

# Assault Company (C3rd)

Confident Trained

Beach assault odit 2700 points

Canadian Late-War

Infantry Company

Platoon	Qty	Unit	Points
<b>Headquarters</b>			
Assault Company HQ (C3rd) - p.61	2	Cmd Rifle team	25
<b>Combat Platoons</b>			
Assault Platoon (C3rd) - p.61	1	Cmd Rifle/MG team	150
	1	PIAT team	
	1	Light Mortar team	
	6	Rifle/MG team	
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	1	Light Mortar team	
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<b>Warrior</b>			
CSM Stan Hollis, VC (3rd-15th-C3rd) - p.55 <b>Fearless Veteran</b>	1	CSM Stan Hollis VC	45
<b>Weapons Platoons</b>			
Assault Carrier Platoon (C3rd) - p.62	6	Universal Carrier with .50 cal MG	305
	3	Universal Carrier with PIAT anti-tank projector	
Assault Mortar Platoon (C3rd) - p.63	1	Cmd Rifle team	145
	3	Observer Rifle team	
	6	ML 3" Mk II Mortar	
<b>Brigade Support</b>			
Assault Machine-gun Platoon (C3rd) - p.65	1	Cmd Rifle team	150
	1	Troop Carrier	
	4	Vickers HMG	
	4	MMG Carrier	
Assault Heavy Mortar Platoon (C3rd) - p.65	1	Cmd Rifle team	130
	1	Observer Rifle team	
	4	ML 4.2" Mortar	
<b>Support Platoons</b>			
Independent Armoured Platoon (C2) - p.130	3	DD Sherman with .50 cal AA MG	205
Crocodile Tank Platoon - p.157	2	Churchill Crocodile	265
Breaching Group - p.70	1	Sherman V	195
	2	Sherman Crab	
	4	AVRE	
Corps Anti-tank Platoon (SP), Royal Artillery - p.158	4	M10C 17 pdr SP	265
Naval Gunfire Support - p.161	12	Heavy Cruiser	300
Air Support - p.161	7	Priority Air Support Typhoon	220
<b>Company Points:</b>			<b>2700</b>

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Source document: Overlord book

**Arsenal**

Tank Teams						
Name	Mobility	Front	Side	Top	Equipment and Notes	
Weapon	Range	ROF	Anti-tank	Firepower		
<b>Medium Tanks</b>						
DD Sherman with .50 cal AA MG	Standard Tank	6	4	1	Co-ax MG, DD tank, .50 cal AA MG.	
<i>M3 75mm gun</i>	<i>32"/80cm</i>	<i>2</i>	<i>10</i>	<i>3+</i>	<i>Smoke, Semi-indirect fire.</i>	
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 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>	
<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>	
<b>Reconnaissance</b>						
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>	
<b>Gun Teams</b>						
Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
ML 4.2" Mortar	Light	48"/120cm	-	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	-	2	6+	Smoke bombardment.
Vickers HMG	Man-packed	24"/60cm	6	2	6+	ROF 3 when pinned down or moving.
Firing bombardments		40"/100cm	-	-	++	
<b>Naval Gun Fire Support</b>						
Team	Range	ROF	Anti-tank	Firepower	Notes	
Heavy Cruiser	112"/280cm	-	6	1+	12-gun battery, Naval Gunfire Support.	
<b>Infantry Teams</b>						
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+		
SMG team	4"/10cm	3	1	6+	Full ROF when moving.	
<b>Transport Teams</b>						
Vehicle	Mobility	Front	Side	Top	Equipment and Notes	
MMG Carrier	Half-tracked	0	0	0	HMG Carrier, Passenger-fired hull MG.	
Troop, OP, Mortar, or Loyd Carrier	Half-tracked	0	0	0		
<b>Aircraft</b>						
Aircraft	Weapon	To-Hit	Anti-tank	Firepower	Notes	
<i>Typhoon</i>	<i>Cannon</i>	<i>3</i>	<i>8</i>	<i>5+</i>		
	<i>Rockets</i>	<i>3</i>	<i>6</i>	<i>3+</i>		

## Vehicle Machine-guns

<i>Weapon</i>	<i>Range</i>	<i>ROF</i>	<i>Anti-tank</i>	<i>Firepower</i>	
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.

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### Special Rules

#### Assault Carrier Platoon (C3rd) - p.62

Carrier Patrols are Reconnaissance Platoons.

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

#### Assault Company HQ (C3rd) - p.61

Canadian companies use all of the British special rules, except for British Bulldog.

Canadian Platoons do not use the British Bulldog special rule. Instead any Canadian Platoon that is Pinned Down may re-roll failed Motivation tests to rally from being Pinned Down or remount vehicles after being Bailed Out.

Canadian Platoons use the German Mission Tactics special rule.

Company Command teams from an Assault Company re-roll the first (but only the first) Company Morale Check they are required to take.

If a 2iC Command team with a Bagpiper is Destroyed by enemy shooting, the enemy rolls to Destroy the 2iC Command team using the Warrior Infantry Team Casualties rule on page 106 of the rulebook. However, instead of requiring a 4+ to Destroy the 2iC Command team, the enemy player needs to roll a 5+ to Destroy the team.

Any hits on the 2iC Command team do not count towards Pinning Down the platoon or making it Fall Back from Defensive Fire.

#### Breaching Group - p.70

A force that includes a Breaching Group Always Attacks and, if it is an Infantry Company, is considered a Mechanised Company for the purpose of the Armoured Reserves rule found on page 269 of the rulebook. Teams from a Breaching Group may only be held in Reserves in missions with the Mobile Reserves special rule.

Although a Breaching Group is a single Support choice, each Section operates as a separate platoon with its own Command team. The D7 Bulldozer is an Independent Tank team.

An AVRE may attempt to gap an Obstacle. The AVRE must not move in the Movement Step, and must be able to draw a Line of Sight to an Obstacle and be within 4"/10cm of it to attempt to gap it.

Roll a Skill Test for the AVRE in the Shooting Step instead of shooting.

If the test is successful, the Obstacle is removed (unless it is a Street barricade, in which case it is gapped).

Otherwise, it remains intact.

Any Armoured vehicle hit by a Petard mortar uses its Top armour rating for its Armour Saves.

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.

At the start of the game after Fortifications (if any) are placed, but before Deployment, you may elect to mount a Fascine or Assault Bridge on any or all of your AVsRE. An AVRE that has a Fascine or Assault Bridge mounted cannot shoot. In addition, an AVRE that has an Assault Bridge mounted is Overloaded rather than Wide-tracked.

Fascinies act as Assault Bridges (see page 226 of the rulebook), but may only be used to bridge ditches and craters.

An AVRE may abandon its Fascine or Assault Bridge instead of shooting, removing the Fascine or Assault Bridge from play.

Sherman Crab Platoons use the rules for Mine Flails and Rollers on page 226 of the rulebook.

Teams from all Sections of a Breaching Group are always Non-assaulting teams when involved in an assault. However, a D7 Bulldozer may assault Bunkers as normal.

The Petard mortar shoots as a normal (although very short-ranged) gun.

#### 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).

**CSM Stan Hollis, VC (3rd-15th-C3rd) - p.55**

CSM Stan Hollis is a Warrior Command SMG team rated Fearless Veteran. CSM Stan Hollis can join an Assault Platoon (page 61) or Rifle Platoon (page 144) from the 50th (Northumbrian) Division for +55 points, from the British 3rd or 15th (Scottish) Divisions, or 3rd Canadian Infantry Division for +45 points, or from a Rifle Platoon (page 144) from the British 51st (Highland) Division for +100 points.

Hollis and any platoon be Joined pass Motivation tests on a roll of 3+.

Hollis hits on a roll of 2+ in assault combat.

**Naval Gunfire Support - p.161****Naval Gunfire Support**

If you have Naval Gunfire Support, your force will field an NGFS Air Observation Post or NGFS Observer Rifle team that can only Spot for an artillery battery of Confident Trained Naval Guns. The guns are not deployed on the table, but have the range to hit any target on the table. They do not have a Staff team.

When firing an Artillery Bombardment with Naval Gunfire Support, position the Artillery Template with the sides parallel to the table edges. Naval Gunfire Support always uses the smallest Artillery Template available, electing to re-roll misses rather than use a larger Template.