

# TANK SQUADRON (SECOND)

VELINI\_GIACOMO\_UK\_GT\_2017

CONFIDENT

TRAINED

TANK COMPANY

POINTS

1535

PLATOON	QTY	UNIT	POINTS
<b>HEADQUARTERS</b>			
Tank Squadron HQ (Second) p.125	2	Churchill V CS with applique armour	7.8% 120
<b>COMBAT PLATOONS</b>			
Tank Platoon (Second) p.125	2	Churchill VI with applique armour	17.6% 270
	1	Churchill III or IV (late) with applique armour	
Tank Platoon (Second) p.125	2	Churchill VI with applique armour	17.6% 270
	1	Churchill III or IV (late) with applique armour	
<b>WEAPONS PLATOONS</b>			
Tank Recce Platoon (Second) p.126	3	Stuart III	6.8% 105
<b>SUPPORT PLATOONS</b>			
Corps Anti-tank Platoon (SP), Royal Artillery p.158	4	M10C 17 pdr SP	17.3% 265
Breaching Group p.70	1	Sherman V	12.7% 195
	2	Sherman Crab	
	4	AVRE	
Infantry Field Battery, Royal Artillery (15th) p.156	2	Cmd Rifle team	9.1% 140
	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

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>	
<b>LIGHT TANKS</b>					
Stuart III	Light Tank	3	2	1	Co-ax MG, Hull MG.
<i>M6 37mm gun</i>	<i>24"/60cm</i>	<i>2</i>	<i>7</i>	<i>4+</i>	
<b>MEDIUM TANKS</b>					
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>
<b>INFANTRY TANKS</b>					
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 V CS with applique armour	Slow Tank	9	7	2	Co-ax MG, Hull MG, Protected ammo, Tow hook, Wide tracks.
<i>OQF 95mm CS howitzer</i>	<i>24"/60cm</i>	<i>2</i>	<i>7</i>	<i>3+</i>	<i>Smoke.</i>
<i>Firing bombardments</i>	<i>48"/120cm</i>	<i>-</i>	<i>3</i>	<i>4+</i>	<i>Smoke Bombardment.</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>
<b>SELF-PROPELLED ANTI-TANK GUNS</b>					
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>
<b>ENGINEERING TANKS</b>					
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>

## 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.

## INFANTRY TEAMS

Team	Range	ROF	Anti-tank	Firepower	Notes
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
Troop, OP, Mortar, or Loyd Carrier	Half-tracked	0	0	0	

## 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	Notes
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).

### **Infantry Field Battery, Royal Artillery (15th) - p.156**

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

### **Tank Recce Platoon (Second) - p.126**

A Tank Recce Platoon is a Reconnaissance Platoon

### **Tank Squadron HQ (Second) - p.125**

A Tank Squadron HQ requires two Churchill V CS tanks to have a 2iC Command team. If a Tank Squadron HQ only has a single Churchill V CS tank, it is just a half squadron and does not have a 2iC Command Team.

Support platoons can be from any division, but all platoons with a Rifle Company division symbol must have the same symbol.