

Robby Notermans Flanders GT

D-Day: British Force

| Support | | British | 72 |
|---|-------|---------|----|
| Crocodile Flame-tank Platoon | LB172 | 14 | |
| 2x Crocodile (75mm & Flame-thrower) | 14 | | |
| M10 SP Anti-tank Platoon | LB122 | 18 | |
| 4x M10 (17 pdr) | 18 | | |
| M10 SP Anti-tank Platoon | LB122 | 18 | |
| 4x M10 (17 pdr) | 18 | | |
| Veteran M4 Sherman (76mm) Tank Platoon (U.S. Allied Unit) | LU161 | 22 | |
| 4x M4 Sherman (76mm) | 22 | | |

| Recce Squadron | | British | 20 |
|----------------------------|-------|---------|----|
| Recce Squadron | | 1 | |
| 1x Daimler (2 pdr) | 1 | | |
| Daimler Armoured Car Troop | LB178 | 2 | |
| 2x Daimler (2 pdr) | | | |
| 1x Dingo (MG) | 2 | | |
| Daimler Armoured Car Troop | LB178 | 2 | |
| 2x Daimler (2 pdr) | | | |
| 1x Dingo (MG) | 2 | | |
| Universal Carrier Patrol | LB144 | 2 | |
| 3x Universal Carrier (MG) | 2 | | |
| Universal Carrier Patrol | LB144 | 2 | |
| 3x Universal Carrier (MG) | 2 | | |
| Motor Platoon | LB153 | 5 | |
| 3x Bren Gun team | | | |
| 1x PIAT anti-tank team | | | |
| 1x 2-inch mortar | 5 | | |
| 3-inch Mortar Platoon | LB109 | 6 | |
| 4x 3-inch mortar | 6 | | |

D-Day-British Unit Count: 11 Total Points : 92

Card List:

- Recce Squadron
- LB109 3-inch Mortar Platoon
- LB122 M10 SP Anti-tank Platoon
- LB144 Universal Carrier Patrol
- LB153 Motor Platoon
- LB172 Crocodile Flame-tank Platoon
- LB178 Daimler Armoured Car Troop
- LU161 Veteran M4 Sherman (76mm) Tank Platoon

Pick List:

- 1 2-inch mortar team
- 4 3-inch mortar
- 3 Bren Gun team
- 2 Crocodile (75mm & Flame-thrower)
- 5 Daimler (2 pdr)
- 2 Dingo (MG)
- 8 M10 (17 pdr)
- 4 M4 Sherman (76mm)
- 1 PIAT anti-tank team
- 6 Universal Carrier (MG)

RECCE SQUADRON

The infantry division's reconnaissance regiment had an interesting organisation with each squadron having a mix of armoured car patrols and scout carrier patrols backed up by an assault troop of motorised infantry.

Your Force includes one Recce Squadron, which is a Formation containing:

- 1 HQ Unit of 1x Daimler (2 pdr) armoured cars from (LB178) for +1 points.
- 2-3 Daimler Armoured Car Troop (LB178).
- 2-6 Universal Carrier Patrol (LB144).
- 0-1 Motor Platoon (LB153).
- 0-1 Motor 6pdr Anti-tank Platoon (LB154).
- 0-1 3-inch Mortar Platoon (LB109).

**British, Build,
Formation, Limited**

**0
POINTS**

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3-INCH MORTAR PLATOON



• INFANTRY UNIT • HEAVY WEAPON •

MOTIVATION
CONFIDENT 4+

SKILL
VETERAN 3+
Heavy Weapon Assault

IS HIT ON
CAREFUL 4+

SAVE
3+
Infantry



| | | | | |
|----------|--------------|--------------------|-----------|-------|
| TACTICAL | TERRAIN DASH | CROSS COUNTRY DASH | ROAD DASH | CROSS |
| 4"/10CM | 4"/10CM | 6"/15CM | 8"/20CM | AUTO |

| | | | | | |
|-------------------|-----------|---------------|-----------|------------|-------|
| WEAPON | RANGE | ROF | ANTI-TANK | FIRE POWER | NOTES |
| 3-inch mortar | 40"/100CM | HALTED MOVING | ARTILLERY | 1 | 4+ |
| Smoke Bombardment | | | | | |



3-INCH MORTAR PLATOON



3-INCH MORTAR PLATOON

6x 3-inch mortar
4x 3-inch mortar
2x 3-inch mortar

9 POINTS
6 POINTS
3 POINTS

SPECIAL RULES

Heavy Weapon: Team cannot Charge Into Contact.
Smoke Bombardment: Once per game can fire a Smoke Bombardment.

LB109



UNIVERSAL CARRIER PATROL



• TANK UNIT • SCOUT • SPEARHEAD •

MOTIVATION
CONFIDENT 4+

Scout
Counterattack 6
Scout
Least Stand 5+

SKILL
TRAINED 4+
Scout
Assault 5+



IS HIT ON
CAREFUL 4+

ARMOUR
FRONT 1
SIDE & REAR 0
TOP 0

| | | | | |
|-----------------|---------------------|---------------------------|------------------|--------------|
| TACTICAL | TERRAIN DASH | CROSS COUNTRY DASH | ROAD DASH | CROSS |
| 10"/25CM | 14"/35CM | 20"/50CM | 24"/60CM | 4+ |

| | | | | | | | |
|--|---------------------|---------------|------------|---------------|------------------|-------------------|-------------------------------|
| WEAPON | RANGE | HALTED | ROF | MOVING | ANTI-TANK | FIRE-POWER | NOTES |
| Universal Carrier (MG) OPTIONAL PIAT anti-tank | 16"/40CM 8"/20CM | 3 1 | 3 1 | 3 1 | 2 10 | 6 5+ | Forward Firing Slow Firing |



UNIVERSAL CARRIER PATROL



UNIVERSAL CARRIER PATROL
2 POINTS

3x Universal Carrier (MG)
OPTIONS
• Arm any or all Universal Carrier (MG) with PIAT anti-tank for +1 point each.

SPECIAL RULES

Forward Firing: Weapon can only hit targets fully in front of the Team.
Scout: Team can remain Gone to Ground while moving.
Slow Firing: +1 To Hit for Moving ROF.
Spearhead: Unit can move before the game to expand the Deployment Area.

B1144



M10 SP ANTI-TANK TROOP



• TANK UNIT •

MOTIVATION
CONFIDENT 4+
SP Gun
Counterattack 6

SKILL
TRAINED 4+
SP Gun
Assault 5+



IS HIT ON
CAREFUL 4+

ARMOUR
FRONT 5
SIDE & REAR 2
TOP 0

| | | | | |
|-----------------|---------------------|---------------------------|------------------|--------------|
| TACTICAL | TERRAIN DASH | CROSS COUNTRY DASH | ROAD DASH | CROSS |
| 10"/25CM | 14"/35CM | 18"/45CM | 20"/50CM | 3+ |

| | | | | | | | |
|--|----------------------------------|---------------|-------------|---------------|------------------|-------------------|-----------------------------------|
| WEAPON | RANGE | HALTED | ROF | MOVING | ANTI-TANK | FIRE-POWER | NOTES |
| M10 (17 pdr) M10 (3-inch) M10 (.50 cal MG) | 36"/90CM 36"/90CM 20"/50CM | 2 2 3 | 1 1 2 | 1 1 2 | 14 12 4 | 3+ 3+ 5+ | No HE No HE Self-defence AA |



M10 SP ANTI-TANK TROOP



M10 SP ANTI-TANK TROOP

4x M10 (17 pdr)
2x M10 (17 pdr)
4x M10 (3-inch)
2x M10 (3-inch)
18 POINTS
9 POINTS
16 POINTS
8 POINTS

SPECIAL RULES

No HE: No HE targeting Infantry or Guns adds +1 to the score needed To Hit.
Self-defence AA: Weapon can fire at Aircraft with ROF 1.

B1122



CROCODILE



MOTIVATION

CONFIDENT 4+

Flame Tank
Counterattack
Protected Ammo
Reroll
3+

SKILL

TRAINED 4+
Flame Tank
Assault
6



• TANK UNIT • FLAME TRAILERS •

IS HIT ON
CAREFUL 4+

ARMOUR

FRONT **11**

SIDE & REAR **8**

TOP **1**

TACTICAL

8"/20CM

TERRAIN DASH

10"/25CM

CROSS COUNTRY DASH

14"/35CM

ROAD DASH

14"/35CM

CROSS

3+

WEAPON

Crocodile (75mm)

RANGE

28"/70CM

HALTED

2

ROF

1

ANTI-TANK

10

FIRE POWER

3+

NOTES

Smoke

Crocodile (Flame-thrower)

RANGE

6"/15CM

HALTED

6

ROF

6

ANTI-TANK

2

FIRE POWER

AUTO

Flame-thrower, Forward Firing

Crocodile (MG)

RANGE

16"/40CM

HALTED

3

ROF

3

ANTI-TANK

2

FIRE POWER

6

NOTES

6



MOTOR PLATOON



MOTIVATION

CONFIDENT 4+

Buildlog
Counterattack
War Heavy
Rally
5+

SKILL

TRAINED 4+
Deadly
Assault
3+



• INFANTRY UNIT •

IS HIT ON
CAREFUL 4+

SAVE

3+

Infantry

TACTICAL

8"/20CM

TERRAIN DASH

8"/20CM

CROSS COUNTRY DASH

12"/30CM

ROAD DASH

12"/30CM

CROSS

AUTO

WEAPON

Bren Gun team

RANGE

16"/40CM

HALTED

3

ROF

2

ANTI-TANK

2

FIRE POWER

6

NOTES

6

PLAT anti-tank team

RANGE

8"/20CM

HALTED

1

ROF

1

ANTI-TANK

10

FIRE POWER

5+

NOTES

5+

2-inch mortar

RANGE

16"/40CM

HALTED

1

ROF

1

ANTI-TANK

2

FIRE POWER

4+

Assault 4+, Slow Firing
Assault 4+, Overhead Fire,
Slow Firing



CROCODILE



CROCODILE FLAME-TANK PLATOON

3x Crocodile (75mm & Flame-thrower) **21 POINTS**

2x Crocodile (75mm & Flame-thrower) **14 POINTS**

SPECIAL RULES

Flame Trailers: Crocodiles cannot Charge into Contact and cannot Hold Objectives.

Flame-thrower: Infantry, Gun, and Unarmoured Tank Teams re-roll successful Saves. Armoured Tank Teams use Top armour for Saves. Unit is Pinned Down if Hit.

Forward Firing: Weapon can only hit targets fully in front of the Team.

Smoke: Can Shoot Smoke ammunition.

B172



MOTOR PLATOON



MOTOR PLATOON

4x Bren Gun team
1x PLAT anti-tank team
1x 2" mortar **6 POINTS**

3x Bren Gun team
1x PLAT anti-tank team
1x 2" mortar **5 POINTS**

SPECIAL RULES

Assault 4+: Team hits on 4+ in Assaults.
Overhead Fire: Can Shoot over friendly teams.

Slow Firing: +1 To Hit for Moving ROF.

B153



M4 SHERMAN (76MM)



MOTIVATION

CONFIDENT 4+

Protected Ammo
Remount

3+

SKILL

TRAINED 4+

Yankee Ingenuity
Tactics

3+



• TANK UNIT •

IS HIT ON
CAREFUL 4+

ARMOUR

FRONT 7

SIDE & REAR 4

TOP 1

TACTICAL

10"/25CM

TERRAIN DASH

12"/30CM

CROSS COUNTRY DASH

18"/45CM

ROAD DASH

20"/50CM

CROSS

3+

WEAPON

M4 Sherman (76mm)

36"/90CM

2

2

12

3+

No HE, Stabiliser

M4 Sherman (.50 cal MG)

20"/50CM

3

2

4

5+

Self-defence AA

M4 Sherman (MGs)

16"/40CM

2

2

2

2

6

RANGE

HALTED

MOVING

ANTI-TANK POWER

NOTES



DAIMLER



MOTIVATION

CONFIDENT 4+

Scout
Counterattack

6

Scout
Last Stand

5+

SKILL

VETERAN 3+

Scout
Assault

4+



• TANK UNIT • SCOUT • SPEARHEAD •

IS HIT ON
CAREFUL 4+

ARMOUR

FRONT 1

SIDE & REAR 1

TOP 0

TACTICAL

8"/20CM

TERRAIN DASH

10"/25CM

CROSS COUNTRY DASH

14"/35CM

ROAD DASH

36"/90CM

CROSS

4+

WEAPON

Daimler (2 pdr)

24"/60CM

2

1

7

4+

Overworked

Daimler (Littlejohn)

24"/60CM

2

1

8

4+

No HE, Overworked

Daimler & Dingo (MG)

16"/40CM

3

3

2

6

RANGE

HALTED

MOVING

ANTI-TANK POWER

NOTES



M4 SHERMAN (76MM)



VETERAN M4 SHERMAN TANK PLATOON

5x M4 Sherman (76mm)

28 POINTS

4x M4 Sherman (76mm)

22 POINTS

3x M4 Sherman (76mm)

16 POINTS

SPECIAL RULES

No HE: No HE targeting Infantry or Guns adds +1 to the score needed To Hit.
Self-defence AA: Weapon can fire at Aircraft with ROF 1.
Stabiliser: +1 To Hit for Moving ROF.

U161



DAIMLER



DAIMLER ARMOURD CAR TROOP

1x Daimler (2 pdr)

1x Daimler (Littlejohn)

3 POINTS

2x Daimler (2 pdr)

1x Dingo (MG)

2 POINTS

OPTIONS

• Add one Dingo (MG) for +1 point.

SPECIAL RULES

No HE: No HE targeting Infantry or Guns adds +1 to the score needed To Hit.
Overworked: +1 To Hit for Moving ROF.
Scout: Team can remain Gone to Ground while moving.
Spearhead: Unit can move before the game to expand the Deployment Area.

B178

