

LORRIED RIFLE COMPANY

FOR GT17 DAVID BLAKE (ATHANATOS)

CONFIDENT

VETERAN

MECHANISED COMPANY

POINTS

1535

PLATOON	QTY	UNIT	POINTS
HEADQUARTERS			
Lorried Rifle Company HQ p.3	2	Cmd Rifle team	2.3% 35
Player note: After Redundant Team adjustment, list is 1515. HQ remains 2.3% of 1515	1	Troop Carrier	
COMBAT PLATOONS			
Lorried Rifle Platoon p.3	1	Cmd Rifle/MG team	12.1%
Player note: After Redundant Team adjustment 12.2% of 1515	1	PIAT team	185
	1	Light Mortar team	
	6	Rifle/MG team	
	2	3-ton lorry	
Lorried Rifle Platoon p.3	1	Cmd Rifle/MG team	12.1%
Player note: After Redundant Team adjustment 12.2% of 1515	1	PIAT team	185
	1	Light Mortar team	
	6	Rifle/MG team	
	2	3-ton lorry	
WEAPONS PLATOONS			
Lorried Carrier Platoon p.4	2	Universal Carrier with extra hull-mounted MG	7.2% 110
Player note: After Redundant Team adjustment 7.3% of 1515	1	Universal Carrier with .50 cal MG	
Lorried Anti-tank Platoon p.5	1	Cmd Rifle team	9.4% 145
Player note: Net 135 after Redundant Team Deduction. After Redundant Team adjustment 8.9% of 1515	1	Troop Carrier	
	4	OQF 6 pdr gun (late)	
	4	Loyd Carrier	
BRIGADE SUPPORT			
Challenger Platoon p.6	3	Challenger	28% 430
Player note: After Redundant Team adjustment 28% of 1515			
Cromwell Platoon p.6	3	Cromwell IV	18.6% 285
Player note: After Redundant Team adjustment 18.8% of 1515			
SUPPORT PLATOONS			
Heavy Mortar Platoon p.9	1	Cmd Rifle team	10.4%
Player note: Net 150 after Redundant Team deduction. After Redundant Team adjustment 9.9% of 1515	1	Observer Rifle team	160
	2	Troop Carrier	
	4	ML 4.2" Mortar	
	4	Loyd Carrier	

Nachtjäger (Digital Exclusive) - British Late-War - v4

ARSENAL

TANK TEAMS

Name	Mobility	Front	Side	Top	Equipment and Notes
Weapon	Range	ROF	Anti-tank	Firepower	
MEDIUM TANKS					
Cromwell IV	Light Tank	6	4	1	Co-ax MG, Hull MG, Protected ammo, Tow hook.
OQF 75mm gun	32"/80cm	2	10	3+	Semi-indirect fire, Smoke.
Challenger	Light Tank	6	4	1	Co-ax MG, Overloaded, Protected ammo, Tow hook.
OQF 17 pdr gun (late)	32"/80cm	3	15	3+	No HE, Semi-indirect fire.
RECONNAISSANCE					
Universal Carrier with .50 cal MG	Half-tracked	0	0	0	Hull MG, Recce.
With .50 cal MG	16"/40cm	3	4	5+	Hull mounted.

Universal Carrier with extra hull- Half-tracked 0 0 0 Two Hull MG, Recce.
 mounted MG

GUN TEAMS

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
ML 4.2" Mortar	Light	48"/120cm	-	2	3+	Smoke Bombardment.
OQF 6 pdr gun (late)	Medium	24"/60cm	3	11	4+	Gun shield.

INFANTRY TEAMS

Team	Range	ROF	Anti-tank	Firepower	Notes
Light Mortar team	16"/40cm	1	1	4+	Smoke, Can fire over friendly teams.
PIAT team	8"/20cm	1	10	5+	Tank assault 4.
Rifle team	16"/40cm	1	2	6+	
Rifle/MG team	16"/40cm	2	2	6+	

TRANSPORT TEAMS

Vehicle	Mobility	Front	Side	Top	Equipment and Notes
Troop, OP, Mortar, or Loyd Carrier	Half-tracked	0	0	0	
3-ton lorry	Wheeled	-	-	-	

VEHICLE MACHINE-GUNS

Weapon	Range	ROF	Anti-tank	Firepower	
Vehicle MG	16"/40cm	3	2	6	ROF 1 if other weapons fire.

SPECIAL RULES

Lorried Carrier Platoon - p.4

Carrier Patrols operate as separate Units. Carrier Patrols use the Scout and Spearhead rules on page 68 of the Flames Of War 1939-41 and 1944-45 rulebook.

Carrier Patrols equipped with Wasp Carriers do not use the Scout and Spearhead rules.

Lorried Rifle Company HQ - p.3

An Operation Plunder Lorried Rifle Company uses the following special rules in addition to the normal British special rules (see page 72 of the Flames Of War 1939-41 and 1944-45 rulebook).

At the start of the game a player may elect to fit all of the following tank types in their force with Duckbills:

- Ram Kangaroo APC
- Sherman DD
- Sherman I or V
- Firefly IC
- M10C 17pdr SP
- Sexton self-propelled gun

Tanks fitted with Duckbills change to Cross on 2+, but their Mobility rating becomes Slow Tank.