

# MOTOR COMPANY (7TH)

RELUCTANT VETERAN

INFANTRY COMPANY

POINTS 1555

PLATOON	QTY	UNIT	POINTS
<b>HEADQUARTERS</b>			
Motor Company HQ (7th) p.101	2	Cmd Rifle team	1.6% 25
Player note: 40pt return from redundant command teams	2	White scout car	
<b>COMBAT PLATOONS</b>			
Motor Platoon (7th) p.102	1	Cmd MG team	7.1% 110
	1	PIAT team	
	1	Light Mortar team	
	4	M5 half-track	
	3	MG team	
Motor Platoon (7th) p.102	1	Cmd MG team	7.1% 110
	1	PIAT team	
	1	Light Mortar team	
	4	M5 half-track	
	3	MG team	
Motor Platoon (7th) p.102	1	Cmd MG team	7.1% 110
	1	PIAT team	
	1	Light Mortar team	
	4	M5 half-track	
	3	MG team	
Scout Platoon (7th) p.102	3	Universal Carrier with .50 cal MG	7.1% 110
<b>WEAPONS PLATOONS</b>			
Motor Anti-tank Platoon (7th) p.103	1	Cmd Rifle team	10% 155
Player note: 5pt return for cmd team	1	Troop Carrier	
	3	OQF 6 pdr gun (late)	
	1	Sergeant Tom Stanley with OQF 6 pdr gun	
	4	Loyd Carrier	
Motor Anti-tank Platoon (7th) p.103	1	Cmd Rifle team	8.4% 130
Player note: 5pt return for cmd team	1	Troop Carrier	
	4	OQF 6 pdr gun (late)	
	4	Loyd Carrier	
<b>SUPPORT PLATOONS</b>			
Anti-tank Platoon (SP), Royal Artillery (7th) p.117	4	M10C 17 pdr SP	19.6% 305
Breaching Group p.70	1	Sherman V	12.5% 195
<b>CONFIDENT TRAINED</b>	2	Sherman Crab	
	4	AVRE	
Field Battery, Royal Artillery (7th) p.120	3	Cmd Rifle team	18% 280
Player note: 30pt return for 3xcmd, staff, 2xOP teams	1	Staff team	
	2	Observer Rifle team	
	2	OP Carrier	
	8	OQF 25 pdr gun	
Air Observation Post p.161	1	Auster AOP	1.6% 25

# ARSENAL

## TANK TEAMS

Name	Mobility	Front	Side	Top	Equipment and Notes
<i>Weapon</i>	<i>Range</i>	<i>ROF</i>	<i>Anti-tank</i>	<i>Firepower</i>	

### MEDIUM TANKS

Sherman V	Standard Tank	6	4	1	Co-ax MG, Hull MG, Tow hook.
<i>M3 75mm gun</i>	<i>32"/80cm</i>	<i>2</i>	<i>10</i>	<i>3+</i>	<i>Semi-indirect fire, Smoke.</i>

### SELF-PROPELLED ANTI-TANK GUNS

M10C 17 pdr SP	Standard Tank	4	2	0	.50 cal AA MG.
<i>OQF 17 pdr gun</i>	<i>32"/80cm</i>	<i>2</i>	<i>14</i>	<i>3+</i>	<i>No HE, Slow traverse.</i>

### ENGINEERING TANKS

Churchill AVRE	Slow Tank	8	7	2	Co-ax MG, Hull MG, Protected ammo, Wide-tracked.
<i>Petard Mortar</i>	<i>4"/10cm</i>	<i>1</i>	<i>5</i>	<i>1+</i>	<i>Bunker buster, Demolition mortar, Slow traverse.</i>
Sherman Crab	Standard Tank	6	4	1	Co-ax MG, Overloaded, Mine flail.
<i>M3 75mm gun</i>	<i>32"/80cm</i>	<i>2</i>	<i>10</i>	<i>3+</i>	<i>Semi-indirect fire, Smoke.</i>

### RECONNAISSANCE

Universal Carrier with .50 cal MG	Half-tracked	0	0	0	Hull MG, Recce.
<i>With .50 cal MG</i>	<i>16"/40cm</i>	<i>3</i>	<i>4</i>	<i>5+</i>	<i>Hull mounted.</i>

## GUN TEAMS

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
OQF 25 pdr gun	Heavy	24"/60cm	2	9	3+	Gun shield, Smoke, Turntable.
Firing bombardments		80"/200cm	-	3	4+	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.
MG team	16"/40cm	3	2	6+	ROF 2 when pinned down.
PIAT team	8"/20cm	1	10	5+	Tank assault 4.
Rifle team	16"/40cm	1	2	6+	
Staff team	16"/40cm	1	2	6+	Moves as a Heavy Gun team.

## TRANSPORT TEAMS

Vehicle	Mobility	Front	Side	Top	Equipment and Notes
M5 half-track	Half-tracked	1	0	0	
Troop, OP, Mortar, or Loyd Carrier	Half-tracked	0	0	0	
White scout car	Jeep	1	0	0	

## VEHICLE MACHINE-GUNS

Weapon	Range	ROF	Anti-tank	Firepower	
Vehicle MG	16"/40cm	3	2	6	ROF 1 if other weapons fire.
.50 cal Vehicle MG	16"/40cm	3	4	5+	ROF 1 if other weapons fire.



## SPECIAL RULES

### **Breaching Group - p.70**

#### **AVRE**

See page 82 of the rulebook.

Although a Breaching Group is a single Support choice, each Section operates as a separate Unit. The D7 Bulldozer is an Independent Tank Team.

At the beginning of the game before Deployment, you may remove any or all AVRE Sections from Breaching Groups, adding a single Sherman Crab Flail tank to the Group's Flail Section for each AVRE Section removed.

Sherman Crab Tank Teams are fitted with Mine Clearing Devices (see page 78 of the rulebook).

Teams from a Breaching Group may not be held in Reserves.

Teams from all Sections of a Breaching Group may not Charge into Contact. However, a D7 Bulldozer may Assault Bunkers (see page 76 and 80 of the rulebook).

### **Field Battery, Royal Artillery (7th) - p.120**

Each Gun Troop in a Battery, Royal Artillery operates as a separate Artillery Unit.

### **Motor Anti-tank Platoon (7th) - p.103**

Although Stanley is a Warrior Independent Team he can deploy in Ambush with his Unit if it deploys in Ambush. He does not need to be revealed at the same time as the rest of the Unit, nor placed in the same location.

Stanley is a Warrior Independent OQF 6 pdr (late) Gun Team transported by a Loyd Carrier, and is rated as Fearless Veteran. He replaces one OQF 6 pdr gun and Loyd Carrier in a Motor Anti-tank Platoon (page 103 of Overlord) or Lorried Anti-tank Platoon (page 109 Overlord) from the 7th Armoured Division for +25 points.

Stanley is not a permanent part of the Unit he was bought with. He can deploy and operate separately from them.

Stanley re-rolls failed rolls to hit when Shooting.

### **Motor Company HQ (7th) - p.101**

7th Armoured Division Units pass Rally Tests and Remount Tests on a 4+.

### **Scout Platoon (7th) - p.102**

Scout Patrols are Reconnaissance Platoons

Scout Patrols operate as separate platoons, each with their own Command team.