

L2024 - Robby3 - Recce Squadron

D-Day: British Force

Support	British	79
Crocodile Flame-tank Platoon	LB172	21
3x Crocodile (75mm & Flame-thrower)	21	
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	
D-Day British Command Cards	British	2
.50 cal Carrier		1
Command Card .50 cal Carrier	1	
• Total cards: (1 selected)		
Lucky		1
Command Card Lucky	1	
Recce Squadron	British	24
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	
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	
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: 15	Total Points : 105

Card List:

.50 cal Carrier
 Lucky
 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
 3 Crocodile (75mm & Flame-thrower)
 7 Daimler (2 pdr)
 3 Dingo (MG)
 8 M10 (17 pdr)
 4 M4 Sherman (76mm)
 1 PIAT anti-tank team
 9 Universal Carrier (MG)

.50CAL CARRIER

Some units of Universal Carriers were equipped with .50cal machine-guns replacing their normal machine-gun.

Universal Carriers in this Universal Carrier Patrol lose their normal Universal Carrier (MGs) weapon and gains the following weapon:

WEAPON	RANGE	ROF		ANTI-TANK	FIRE-POWER
		HALT	MOVE		
.50 cal MG	20"/50CM	3	2	4	5+

.50 cal MGs have the Self-defence AA rule.

Self-defence AA: Weapon can Shoot at Aircraft with ROF 1.

British, Build, Upgrade, Unit
(any Universal Carrier Patrol)

1
POINTS

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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

0
POINTS

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LUCKY

I'd rather have a lucky general than a good one.

Discard this card to re-roll any one die. The second result must be used.

British, Force, Limited

1
POINTS

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M10

SP ANTI-TANK TROOP



MOTIVATION

CONFIDENT 4+

SP Gun
Counterattack

6

SKILL

TRAINED 4+

SP Gun
Assault

5+



IS HIT ON

CAREFUL 4+

ARMOUR

FRONT 5

SLIDE & REAR 2

TOP 0

• TANK UNIT •

TACTICAL

10"/25CM

TERRAIN DASH

14"/35CM

CROSS COUNTRY DASH

18"/45CM

ROAD DASH

20"/50CM

CROSS

3+

WEAPON

M10 (17 pdr)

RANGE

36"/90CM

HALTED MOVING

2

ANTI-TANK POWER

14

FIRE

3+

NOTES

No HE

M10 (3-inch)

M10 (.50 cal MG)

36"/90CM

20"/50CM

2

3

1

2

12

4

3+

5+

No HE

Self-defence AA



3-INCH MORTAR PLATOON



MOTIVATION

CONFIDENT 4+

SKILL

VETERAN 3+

Heavy Weapon
Assault

5+



• INFANTRY UNIT • HEAVY WEAPON •

IS HIT ON

CAREFUL 4+

SAVE

3+

Infantry

TACTICAL

4"/10CM

TERRAIN DASH

4"/10CM

CROSS COUNTRY DASH

6"/15CM

ROAD DASH

8"/20CM

CROSS

AUTO

WEAPON

3-inch mortar

RANGE

40"/100CM

HALTED MOVING

ARTILLERY

ANTI-TANK POWER

1

FIRE

4+

NOTES

Smoke Bombardment



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.

BT122



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.

BT109



MOTOR PLATOON



MOTIVATION

CONFIDENT 4+

3+
Buildlog
Counterattack
Mor. Heavy
Rally

4+
3+
Deadly
Assault



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
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WEAPON	Bren Gun team	16"/40CM	3	2	2	6	Assault 4+, Slow Firing
	PLAT anti-tank team	8"/20CM	1	1	10	5+	Assault 4+, Overhead Fire, Slow Firing
	2-inch mortar	16"/40CM	1	1	2	4+	



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



UNIVERSAL CARRIER PATROL



• TANK UNIT • SCOUT • SPEARHEAD •

CONFIDENT 4+

6
Scout
Counterattack
Last Stand

4+
5+
Scout
Assault



IS HIT ON
CAREFUL 4+

AMOUR
FRONT **1**
SIDE & REAR **0**
TOP **0**

TACTICAL	10"/25CM	TERRAIN DASH	14"/35CM	CROSS COUNTRY DASH	20"/50CM	ROAD DASH	24"/60CM	CROSS	4+
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WEAPON	Universal Carrier (MG)	16"/40CM	3	3	2	6	Forward Firing
optional	PLAT anti-tank	8"/20CM	1	1	10	5+	Slow Firing



UNIVERSAL CARRIER PATROL



UNIVERSAL CARRIER PATROL

3x Universal Carrier (MG)

2 POINTS

• **OPTIONS**
Arm any or all Universal Carrier (MG) with PLAT 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.

B144



DAIMLER

ARMoured CAR TROOP

• TANK UNIT • SCOUT • SPEARHEAD •

MOTIVATION
CONFIDENT 4+

Scout
Counterattack 6
Scout
Last Stand 5+

MOTIVATION
CONFIDENT 4+



IS HIT ON
CAREFUL 4+

ARMOUR
FRONT 1
SIDE & REAR 1
TOP 0

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
8"/20CM	10"/25CM	14"/35CM	36"/90CM	4+

WEAPON	RANGE	HALTED	MOVING	ANTI-TANK POWER	FIRE	NOTES
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	2	6



DAIMLER

ARMoured CAR TROOP

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.

- DAIMLER ARMoured CARTROOP**
- 1x Daimler (2 pdr)
 - 1x Daimler (Littlejohn)
 - 1x Dingo (MG)
 - 2x Daimler (2 pdr)
 - 1x Dingo (MG)
- POINTS**
- 3 POINTS
 - 2 POINTS

OPTIONS

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

B178



CROCODILE

FLAME-TANK PLATOON

• TANK UNIT • FLAME TRAILERS •

MOTIVATION
CONFIDENT 4+

Flame Tank
Counterattack 6
Protected Ammo
Remount 3+

MOTIVATION
CONFIDENT 4+



IS HIT ON
CAREFUL 4+

ARMOUR
FRONT 11
SIDE & REAR 8
TOP 1

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
8"/20CM	10"/25CM	14"/35CM	14"/35CM	3+

WEAPON	RANGE	HALTED	MOVING	ANTI-TANK POWER	FIRE	NOTES
Crocodile (75mm)	28"/70CM	2	1	10	3+	Smoke
Crocodile (Flame-thrower)	6"/15CM	6	6	2	AUTO	Flame-thrower, Forward Firing
Crocodile (MG)	16"/40CM	3	3	2	2	6



CROCODILE

FLAME-TANK PLATOON



- CROCODILE FLAME-TANK PLATOON**
- 3x Crocodile (75mm & Flame-thrower)
 - 2x Crocodile (75mm & Flame-thrower)
- POINTS**
- 21 POINTS
 - 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



M4 SHERMAN (76MM)



VETERAN TANK PLATOON

MOTIVATION

CONFIDENT 4+

Protected Ammo
Remount

3+

SKILL

TRAINED 4+

Yankee Ingenuity
Tactics

3+



• TANK UNIT •

IS HIT ON

CAREFUL 4+

ARMOUR

FRONT 7

SLIDE & REAR 4

TOP 1

ROAD DASH

20"/50CM

CROSS

3+

CROSS COUNTRY DASH

18"/45CM

TERRAIN DASH

12"/30CM

TACTICAL

10"/25CM

WEAPON

M4 Sherman (76mm)

RANGE

HALTED

MOVING

ROF

ANTI-TANK

FIRE POWER

NOTES

M4 Sherman (.50 cal MG)

20"/50CM

3

2

2

4

5+

Self-defence AA

M4 Sherman (MGs)

16"/40CM

2

2

2

2

6



M4 SHERMAN (76MM)



VETERAN TANK PLATOON



VETERAN
M4 SHERMAN (76MM)
TANK PLATOON

28 POINTS

22 POINTS

16 POINTS

5x M4 Sherman (76mm)
4x M4 Sherman (76mm)
3x M4 Sherman (76mm)

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.