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	

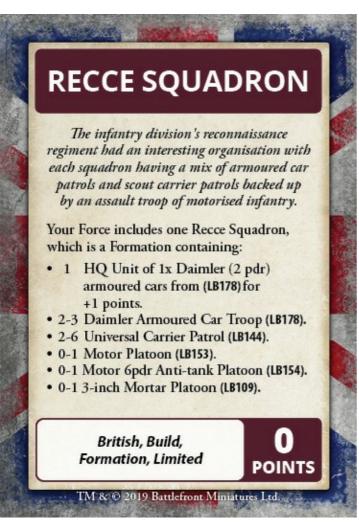
Recce Squadron		British	20
Recce Squadron		1	
1x Daimler (2 pdr)	1		
Daimler Armoured Car Troop	LB178	2	
2x Daimler (2 pdr)			
1x Dingo (MG)	2		
Daimler Armoured Car Troop	LB178	2	
2x Daimler (2 pdr)			
1x Dingo (MG)	2		
Universal Carrier Patrol	LB144	2	
3x Universal Carrier (MG)	2	_	
Universal Carrier 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		

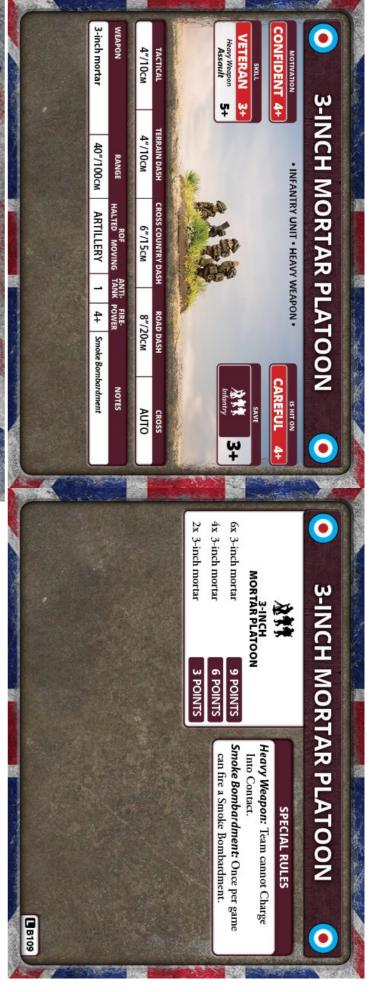
D-Day-British Unit Count: 11 Total Points : 92

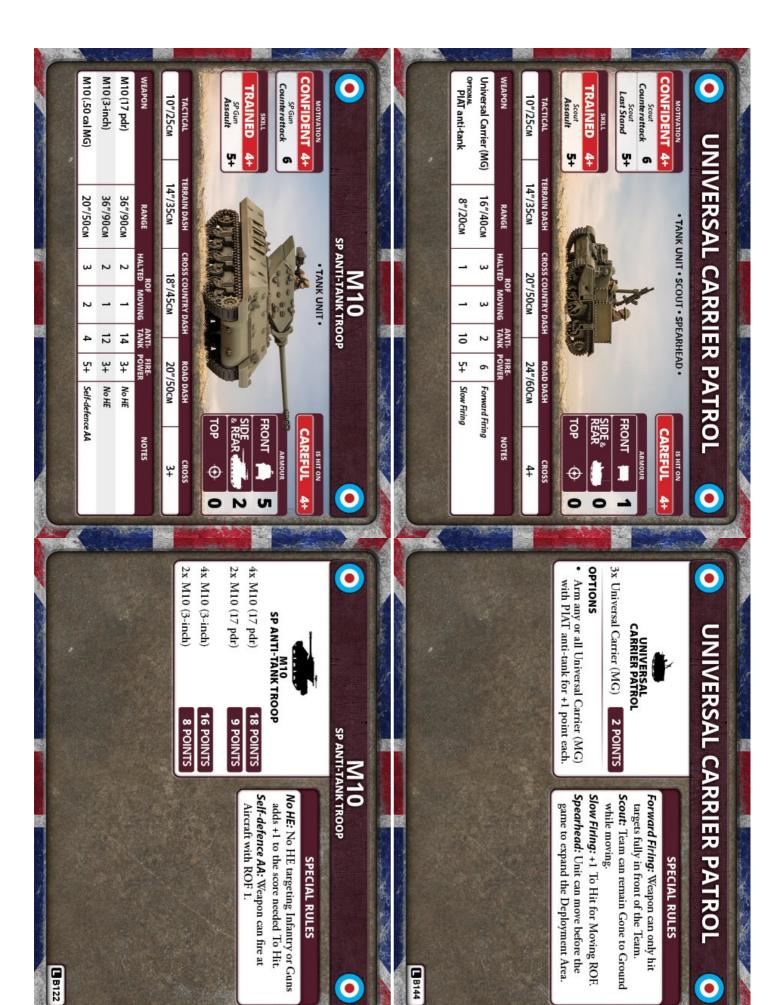
6 Universal Carrier (MG)

Card List: Pick List:

Recce Squadron 1 2-inch mortar team LB109 3-inch Mortar Platoon 4 3-inch mortar LB122 M10 SP Anti-tank Platoon 3 Bren Gun team LB144 Universal Carrier Patrol 2 Crocodile (75mm & Flame-thrower) LB153 Motor Platoon 5 Daimler (2 pdr) LB172 Crocodile Flame-tank Platoon 2 Dingo (MG) LB178 Daimler Armoured Car Troop 8 M10 (17 pdr) LU161 Veteran M4 Sherman (76mm) Tank Platoon 4 M4 Sherman (76mm) 1 PIAT anti-tank team













CROCODILE FLAME-TANK PLATOON

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

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

SPECIAL RULES

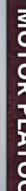
Flame-thrower: Infantry, Gun, and successful Saves. Armoured Tank Teams use Top armour for Saves. Unit is Unarmoured Tank Teams re-roll

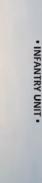
Smoke: Can Shoot Smoke ammunition Forward Firing: Weapon can only hit targets fully in front of the Team.

Pinned Down if Hit.

■ B172

MOTOR PLATOON





CAREFUL

4

NO LIH SI

CONFIDENT 4+

MOTIVATION

Bulldog 3+

TRAINED







	Commence and the second		STATE OF THE PARTY	Section 2	SERVICE SERVIC	THE RESIDENCE OF THE PARTY OF T
EAPON	RANGE	ROF HALTED N	IOVING	ANTI-	ANTI- FIRE- TANK POWER	NOTES
en Gun team	16"/40cm	ω	2	2	6	
AT anti-tank team	8"/20cm	_	_	10	5+	Assault 4+, Slow Firing
inch mortar	16"/40см	1	1	2	4+	Assault 4+, Overhead Fire, Slow Firing

2-PI/

0

MOTOR PLATOON

MOTOR PLATOON 1

4x Bren Gun team 1x PIAT anti-tank team

1x 2" mortar

3x Bren Gun team 1x PIAT anti-tank team

1x 2" mortar

6 POINTS

5 POINTS

SPECIAL RULES

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

Slow Firing: +1 To Hit for Moving ROF.

■ B153



M4 SHERMAN (76MM)





5x M4 Sherman (76mm)

4x M4 Sherman (76mm)

22 POINTS

16 POINTS

28 POINTS Aircraft with ROF 1.

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

SPECIAL RULES

Stabiliser: +1 To Hit for Moving ROF.

10161





ᅙ

1x Daimler (Littlejohn) 1x Dingo (MG)

3 POINTS

1x Daimler (2 pdr)

•

ETERAN

Assault

8"/20cm

TACTICAL

TERRAIN DASH

CROSS COUNTRY DASH

ROAD DASH 36"/90cm

CROSS

4

14"/35cm

10"/25cm

RANGE

ROF HALTED MOVING

TANK

POWER

NOTES

4

Overworked No HE, Overworked

4

2x Daimler (2 pdr)

1x Dingo (MG)

2 POINTS

 Add one Dingo (MG) for +1 point. OPTIONS

Daimler (Littlejohn) Daimler (2 pdr)

24"/60cm 24"/60cm

16"/40cm

Daimler & Dingo (MG)

0

DAIMLER ARMOURED CAR TROOP



SPECIAL RULES

Overworked: +1 To Hit for Moving ROF No HE: No HE targeting Infantry or Guns adds +1 to the score needed To Hit.

Spearhead: Unit can move before the while moving. game to expand the Deployment Area

Scout: Team can remain Gone to Ground

■B178