

1750 Pts - British Armoured Squadron - Greg Marcum

Name	#	Mobility	Range	ROF	AT	FP	Front	Side	Top	Rating	Group	Cost
Company HQ	1									Reluctant Veteran	CHQ	275
<i>Cautious Not Stupid</i> ; Crusader A/A (x1): Add Crusader A/A tanks for +45 points per tank.												
Cromwell IV	2	Fully-tracked					6	4	1			[160]
<i>Light Tank; Protected Ammo; Tow Hooks</i>												
OQF 75mm gun	1		32"/80cm	2	10	3+						[0]
<i>Semi-indirect fire; Smoke</i>												
Coax MG	1		16"/40cm	3	2	6						[0]
ROF 1 when other weapons fire.												
Hull MG	1		16"/40cm	3	2	6						[0]
ROF 1 when other weapons fire.												
Cromwell VI CS	1	Fully-tracked					6	4	1			[70]
<i>Light Tank; Protected Ammo; Tow Hooks</i>												
OQF 95mm CS howitzer	1		24"/60cm	2	7	3+						[0]
<i>Smoke</i>												
Firing bombardment	1		48"/120cm	-	4	5+						[0]
<i>Smoke Bombardment</i>												
Coax MG	1		16"/40cm	3	2	6						[0]
ROF 1 when other weapons fire.												
Hull MG	1		16"/40cm	3	2	6						[0]
ROF 1 when other weapons fire.												
Anti-aircraft Section	1											[45]
Crusader A/A	1	Fully-tracked					2	2	1			[45]
<i>Fast Tank; Unreliable</i>												
Twin 20mm gun	1		16"/40cm	5	5	5+						[0]
<i>Anti-aircraft</i>												
Armoured Platoon	1									Reluctant Veteran	Combat	245
<i>Cautious Not Stupid</i>												
Cromwell IV	3	Fully-tracked					6	4	1			[245]
<i>Light Tank; Protected Ammo; Tow Hooks</i>												
OQF 75mm gun	1		32"/80cm	2	10	3+						[0]
<i>Semi-indirect fire; Smoke</i>												
Coax MG	1		16"/40cm	3	2	6						[0]
ROF 1 when other weapons fire.												
Hull MG	1		16"/40cm	3	2	6						[0]
ROF 1 when other weapons fire.												
Armoured Platoon	1									Reluctant Veteran	Combat	245
<i>Cautious Not Stupid</i>												
Cromwell IV	3	Fully-tracked					6	4	1			[245]
<i>Light Tank; Protected Ammo; Tow Hooks</i>												
OQF 75mm gun	1		32"/80cm	2	10	3+						[0]
<i>Semi-indirect fire; Smoke</i>												
Coax MG	1		16"/40cm	3	2	6						[0]
ROF 1 when other weapons fire.												
Hull MG	1		16"/40cm	3	2	6						[0]
ROF 1 when other weapons fire.												
Armoured Platoon	1									Reluctant Veteran	Combat	245
<i>Cautious Not Stupid</i>												
Cromwell IV	3	Fully-tracked					6	4	1			[245]
<i>Light Tank; Protected Ammo; Tow Hooks</i>												
OQF 75mm gun	1		32"/80cm	2	10	3+						[0]
<i>Semi-indirect fire; Smoke</i>												
Coax MG	1		16"/40cm	3	2	6						[0]
ROF 1 when other weapons fire.												
Hull MG	1		16"/40cm	3	2	6						[0]
ROF 1 when other weapons fire.												
Anti-tank Platoon (SP), Royal Artillery	1									Reluctant Veteran	Support	275
<i>Cautious Not Stupid</i>												
Anti-tank Section	2											[275]
M10C 17 pdr SP	2	Fully-tracked					4	2	0			[140]
OQF 17 pdr gun	1		32"/80cm	2	13	3+						[0]
<i>No HE; Slow Traverse</i>												
.50 cal AA MG	1		16"/40cm	3	4	5+						[0]
<i>Self-defence AA</i>												

Name	#	Mobility	Range	ROF	AT	FP	Front	Side	Top	Rating	Group	Cost
Field Battery (SP), Royal Artillery	1									Reluctant Veteran	Support	205
		<i>Cautious Not Stupid</i>										
HQ Troop	1											[25]
Rifle team	1	Infantry	16"/40cm	1	2	6						[10]
Jeep	1	Jeep										[0]
Staff team	1	Heavy										[15]
CMP 15 cwt	1	Wheeled										[0]
Gun Troop	1											[180]
HQ Section	1											[20]
Rifle team	1	Infantry	16"/40cm	1	2	6						[10]
CMP 15 cwt	1	Wheeled										[0]
Sherman OP	1	Fully-tracked					6	4	1			[10]
Hull MG	1		16"/40cm	3	2	6						[0]
		ROF 1 when other weapons fire.										
Gun Section	2											[160]
Sexton	2	Fully-tracked					1	0	0			[80]
OQF 25 pdr gun	1		24"/60cm	2	9	3+						[0]
		Firing bombardment; <i>Hull Mounted; Smoke</i>										
Firing Bombardment	1		80"/200cm	-	4	5+						[0]
		<i>Smoke Bombardment</i>										
AA MG	1		16"/40cm	3	2	6						[0]
		ROF 1 when other weapons fire.										
Recce Patrol	1									Reluctant Veteran	Weapons	135
		<i>Cautious Not Stupid</i>										
Stuart V	3	Fully-tracked					4	2	1			[135]
		<i>Light Tank; M5 37mm gun</i>										
M5 37mm gun	1		24"/60cm	2	7	4+						[0]
Coax MG	1		16"/40cm	3	2	6						[0]
		ROF 1 when other weapons fire.										
Hull MG	1		16"/40cm	3	2	6						[0]
		ROF 1 when other weapons fire.										
Motor Platoon	1									Reluctant Veteran	Support	125
		<i>Cautious Not Stupid; Motor Squads (x3):</i>										
HQ Section	1											[50]
MG team	1	Infantry	16"/40cm	3	2	6						[25]
PIAT team	1	Infantry	8"/20cm	1	10	5+						[15]
		Tank Assault 4										
Light Mortar	1	Infantry	16"/40cm	1	1	4+						[10]
		Can fire over friendly teams; <i>Smoke</i>										
M5 half-track	1	Half-tracked					1	0	0			[0]
Motor Squad	3											[75]
MG team	1	Infantry	16"/40cm	3	2	6						[25]
M5 half-track	1	Half-tracked					1	0	0			[0]
											Total Cost:	1750

Option Footnotes	
Special Rules	
<i>Anti-aircraft</i>	May shoot at aircraft.
<i>Cautious Not Stupid</i>	If a platoon from the 7th Armoured Division (but not the 50th Division) was not hit in the previous enemy Shooting Step, it may re-roll any failed attempts to Rally Pinned Down platoons or Remount Bailed Out vehicles.
<i>Fast Tank</i>	Fast tanks can march up to 32"/80cm when moving At the Double.
<i>Hull Mounted</i>	Weapons which are hull mounted have a 180° forward firing arc. A vehicle may only fire one hull mounted gun per turn.
<i>Light Tank</i>	Light tanks can move 16"/40cm on Roads or when going Cross County allowing them to move 32"/80cm At the Double.
<i>No HE</i>	
<i>Protected Ammo</i>	Tanks with protected ammo re-roll all failed Motivation Tests to remount Bailed Out vehicles in the Starting Step.
<i>Self-defence AA</i>	Self-defence anti-aircraft guns can only shoot at aircraft that are attacking their own platoon.
<i>Semi-indirect fire</i>	Weapons capable of Semi-indirect Fire that didn't move in the Movement Step may re-roll failed rolls to hit when shooting their main guns at platoons with all teams more than 16"/40cm away.
<i>Slow Traverse</i>	Tanks with Slow Traverse add +1 to the score required to hit when shooting any weapon at targets that are entirely behind a line drawn across the front of the tank's hull.
<i>Smoke</i>	Weapons firing smoke place a smoke marker 2" in diameter and 2" tall centered on each enemy team that was hit.
<i>Smoke Bombardment</i>	
<i>Tow Hooks</i>	Any tank fitted with a tow hook may tow a 6 pdr or 17 pdr gun, carrying the crew as tank riders.
<i>Unreliable</i>	If an unreliable tank moves At the Double, roll a die. On a roll of 1, the tank falls victim to a serious mechanical breakdown and does not move at all. A broken down tank counts as Bugged Down until repaired.

Validation Report

Briefing: Villers-Bocage; Division: 8th Royal Irish Hussars

List satisfies all enforced validation rules

Group	Min	Max	Used
Company	0	0	1
Headquarters			
Combat Platoons	0	0	3
Weapons Platoons	0	0	1
Support Platoons	0	0	3