

Tank Squadron (6)

Confident Trained

British Late-War

Tank Company

Platoon	Qty	Unit	Points
Headquarters			
Tank Squadron HQ (6) - p.125	2	Churchill V CS with applique armour	130
Combat Platoons			
Tank Platoon (6) - p.125	2 1	Churchill VI with applique armour Churchill III or IV (late) with applique armour	280
Tank Platoon (6) - p.125	2 1	Churchill VI with applique armour Churchill III or IV (late) with applique armour	280
Support Platoons			
Corps Anti-tank Platoon (SP), Royal Artillery - p.158	4	M10C 17 pdr SP	265
Crocodile Tank Platoon - p.157	2	Churchill Crocodile	265
Carrier Platoon (50th) - p.145	2 1	Universal Carrier with .50 cal MG Universal Carrier with PIAT anti-tank projector	115
Confident Veteran			
Corps Field Battery, Royal Artillery - p.159	2 1 1 1 4	Cmd Rifle team Staff team Observer Rifle team OP Carrier OQF 25 pdr gun	140
Air Observation Post - p.161	1	Auster AOP	25
Company Points:			1500

www.EasyArmy.com

Source document: Overlord book

Arsenal

Tank Teams

Name	Mobility	Front	Side	Top	Equipment and Notes
Weapon	Range	ROF	Anti-tank	Firepower	
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 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>4</i>	<i>5+</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>
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>-</i>	<i>5+</i>	<i>Hull-mounted, Flame-thrower, Fuel trailer</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>
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>
Universal Carrier with PIAT anti-tank projector	Half-tracked	0	0	0	Hull MG, Recce.
<i>With PIAT anti-tank projector</i>	<i>8"/20cm</i>	<i>1</i>	<i>10</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	-	4	5+	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	

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.

EASYARMY.COM

Special Rules

Carrier Platoon (50th) - p.145

Carrier Patrols equipped with Universal Carriers are Reconnaissance Platoons.

Carrier Patrols equipped with Wasp Carriers are not Reconnaissance Platoons.

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

Corps Field Battery, Royal Artillery - p.159

Although an Corps Field Battery, Royal Artillery is a single Support choice, each Gun Troop operates as a separate platoon with its own Command team. The Command team and Staff team of the HQ Troop must be attached to a Gun Troop from its battery at the start of the game before deployment, see the British Artillery special rules on page 248 of the rulebook.

Crocodile Tank Platoon - p.157

Fuel Trailer

Churchill Crocodile tanks are not affected by the Fuel Tanks rule like normal tank flame-throwers.

In addition, Crocodile Tank Platoons may not launch assaults, nor may they Counterattack if assaulted.

A force with a Crocodile Tank Platoon may not use the Night Attack special rule. Instead they Always Attack (use page 257 of the rulebook).

Tank Squadron HQ (6) - 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.

All Guards platoons except those in the Armoured Divisional Support (page 117 to 121) may re-roll any failed Platoon Morale Checks. A Guards Company Command team may re-roll Company Morale Checks.

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