

RIFLE COMPANY (51ST)

RELUCTANT VETERAN

INFANTRY COMPANY

POINTS 1580

PLATOON	QTY	UNIT	POINTS
HEADQUARTERS			
Rifle Company HQ (51st) p.143	1	Cmd Rifle team	2.2% 35
	1	Cmd Rifle Bagpiper team	
COMBAT PLATOONS			
Rifle Platoon (51st) p.144	1	Cmd Rifle/MG team	9.2% 145
	1	PIAT team	
	1	Light Mortar team	
	6	Rifle/MG team	
	2	3-ton lorry	
Rifle Platoon (51st) p.144	1	Cmd Rifle/MG team	8.9% 140
	1	PIAT team	
	1	Light Mortar team	
	6	Rifle/MG team	
Rifle Platoon (51st) p.144	1	Cmd Rifle/MG team	8.9% 140
	1	PIAT team	
	1	Light Mortar team	
	6	Rifle/MG team	
WEAPONS PLATOONS			
Anti-tank Platoon (51st) p.146	1	Cmd Rifle team	11.7% 185
Player note: 5 point rebate	1	Troop Carrier	
	6	OQF 6 pdr gun (late)	
	6	Loyd Carrier	
Mortar Platoon (51st) p.147	1	Cmd Rifle team	7% 110
Player note: 15 point rebate	2	Observer Rifle team	
	4	ML 3" Mk II Mortar	
BRIGADE SUPPORT			
Machine-gun Platoon (51st) p.149	1	Cmd Rifle team	7.9% 125
Player note: 5 point rebate	4	Vickers HMG	
SUPPORT PLATOONS			
Infantry Anti-tank Platoon, Royal Artillery (51st) p.154	1	Cmd Rifle team	8.2% 130
Player note: 5 point rebate	1	Troop Carrier	
	4	OQF 6 pdr gun (late)	
	4	Loyd Carrier	
Infantry Field Battery, Royal Artillery (51st) p.156	3	Cmd Rifle team	17.7% 280
Player note: 25 point rebate	1	Staff team	
	2	Observer Rifle team	
	2	OP Carrier	
	8	OQF 25 pdr gun	
Infantry Field Battery, Royal Artillery (51st) p.156	3	Cmd Rifle team	18.4% 290
Player note: 30 point rebate	1	Jeep	
	1	Staff team	
	3	15 cwt truck	
	2	Observer Rifle team	
	2	OP Carrier	
	8	OQF 25 pdr gun	
	8	Quad tractor	

ARSENAL

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.
ML 3" Mk II Mortar	Man-packed	24"/60cm	2	2	3+	Smoke, Minimum range 8"/20cm.
Firing bombardments		40"/100cm	-	1	4+	Smoke bombardment.
Vickers HMG	Man-packed	24"/60cm	6	2	6+	ROF 3 when pinned down or moving.
Firing bombardments		40"/100cm	-	-	-+	
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+	
Staff team	16"/40cm	1	2	6+	Moves as a Heavy Gun team.

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	-	-	-	
CMP, Bedford, or Cut-down 15cwt or 3-ton truck	Wheeled	-	-	-	

TRUCKS

Quad tractor	Wheeled	-	-	-	
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SPECIAL RULES

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

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

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.