

RIFLE COMPANY (51ST)

RELUCTANT VETERAN

INFANTRY COMPANY

POINTS 1525

PLATOON	QTY	UNIT	POINTS
HEADQUARTERS			
Rifle Company HQ (51st) p.143	1	Cmd Rifle team	2.6% 40
	1	Cmd Rifle Bagpiper team	
	1	Troop Carrier	
COMBAT PLATOONS			
Rifle Platoon (51st) p.144	1	Cmd Rifle/MG team	9.2% 140
	1	PIAT team	
	1	Light Mortar team	
	6	Rifle/MG team	
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WEAPONS PLATOONS			
Pioneer Platoon (51st) p.146	1	Cmd Pioneer Rifle team	5.2% 80
	1	15 cwt truck	
	3	Pioneer Rifle team	
	2	Jeep with trailer	
Anti-tank Platoon (51st) p.146	1	Cmd Rifle team	8.2% 125
Player note: 5 points from redundant team	4	OQF 6 pdr gun (late)	
SUPPORT PLATOONS			
Tank Platoon (Second) p.125	2	Churchill VI with applique armour	17.7% 270
CONFIDENT TRAINED	1	Churchill III or IV (late) with applique armour	
Crocodile Tank Platoon p.157	3	Churchill Crocodile	25.9% 395
CONFIDENT TRAINED			
Infantry Field Battery, Royal Artillery (51st) p.156	2	Cmd Rifle team	10.8% 165
Player note: 15 points from redundant teams	1	Staff team	
	1	Observer Rifle team	
	1	OP Carrier	
	4	OQF 25 pdr gun	
Air Support p.161	2	Limited Air Support Typhoon	11.1% 170

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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>	
INFANTRY TANKS					
Churchill III or IV (late) with applique armour	Slow Tank	9	7	2	Co-ax MG, Hull MG, Protected ammo, Tow hooks, Wide tracks.
<i>OQF 6 pdr gun (late)</i>	<i>24"/60cm</i>	<i>3</i>	<i>11</i>	<i>4+</i>	
Churchill VI with applique armour	Slow Tank	9	7	2	Co-ax MG, Hull MG, Protected ammo, Tow hook, Wide tracks.
<i>OQF 75mm gun</i>	<i>32"/80cm</i>	<i>2</i>	<i>10</i>	<i>3+</i>	<i>Semi-indirect fire, Smoke.</i>
Churchill Crocodile	Slow Tank	13	7	1	Co-ax MG, Protected ammo, Wide tracks.
<i>OQF 75mm gun</i>	<i>32"/80cm</i>	<i>2</i>	<i>10</i>	<i>3+</i>	<i>Slow traverse, Smoke.</i>
<i>Crocodile flame-gun</i>	<i>6"/15cm</i>	<i>5</i>	<i>2</i>	<i>1+</i>	<i>Hull-mounted, Flame-thrower, Fuel trailer</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
Flame-thrower team	4"/10cm	2	2	1+	Flame-thrower.
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+	
Staff team	16"/40cm	1	2	6+	Moves as a Heavy Gun team.

ADDITIONAL TRAINING AND EQUIPMENT

Pioneer teams are rated as Tank Assault 3.

TRANSPORT TEAMS

Vehicle	Mobility	Front	Side	Top	Equipment and Notes
Troop, OP, Mortar, or Loyd Carrier	Half-tracked	0	0	0	
Jeep / Jeep and Trailer	Jeep	-	-	-	

TRUCKS

Morris 15 cwt truck	Wheeled	-	-	-	
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AIRCRAFT

Aircraft	Weapon	To-Hit	Anti-Tank	Firepower	Notes
Typhoon	Cannon	3	8	5+	
	Rockets	3	3	3+	

VEHICLE MACHINE-GUNS

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

SPECIAL RULES

Crocodile Tank Platoon - p.157

A Force with a Crocodile Tank Platoon may not use the British Night Attack special rule.

Churchill Crocodile tanks are not affected by the Fuel Tanks rule like normal tank flame-throwers (see page 42 of the rulebook).

Infantry Field Battery, Royal Artillery (51st) - p.156

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

Pioneer Platoon (51st) - p.146

You may replace up to one Pioneer Rifle team with a Flame-thrower team at the start of the game before deployment.

Rifle Company HQ (51st) - p.143

51st Highland Division Units pass Rally Tests and Remount Tests on a 4+.

Nominate one Infantry Team in your Company HQ, other than your Commander, to be a Bagpiper. Any Unit within 6"/15cm of the Bagpiper requires one extra hit in the Shooting Step and in Defensive Fire to become Pinned Down.

Rifle Platoon (51st) - p.144

When making a Night Attack, Rifle Platoons with Defrocked Priest armoured personnel carriers may still make Spearhead moves, even though the platoon is not entirely made up of Infantry teams.