

RIFLE COMPANY (51ST)

MUNTY'S SURVIVORS

RELUCTANT VETERAN

INFANTRY COMPANY

POINTS 1595

PLATOON	QTY	UNIT	POINTS
HEADQUARTERS			
Rifle Company HQ (51st) p.143	1	Cmd Rifle team	2.2% 35
Player note: 1515+85=1600 minus 1 observer 1595	1	Cmd Rifle Bagpiper team	
COMBAT PLATOONS			
Rifle Platoon (51st) p.144	1	Cmd Rifle/MG team	8.8% 140
	1	PIAT team	
	1	Light Mortar team	
	6	Rifle/MG team	
Rifle Platoon (51st) p.144	1	Cmd Rifle/MG team	8.8% 140
	1	PIAT team	
	1	Light Mortar team	
	6	Rifle/MG team	
WEAPONS PLATOONS			
Anti-tank Platoon (51st) p.146	1	Cmd Rifle team	11.3% 180
Player note: Minus Commander 5p	6	OQF 6 pdr gun (late)	
Mortar Platoon (51st) p.147	1	Cmd Rifle team	9.7% 155
Player note: Minus 3 observer & 1 commander 20p	3	Observer Rifle team	
	6	ML 3" Mk II Mortar	
SUPPORT PLATOONS			
Independent Armoured Platoon (4th-7th) p.130	2	Sherman I or II or III	13.2% 210
CONFIDENT TRAINED	1	Firefly VC	
Independent Armoured Platoon (4th-7th) p.130	1	Sherman I or II or III	13.5% 215
CONFIDENT TRAINED	1	Sherman I or II or III with .50 cal AA MG	
	1	Firefly VC	
Infantry Field Battery, Royal Artillery (51st) p.156	3	Cmd Rifle team	17.6% 280
	1	Staff team	
	2	Observer Rifle team	
	2	OP Carrier	
	8	OQF 25 pdr gun	
Corps Field Battery, Royal Artillery p.159	3	Cmd Rifle team	15% 240
CONFIDENT TRAINED	1	Staff team	
Player note: Minus staff, 2 observer & 3 commander 30p	2	Observer Rifle team	
	2	OP Carrier	
	8	OQF 25 pdr gun	

Overlord book - British Late-War - v4

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					
Firefly VC	Standard Tank	6	4	1	Co-ax MG, Tow hook.
<i>OQF 17 pdr gun</i>	<i>32"/80cm</i>	<i>2</i>	<i>14</i>	<i>3+</i>	<i>No HE, Semi-indirect fire.</i>
Sherman I or II or III	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>
Sherman I or II or III with .50 cal AA MG	Standard Tank	6	4	1	Co-ax MG, Hull MG, Tow hook, .50 cal AA MG.
<i>M3 75mm gun</i>	<i>32"/80cm</i>	<i>2</i>	<i>10</i>	<i>3+</i>	<i>Semi-indirect fire, Smoke.</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.
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.
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	

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

Corps Field Battery, Royal Artillery - p.159

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

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.