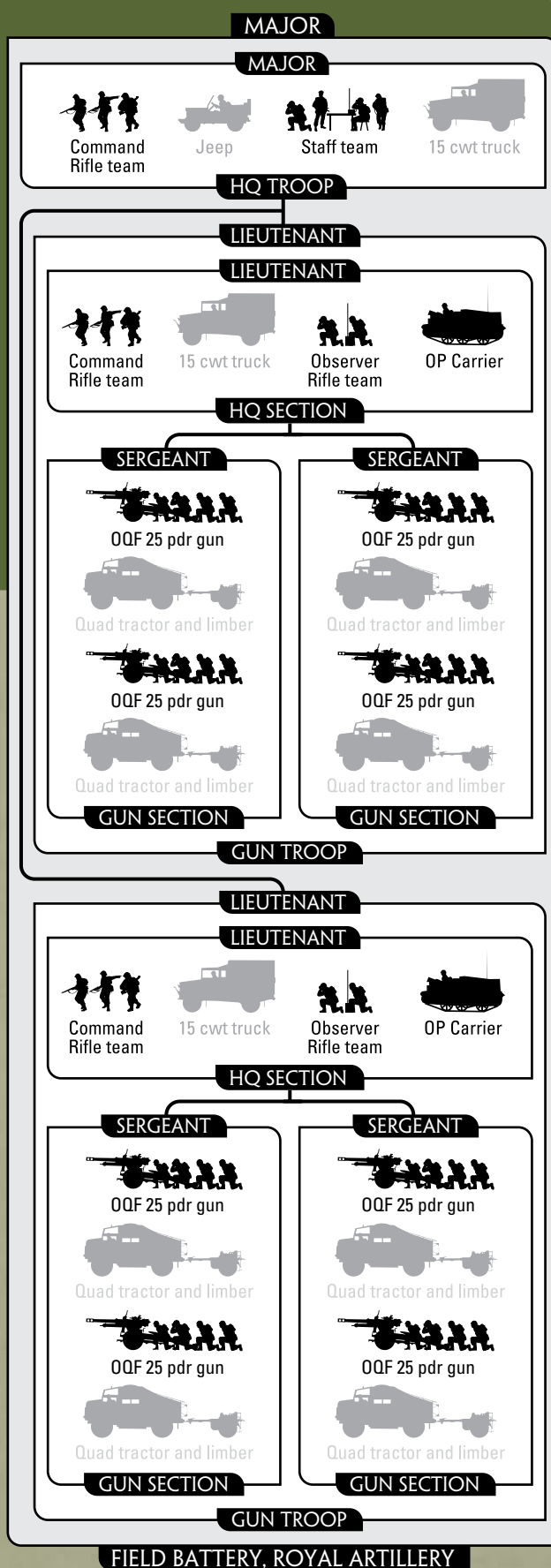
- Add Jeep and 15 cwt trucks and Quad tractors for +5 points per Gun Troop.
- Replace HQ Troop jeep with a White scout car for +5 points.
- Replace any or all Observer Rifle teams and their OP Carriers with Observer Sherman OP tanks for +10 points per tank.

*Observer Sherman OP tanks cannot launch assaults.*

*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 Command team and Staff team of the HQ Troop must be attached to a Gun Troop from its battery at the start of the game before deployment (see page 248 of the rulebook).*

With 200 guns supporting the division, The highly trained men of the Royal Artillery always ensure a devastating barrage is just a field telephone call away.

With eight guns at their disposal, and further batteries from the division ready to support, any enemy troops caught under the gaze of a forward observer better start digging. Though once the barrage lifts the Welshmen won't be far behind!





## MEDIUM BATTERY, ROYAL ARTILLERY

### PLATOON

HQ Troop with:

Two Gun Troops with a total of:

8 BL 5.5" 540 points

One Gun Troop with:

4 BL 5.5" 310 points

2 BL 5.5" 170 points

### OPTION

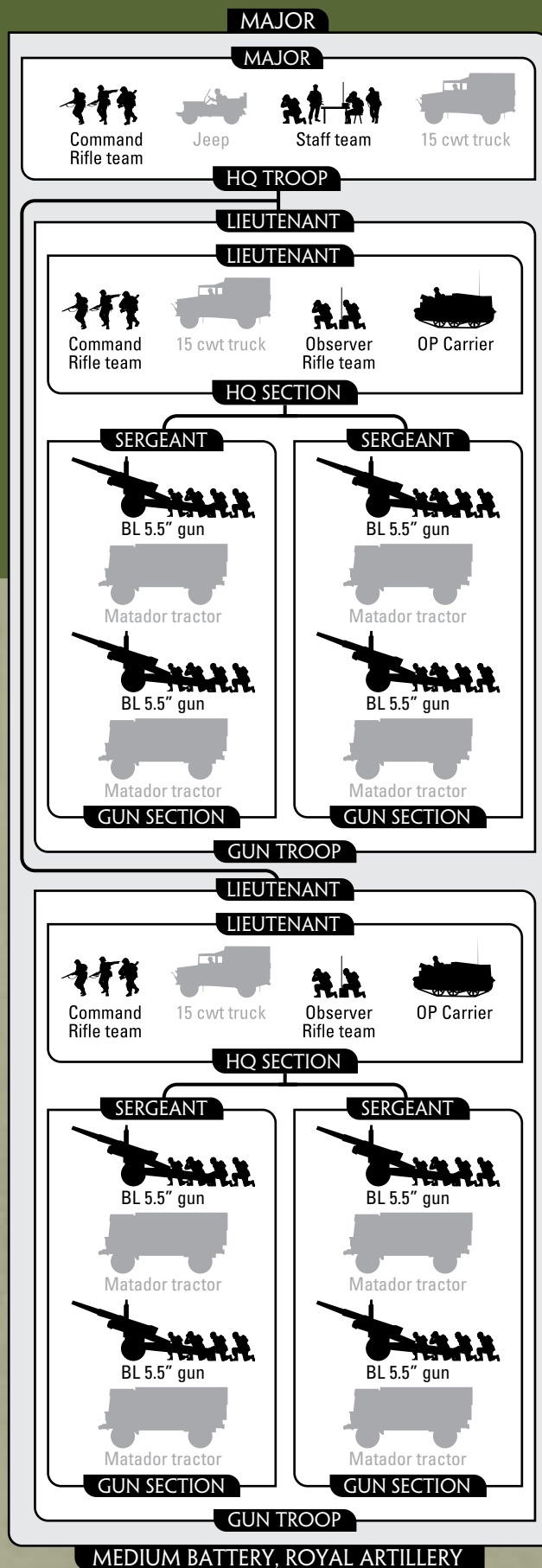
- Add Jeep and 15 cwt trucks and Matador tractors for +5 points per Gun Troop.

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

*Although a Medium Battery, 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 must be attached to a Gun Troop from its battery at the start of the game before deployment (see page 248 of the rulebook).*

The AGRAs (Army Group, Royal Artillery) were brigade-sized artillery formations assigned to the different Corps operating in Holland.

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.





## AIR SUPPORT

### PRIORITY AIR SUPPORT

Typhoon 220 points

### LIMITED AIR SUPPORT

Typhoon 170 points

When faced with big cats our best response is to take defensive positions and 'snot' them with an air strike from the ever present RAF Typhoons. Once the big cats are slain, the Division can push on to its objectives.

FLIGHT LIEUTENANT

FLIGHT LIEUTENANT



Typhoon

FLIGHT

FLIGHT

## AIR OBSERVATION POST

### AOP

Auster AOP 25 points

The Royal Artillery has several Air Observation Posts that can fly high above the battlefield and spot difficult-to-see targets behind enemy lines.

FLIGHT LIEUTENANT

FLIGHT LIEUTENANT



Auster AOP

AOP

AIR OBSERVATION POST







# 79<sup>th</sup> Armoured Division

HOBERT'S FUNNIES IN BELGIUM AND HOLLAND



## MOTIVATION AND SKILL

The 79<sup>th</sup> Armoured Division has been put to the test on the beaches of Normandy, now they are expert assault engineers, putting their skills to work breaching the tough German defences in Holland.

Support Platoons from the 79<sup>th</sup> Armoured Division are rated **Confident Veteran**.

MOTIVATION	SKILL
RELUCTANT	CONSCRIPT
<b>CONFIDENT</b>	TRAINED
FEARLESS	<b>VETERAN</b>



79<sup>TH</sup> ARMoured  
DIVISION

## CROCODILE TANK PLATOON

### PLATOON

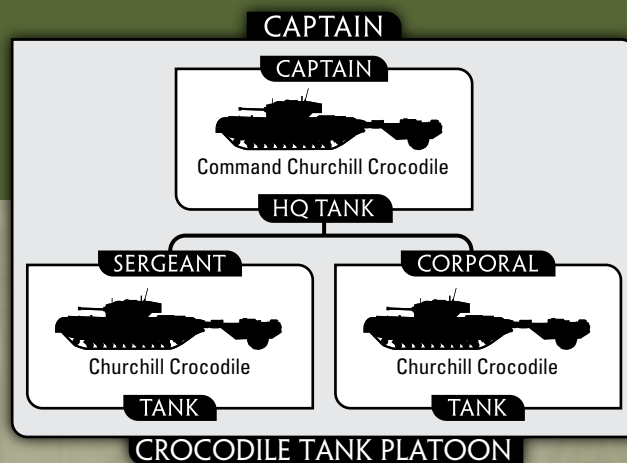
3 Churchill Crocodiles	510 points
2 Churchill Crocodiles	340 points

A force with a Crocodile Tank Platoon may not use the British Night Attack special rule. Instead they Always Attack (see page 257 of the rulebook).

### FUEL TRAILER

Churchill Crocodile tanks are not affected by the Fuel Tanks rule like normal tank flame-throwers.

In addition, Crocodile Tank Platoons equipped with Churchill Crocodile tanks may not launch assaults nor may they Counterattack if assaulted.



On a number of occasions the Welsh called on the help of Churchill Crocodiles from the 79<sup>th</sup> British Armoured Division to deal with entrenched German positions.

## BREACHING GROUP

### PLATOON

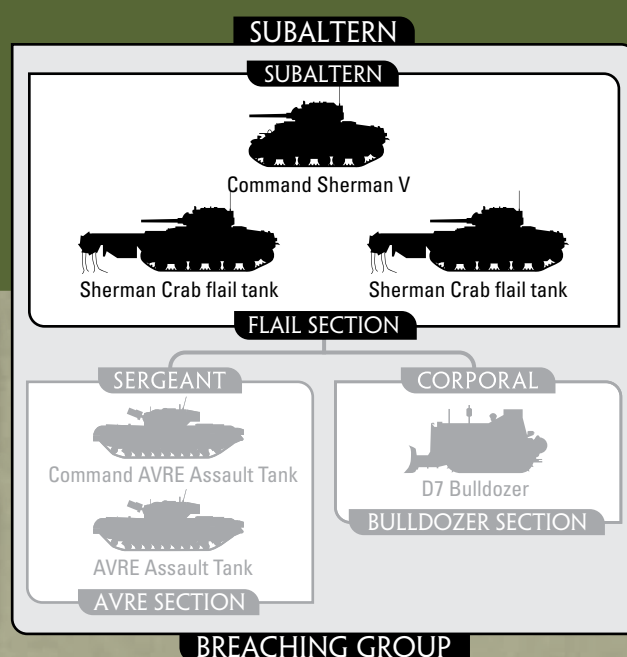
1 Sherman V and 2 Sherman Crab	150 points
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### OPTIONS

- Add AVRE Section for +50 points.
- Add Bulldozer Section for +15 points.

Although a Breaching Group is a single Support choice, each Section operates as a separate platoon with its own Command team. The D7 Bulldozer is an Independent tank team.

Teams from all Sections of a Breaching Group are always Non-assaulting teams when involved in an assault. However, a D7 Bulldozer may assault Bunkers as normal.



Now the 'funnies' have proven themselves time and again on D-Day and though-out Normandy they have picked up vital experience and some new kit after dealing with Jerry's fortifications.



## BREACHING GROUP SPECIAL RULES

### BREACHING FORCE

Breaching teams always lead every attack with the infantry, storming straight into the jaws of the enemy fortifications.

*A force that includes a Breaching Group Always Attacks and is considered a Mechanised Company for the purpose of the Armoured Reserves rule found on page 269 of the rulebook.*

### GUN TANKS FORWARD!

When the engineers encountered an armoured threat, the AVsRE were sent to the rear and left the job to the gun tanks.

*At the beginning of the game before deployment, for each Breaching Group, you may remove the AVRE Section from the Group to add a single Sherman Crab Flail tank to the Flail Section (for a total of one Sherman V and three Sherman Crab flail tanks in the Breaching Group).*

## AVRE SPECIAL RULES

### FASCINE AND SBG BRIDGE

AVsRE are often fitted to carry fascines or SBG 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 SBG (Small Box Girder) bridge is a standard British light bridge 34' (10 metres) long. An SBG 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 Assault Bridge on any or all of your AVsRE. An AVRE that has a Fascine or Assault Bridge mounted cannot shoot. In addition, an AVRE that has an Assault Bridge mounted is Overloaded rather than Wide-tracked.*

*Fascines act as Assault Bridges, but may only be used to bridge ditches and craters.*

*An AVRE may abandon its Fascine or Assault Bridge instead of shooting, removing the Fascine or Assault Bridge from play.*

### PETARD MORTAR

The AVRE is equipped with a Petard spigot mortar. This strange 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.

*The Petard mortar shoots as a normal (although very short-ranged) gun.*

### DEMOLISHING TANKS

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.*

### DEMOLISHING OBSTACLES

The Petard fires such a big round that it can even demolish anti-tank obstacles.

*An AVRE may attempt to gap an Obstacle. The AVRE must not move in the Movement Step, and must be able to draw a Line of Sight to an Obstacle and be within 4"/10cm of it to attempt to gap it.*

*Roll a Skill Test for the AVRE in the Shooting Step instead of shooting.*

- If the test is successful, the Obstacle is removed,*
- Otherwise, it remains intact.*





# British Arsenal

## TANK TEAMS

Name Weapon	Mobility Range	Front ROF	Side Anti-tank	Armour Top Firepower	Equipment and Notes
<b>TANKS</b>					
Cromwell IV OQF 75mm gun	Light Tank 32"/80cm	6 2	4 10	1 3+	Co-ax MG, Hull MG, Protected ammo, Tow hook. <i>Semi-indirect fire, Smoke.</i>
Sherman V M3 75mm gun	Standard Tank 32"/80cm	6 2	4 10	1 3+	Co-ax MG, Hull MG, Tow hook. <i>Semi-indirect fire, Smoke.</i>
Firefly VC OQF 17 pdr gun (late)	Standard Tank 32"/80cm	6 2	4 15	1 3+	Co-ax MG, Tow hook. <i>No HE, Semi-indirect fire.</i>

## INFANTRY SUPPORT

Churchill Crocodile OQF 75mm gun Crocodile flame-gun	Slow Tank 32"/80cm 6"/15cm	13 2 5	7 10 -	1 3+ 5+	Co-ax MG, Protected Ammo, Wide tracks. <i>Slow traverse, Smoke.</i> <i>Hull mounted, Flame-thrower, Fuel trailer.</i>
Wasp Carrier Wasp flame-gun	Half-tracked 4"/10cm	0 3	0 -	0 6	<i>Hull mounted, Flame-thrower.</i>

## SELF-PROPELLED GUNS

Bofors 40mm SP Bofors 40mm gun	Wheeled 24"/60cm	- 4	- 6	- 4+	Gun shield, Awkward layout. <i>Anti-aircraft.</i>
M10C 17 pdr SP OQF 17 pdr gun (late)	Standard Tank 32"/80cm	4 2	2 15	0 3+	.50 cal AA MG. <i>No HE, Slow traverse.</i>
Archer OQF 17 pdr gun (late)	Slow Tank 32"/80cm	1 2	1 15	0 3+	AA MG, Awkward layout. <i>Hull mounted, No HE.</i>
Sherman OP	Standard Tank	6	4	1	Hull MG.

## RECONNAISSANCE

Universal Carrier With PIAT anti-tank projector With .50 cal MG	Half-tracked 8"/20cm 16"/40cm	0 1 3	0 10 4	0 5+ 5+	Hull MG, Recce. <i>Hull mounted.</i> <i>Hull mounted.</i>
Humber IV M6 37mm gun	Wheeled 24"/60cm	1 2	0 7	0 4+	Co-ax MG, Recce.
Daimler I OQF 2 pdr gun With Littlejohn adaptor	Wheeled 24"/60cm 24"/60cm	1 2 2	0 7 9	0 4+ 5+	Co-ax MG, Recce. <i>No HE.</i>
Humber LRC III Boys anti-tank rifle	Jeep 16"/40cm	0 2	0 4	0 5+	AA MG, Recce. <i>Hull mounted.</i>

## ENGINEERING TANKS

AVRE Petard mortar	Slow Tank 4"/10cm	8 1	7 5	2 1+	Co-ax MG, Hull MG, Protected ammo. Wide tracks. <i>Bunker buster, Demolition mortar, Slow traverse.</i>
Sherman Crab M3 75mm gun	Standard Tank 32"/80cm	6 2	4 10	1 3+	Co-ax MG, Overloaded, Mine flail. <i>Semi-indirect fire, Smoke.</i>

## VEHICLE MACHINE-GUNS

Vehicle MG	16"/40cm	3	2	6	<i>ROF 1 if other weapons fire.</i>
.50 cal Vehicle MG	16"/40cm	3	4	5+	<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 3 when pinned down.
Firing bombardments		40"/100cm	-	-	-	
ML 3" Mk II mortar	Man-packed	24"/60cm	2	2	3+	Smoke, Minimum range 8"/20cm.
Firing bombardments		40"/100cm	-	2	6	Smoke bombardment.
ML 4.2" mortar	Light	48"/120cm	-	3	4+	Smoke bombardment.
Bofors 40mm gun	Immobile	24"/60cm	4	6	4+	Anti-aircraft, Gun shield, Turntable.
OQF 6 pdr gun (late)	Medium	24"/60cm	3	11	4+	Gun shield.
OQF 17 pdr gun (late)	Immobile	32"/80cm	2	15	3+	Gun shield, No HE.
OQF 25 pdr gun	Heavy	24"/60cm	2	9	3+	Gun shield, Smoke, Turntable.
Firing bombardments		80"/200cm	-	4	5+	Smoke bombardment.
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	
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	16"/40cm	1	2	6	Moves as a Heavy Gun team.

### ADDITIONAL TRAINING AND EQUIPMENT

Pioneer teams and teams equipped with Gammon Bombs are rated as Tank Assault 3.

## TRANSPORT TEAMS

Vehicle	Mobility	Armour			Equipment and Notes
		Front	Side	Top	
Jeep or Jeep with Trailer	Jeep	-	-	-	
CMP 15cwt, or Bedford QLT 3-ton truck	Wheeled	-	-	-	
Matador, Quad, or Morris AA tractor	Wheeled	-	-	-	
White scout car	Jeep	1	0	0	
M5 half-track	Half-tracked	1	0	0	Optional passenger-fired .50 cal AA MG.
Troop, OP, Mortar, or Loyd Carrier	Half-tracked	0	0	0	
MMG Carrier	Half-tracked	0	0	0	HMG Carrier, Passenger-fired hull MG.

### ARMoured PERSONNEL CARRIERS

Ram Kangaroo APC	Standard Tank	5	3	0	Deck-turret MG.
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## AIRCRAFT

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