ROB League 2024 (3)

D-Day: British Force						
Rifle Company	J	British	LB140 43			
Rifle Company HQ	LB140	2				
2x Sten SMG team	2					
Rifle Platoon	LB141	9				
7x Bren Gun & SMLE rifle team						
1x PIAT anti-tank team	0					
1x 2-inch mortar	9	0				
Rifle Platoon 7x Bren Gun & SMLE rifle team	LB141	9				
1x PIAT anti-tank team						
1x 2-inch mortar	9					
Rifle Platoon	LB141	9				
7x Bren Gun & SMLE rifle team	20111					
1x PIAT anti-tank team						
1x 2-inch mortar	9					
3-inch Mortar Platoon	LB109	6				
4x 3-inch mortar	6					
Wasp Carrier Patrol	LB145	4				
3x Wasp (Flame-thrower)	4					
Wasp Carrier Patrol	LB145	4				
3x Wasp (Flame-thrower)	4					
Cunnart		Pritich	49			
Support Crocodile Flame-tank Platoon	LB172	British 21	49			
3x Crocodile (75mm & Flame-thrower)	21	21				
Priest Field Troop	LB116	16				
4x Priest (105mm)	16	10				
Veteran M24 Chaffee Tank Platoon (U.S. Allied Unit)	LU198	12				
3x M24 Chaffee (75mm)	12					
D-Day British Command Cards		British	0			
51st Highland Division Bagpipes		2				
Command Card 51st Highland Division Bagpipes	2					
Total cards: (1 selected) Souther Field Trees		-2				
Sexton Field Troop Command Card Sexton Field Troop		-2				
Total cards: (1 selected)						
rotal cards. (1 solotica)						
Recce Squadron		British	13			
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)	2					
1x Dingo (MG)	2	2				
Daimler Armoured Car Troop	LB178	2				
2x Daimler (2 pdr) 1x Dingo (MG)	2					
Universal Carrier Patrol	LB144	4				
3x Universal Carrier (MG)	2	7				
or othersal carrier (MO)	<u> </u>					

D-Day-British Unit Count: 18 Total Points : 105

2

Pick List:

LB144

51st Highland Division Bagpipes 3 2-inch mortar team Recce Squadron 4 3-inch mortar Sexton Field Troop 21 Bren Gun & SMLE rifle team LB109 3-inch Mortar Platoon 3 Crocodile (75mm & Flame-thrower) LB116 Priest Field Troop 7 Daimler (2 pdr) LB140 Rifle Company HQ 3 Dingo (MG) LB141 Rifle Platoon 3 M24 Chaffee (75mm) LB144 Universal Carrier Patrol 3 PIAT anti-tank team 4 Priest (105mm) LB145 Wasp Carrier Patrol LB172 Crocodile Flame-tank Platoon 2 Sten SMG team LB178 Daimler Armoured Car Troop 4 Universal Carrier (MG)

• Arm any or all Universal Carrier (MG) with PIAT anti-tank for +1 point each. (2 selected)

Universal Carrier Patrol

Card List:

3x Universal Carrier (MG)

- 2 Universal Carrier (MG) with PIAT anti-tank
- 6 Wasp (Flame-thrower)

51ST HIGHLAND DIVISION BAGPIPES

Some think that bagpipes are a terror weapon, designed to break the enemy's morale, but the Scots find them inspiring and will follow a piper into the heart of danger.

The Formation HQ Unit and any Infantry or Gun Unit from this Formation whose Unit Leader is within 6"/15cm of the Formation Commander Rally on a 4+.

British, Build, Formation (any Rifle Company), Title

2POINTS

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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 O POINTS

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SEXTON FIELD TROOP

The Sexton is both mobile and deadly.

Your Force may replace any Priest Field Troop (LU116) with a Sexton Field Troop. The Sexton has the same ratings as the Priest except it has a different Armour rating and its weapons are:

WEAPON	RANGE		OF MOVING	ANTI- TANK	FIRE- POWER
Sexton (25 pdr)	80"/200см	ARTILLERY		3	4+
or Direct Fire	24"/60см	2	1	9	3+



The Sexton (25 pdr) has the Forward Firing rule. When firing as Artillery, it has the Mike Target and Smoke Bombardment special rules.

British, Build, Unit

-2 POINTS

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SPECIAL RULES



3-INCH MORTAR PLATOON 経済

CAREFUL

4

NO LIH SI

0

CONFIDENT 4+

MOTIVATION

3-INCH MORTAR PLATOON

· INFANTRY UNIT · HEAVY WEAPON ·

VETERAN

SKILL

Assault

5+ ¥

6x 3-inch mortar

Ψ+

4x 3-inch mortar

2x 3-inch mortar

3 POINTS

3-inch mortar

40"/100см

ARTILLERY

Smoke Bombardment

RANGE

ROF HALTED MOVING

TANK POWER 4

NOTES

AUTO CROSS

WEAPON

TACTICAL

TERRAIN DASH 4"/10cm

CROSS COUNTRY DASH

ROAD DASH 8"/20cm

6"/15cm

4"/10cm

6 POINTS 9 POINTS

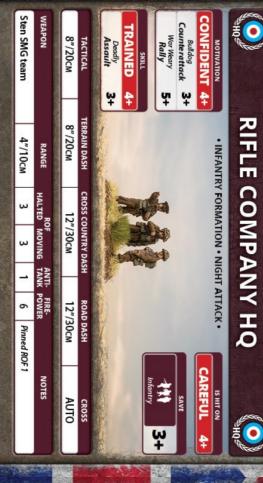
SPECIAL RULES

Heavy Weapon: Team cannot Charge Into Contact.

Smoke Bombardment: Once per game can fire a Smoke Bombardment.









RIFLE COMPANY HQ

0

■B141



RIFLE COMPANY HQ

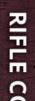
2x Sten SMG team

2 POINTS

SPECIAL RULES

Night Attack: May make a Night Attack if Area until dawn Units cannot move out of Deployment the defender has Minefields. Use Night Attack Formations move freely. Other Fighting Dawn rules. Units from Night

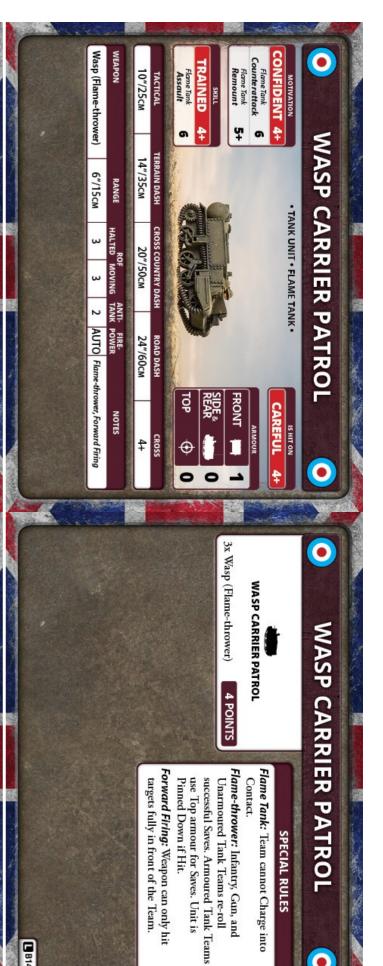
Pinned ROF 1: Reduce ROF to 1 when Pinned Down.



RIFLE COMPANY

FORMATION CONTAINS:

- Rifle Company HQ (LB140)
- 2-3 Rifle Platoon (LB141)
- 0-1 3-inch Mortar Platoon (LB109)
- Vickers Machine-gun Platoon (LB113) or MMG Carrier Platoon (LB142)
- 6 pdr Anti-tank Platoon (LB143)
- Universal Carrier Patrol (LB144)
- Universal Carrier Patrol (LB144) or Wasp Carrier Patrol (LB145)





■ B145



CONFIDENT 4+

MOTIVATION

UNIVERSAL CARRIER PATROL

· TANK UNIT · SCOUT · SPEARHEAD ·

Counterattack 6

Scout

ast Stand

RAINED

Scout

5 4

3x Universal Carrier (MG) 2 POINTS

FRONT

CAREFUL

4

IS HIT ON

0

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

죵

Φ

Universal Carrier (MG)

16"/40cm

RANGE

HALTED MOVING

TANK

POWER

NOTES

Forward Firing Slow Firing

8"/20cm

5

5

10"/25cm

TACTICAL

TERRAIN DASH

CROSS COUNTRY DASH

20"/50cm

24"/60см ROAD DASH

CROSS

4

14"/35cm

PIAT anti-tank

SPECIAL RULES

Scout: Team can remain Gone to Ground Forward Firing: Weapon can only hit targets fully in front of the Team.

while moving.

Spearhead: Unit can move before the Slow Firing: +1 To Hit for Moving ROI game to expand the Deployment Area





DAIMLER ARMOURED CAR TROOP



DAIMLER ARMOURED CARTROOP

- 1x Daimler (2 pdr)
- 1x Daimler (Littlejohn) 1x Dingo (MG)

- 2x Daimler (2 pdr)
- 3 POINTS

Spearhead: Unit can move before the Scout: Team can remain Gone to Ground while moving. game to expand the Deployment Area

Overworked: +1 To Hit for Moving ROF.

No HE: No HE targeting Infantry or Guns

SPECIAL RULES

adds +1 to the score needed To Hit.

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

1x Dingo (MG)

2 POINTS

■B178

CROCODILE FLAME-TANK PLATOON

CONFIDENT 4+

MOTIVATION

TANK UNIT • FLAME TRAILERS •

CROCODILE FLAME-TANK PLATOON

Counterattack

6

Flame Tank

Remount

TRAINED

SKILL

Flame Tank Assault

8"/20cm

TACTICAL

TERRAIN DASH 10"/25cm

CROSS COUNTRY DASH

ROAD DASH

CROSS

4

ᅙ

0

14"/35cm

14"/35cm

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

FRONT 1

CAREFUL

4

IS HIT ON

0

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

CROCODILE FLAME-TANK PLATOON

Flame Trailers: Crocodiles cannot SPECIAL RULES

Charge into Contact and cannot Hold

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

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

Pinned Down if Hit.

Smoke: Can Shoot Smoke ammunition

Crocodile (Flame-thrower) Crocodile (75mm)

6"/15cm 16"/40cm

6

AUTO Flame-thrower, Forward Firing

28"/70cm

ROF HALTED MOVING

TANK

POWER

NOTES

10

3+ Smoke

Crocodile (MG)

