

PLATOON #1

British or Polish Paratroop
Market Garden

OFFICER

First Lieutenant (Armies of Great Britain page 20) **Veteran** **90**

Qty	Weapons	Range	Shots	Pen	Special
1	First Lieutenant				
	with Pistol				Assault
	with Submachine gun				Assault
	with Rifle				

INFANTRY SQUADS

Paratroop Section (Armies of Great Britain page 24) **Veteran** **157**

Qty	Weapons	Range	Shots	Pen	Special
4	Infantry with Rifle	24"	1	n/a	
	Stubborn (Paratroops)				Stubborn (British Paras)
1	NCO with Submachine gun	12"	2	n/a	Assault
2	Infantry with Submachine gun	12"	2	n/a	Assault
1	Infantry with Light Machine gun (requires loader)	36"	4	n/a	
	Entire squad equipped with anti-tank grenades				Tank hunters

Paratroop Section (Armies of Great Britain page 24) **Veteran** **157**

Qty	Weapons	Range	Shots	Pen	Special
4	Infantry with Rifle	24"	1	n/a	
	Stubborn (Paratroops)				Stubborn (British Paras)
1	NCO with Submachine gun	12"	2	n/a	Assault
2	Infantry with Submachine gun	12"	2	n/a	Assault
1	Infantry with Light Machine gun (requires loader)	36"	4	n/a	
	Entire squad equipped with anti-tank grenades				Tank hunters

FREE OBSERVER

Free Forward Observer (Artillery) (Armies of Great Britain page 20) **Regular** **0**

Qty	Weapons	Range	Shots	Pen	Special
1	Artillery Forward Observer				
	with Rifle				
	with Pistol				Assault
	with Submachine gun				Assault

INFANTRY

Paratroop Section (Armies of Great Britain page 24) **Veteran** **151**

Qty	Weapons	Range	Shots	Pen	Special
6	Infantry with Rifle	24"	1	n/a	
	Stubborn (Paratroops)				Stubborn (British Paras)
1	NCO with Submachine gun	12"	2	n/a	Assault
1	Infantry with Light Machine gun (requires loader)	36"	4	n/a	
	Entire squad equipped with anti-tank grenades				Tank hunters

MACHINE GUN

Machine Gun team (Armies of Great Britain page 27) **Veteran** **65**

Qty	Weapons	Range	Shots	Pen	Special
1	Medium Machine gun team	36"	5	n/a	Team (3 men), Fixed

MORTAR

Medium Mortar team (Armies of Great Britain page 29) **Veteran** **75**

Qty	Weapons	Range	Shots	Pen	Special
1	Medium Mortar team	12"-60"	1	HE	Team (3 men), Fixed, Indirect fire, HE (2")
1	Spotter				Spotter

ANTI-TANK

PIAT team (Armies of Great Britain page 28) **Veteran** **52**

Qty	Weapons	Range	Shots	Pen	Special
1	PIAT team	12"	1	+5	Team (2 men), Shaped Charge

SNIPER

Sniper team (Armies of Great Britain page 28) **Veteran** **65**

Qty	Weapons	Range	Shots	Pen	Special
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1 Sniper team 36" 1 n/a Team (2 men), Sniper (Sniper with rifle & pistol- Spotter with pistol)

FLAMETHROWER

Flamethrower team (Armies of Great Britain page 29) **Veteran** **65**

Qty	Weapons	Range	Shots	Pen	Special
1	Flamethrower (infantry) team	6"	D6	+3	Team (2 men), Flamethrower

SPECIAL RULES

National Characteristic (Armies of Great Britain page 18) **0**

Rapid Fire

ARMoured CAR

British Airborne Recce Jeep (Armies of Great Britain page 57) **Veteran** **52**

Qty	Vehicle	Type	Trans	DV	
Qty	Weapons	Range	Shots	Pen	Special
1	British Airborne Recce Jeep	Wheeled	-	6+ Recce	
	Forward facing twin MMGs	36"	10	n/a Front arc	

TRANSPORTS

Jeep (Armies of Great Britain page 60) **Veteran** **25**

Qty	Vehicle	Type	Trans	DV	
Qty	Weapons	Range	Shots	Pen	Special
1	Jeep	Wheeled	3	6+	
	Tow: Light anti-tank gun, light howitzer, light anti-aircraft gun			+0	
	0				

Jeep (Armies of Great Britain page 60) **Veteran** **25**

Qty	Vehicle	Type	Trans	DV	
Qty	Weapons	Range	Shots	Pen	Special
1	Jeep	Wheeled	3	6+	
	Tow: Light anti-tank gun, light howitzer, light anti-aircraft gun			+0	
	0				

SPECIAL RULES

Assault

(p66) This weapon suffers no penalty 'to hit' when moving and shooting. In addition, infantry models armed with an assault weapon count as tough fighters (page 91). When a tough fighter scores a casualty in close quarters against infantry or artillery, it can immediately make a second damage roll.

Fixed

(p66) When given Advance order, fixed weapons can rotate on the spot suffering a -1 to-hit penalty. Non-artillery Fixed can move normal 12" when given Run order.

Flamethrower

(p67) Flamethrowers never suffer to-hit penalties for cover or Down. Hits multiplied into D6 (D6+1 for vehicle flamethrower). Always hits top armour. No -1 PEN for long range. Gun shield and extra protection rules do not apply. Units hit take D3+1 pins and must always check morale (if fail, then destroyed). Flamethrower rolls D6 - on 1 it runs out of fuel. When rolling to damage vehicle equipped with flamethrower, add +1 to damage effects chart.

HE (2")

(p68) PEN: +2, PIN: D3 (D6 if in building) - Infantry and artillery can go *down* to halve the hits taken

Indirect fire

(p71)

Rapid Fire

If the army has this special rule then all rifle armed Regular and Veteran infantry units roll bonus dice when shooting. For every three men shooting rifles roll one extra die - so four riflemen would roll one extra die, for example. These extra shots can be assumed to come from any of the men fighting.

Recce

(p118)

Shaped Charge

(p73) Never suffer the -1 penetration modifier for firing at long range.

Sniper (Sniper with rifle & pistol- Spotter with pistol)

(p91) When a sniper shoots using a Fire or Ambush order, the player can decide to use his scope. Rifle range changes to 36". If target is within 12" the shot misses automatically. Shot ignores negative to-hit modifiers except pinning markers and for missing assistant. Shot ignores gun shield and extra protection rules. If successful, always counts as exceptional damage and can pick any model in the unit. When not using scope, all members of team can fire any weapon they have and in assault can use the assault rule if pistol/submachine gun.

Spotter

Spotters rules on page 71. Inexperienced Spotters cannot spot for inexperienced indirect fire weapon. Errata: Note that spotters are always ignored for the

purpose of victory conditions (e.g. they cannot capture/control/hold objectives and areas of the table, move out of the table to score points, etc).

Stubborn (British Paras)

(p91) If forced to take a morale check, they ignore negative morale modifiers from pin markers. Remember that order tests are not morale checks.

Tank hunters

(p91) If a tank hunter unit wins an assault and scores damage against an armoured vehicle, the effect is resolved on the Damage Result table as for a normal anti-tank penetration rather than as for superficial damage.

Team (2 men)

(p73) A Team weapon shoots at full effectiveness so long as there are at least two men to serve it. If only one man remains then the weapon suffers a -1 to hit penalty, and (p42) -1 penalty to its morale. For squad-based team weapons, loader must remain within 1" or weapon suffers the -1 to-hit penalty.

Team (3 men)

(p73) A Team weapon shoots at full effectiveness so long as there are at least two men to serve it. If only one man remains then the weapon suffers a -1 to hit penalty, and (p42) -1 penalty to its morale. For squad-based team weapons, loader must remain within 1" or weapon suffers the -1 to-hit penalty.

Pick List

British Artillery Forward Observer	1
British British Airborne Recce Jeep	1
British First Lieutenant	1
British Flamethrower (infantry) team	1
British Infantry with Light Machine gun (requires loader)	3
British Infantry with Rifle	14
British Infantry with Submachine gun	4
British Jeep	2
British Medium Machine gun team	1
British Medium Mortar team	1
British NCO with Submachine gun	3
British PIAT team	1
British Sniper team	1
British Spotter	1

First Lieutenant

Armies of Great Britain page 20

VETERAN



Qty	Weapons	Range	Shots	Pen	Special
1	First Lieutenant with Pistol with Submachine gun with Rifle	6" 12" 24"	1 2 1	n/a n/a n/a	Assault Assault

British or Polish Paratroop Market Garden

Platoon #1

Paratroop Section

Armies of Great Britain page 24

VETERAN



Qty	Weapons	Range	Shots	Pen	Special
4	Infantry with Rifle Stubborn (Paratroops)	24"	1	n/a	Stubborn (British Paras)
1	NCO with Submachine gun	12"	2	n/a	Assault
2	Infantry with Submachine gun	12"	2	n/a	Assault
1	Infantry with Light Machine gun (requires loader)	36"	4	n/a	
Entire squad equipped with anti-tank grenades British or Polish Paratroop Market Garden					Tank hunters Platoon #1

Paratroop Section

Armies of Great Britain page 24

VETERAN



Qty	Weapons	Range	Shots	Pen	Special
4	Infantry with Rifle Stubborn (Paratroops)	24"	1	n/a	Stubborn (British Paras)
1	NCO with Submachine gun	12"	2	n/a	Assault
2	Infantry with Submachine gun	12"	2	n/a	Assault
1	Infantry with Light Machine gun (requires loader)	36"	4	n/a	

Entire squad equipped with anti-tank grenades
British or Polish Paratroop Market Garden

Tank hunters
Platoon #1

Free Forward Observer (Artillery)

Armies of Great Britain page 20

REGULAR



Qty	Weapons	Range	Shots	Pen	Special
1	Artillery Forward Observer with Rifle with Pistol with Submachine gun	24" 6" 12"	1 1 2	n/a n/a n/a	Assault Assault

British or Polish Paratroop Market Garden

Platoon #1

Paratroop Section

Armies of Great Britain page 24

VETERAN



Qty	Weapons	Range	Shots	Pen	Special
6	Infantry with Rifle	24"	1	n/a	
	Stubborn (Paratroops)				Stubborn (British Paras)
1	NCO with Submachine gun	12"	2	n/a	Assault
1	Infantry with Light Machine gun (requires loader)	36"	4	n/a	
	Entire squad equipped with anti-tank grenades				Tank hunters
	British or Polish Paratroop Market Garden				Platoon #1

Machine Gun team

Armies of Great Britain page 27

VETERAN

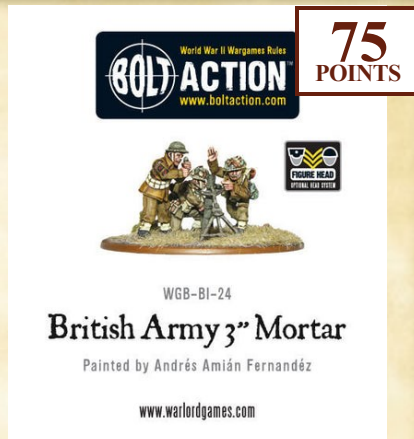


Qty	Weapons	Range	Shots	Pen	Special
1	Medium Machine gun team	36"	5	n/a	Team (3 men), Fixed
	British or Polish Paratroop Market Garden				Platoon #1

Medium Mortar team

Armies of Great Britain page 29

VETERAN



Qty	Weapons	Range	Shots	Pen	Special
1	Medium Mortar team Spotter	12"-60"	1	HE	Team (3 men), Fixed, Indirect fire, HE (2") Spotter

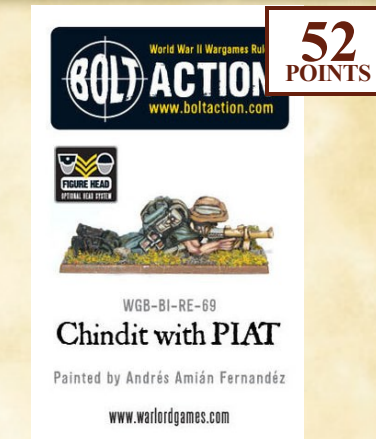
British or Polish Paratroop Market Garden

Platoon #1

PIAT team

Armies of Great Britain page 28

VETERAN



Qty	Weapons	Range	Shots	Pen	Special
1	PIAT team	12"	1	+5	Team (2 men), Shaped Charge

British or Polish Paratroop Market Garden

Platoon #1

Sniper team

Armies of Great Britain page 28

VETERAN



Qty	Weapons	Range	Shots	Pen	Special
1	Sniper team	36"	1	n/a	Team (2 men), Sniper (Sniper with rifle & pistol- Spotter with pistol)

British or Polish Paratroop Market Garden

Platoon #1

Flamethrower team

Armies of Great Britain page 29

VETERAN



Qty	Weapons	Range	Shots	Pen	Special
1	Flamethrower (infantry) team	6"	D6	+3	Team (2 men), Flamethrower

British or Polish Paratroop Market Garden

Platoon #1

British Airborne Recce Jeep

Armies of Great Britain page 57

VETERAN

MOBILITY: Wheeled

TRANSPORT : -

SPECIAL: Recce

DV
6+



Qty	Weapons	Range	Shots	Pen	Special
1	British Airborne Recce Jeep Forward facing twin MMGs	36"	10	n/a	Front arc

British or Polish Paratroop Market Garden

Platoon #1

Jeep

Armies of Great Britain page 60

VETERAN

MOBILITY: Wheeled

TRANSPORT : 3

SPECIAL:

Tow: Light anti-tank gun, light howitzer, light anti-aircraft

DV
6+



Qty	Weapons	Range	Shots	Pen	Special
1	Jeep				

British or Polish Paratroop Market Garden

Platoon #1

Jeep

Armies of Great Britain page 60

VETERAN

MOBILITY: Wheeled

TRANSPORT : 3

SPECIAL:

Tow: Light anti-tank gun, light howitzer, light anti-aircraft

DV
6+



25
POINTS



WGB-AI-106

Willys jeep with canopy

Painted by Troop of Shewe

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Qty	Weapons	Range	Shots	Pen	Special
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British or Polish Paratroop Market Garden

Platoon #1