

Death or Glory Squadron

Confident Trained

Tunisia

British

Mid-War

Tank Company

Platoon	Qty	Unit	Points
Headquarters			
Death or Glory Squadron HQ - p.161	2	Valentine III	210
	2	Crusader II CS	
Combat Platoons			
Valentine Armoured Platoon (1st Army) - p.161	3	Valentine III	170
Valentine Armoured Platoon (1st Army) - p.161	3	Valentine III	170
Crusader Armoured Platoon (1st Army) - p.161	3	Crusader III	155
Crusader Armoured Platoon (1st Army) - p.161	3	Crusader III	155
Divisional Support			
Tank Platoon (with Lee or Stuart tanks) - p.237 Allied Platoon	5	M3 Lee	410
Motor Platoon (1st Army) - p.167	1	Cmd MG team	140
	1	Light Mortar team	
	3	Anti-tank Rifle team	
	3	MG team	
	4	15 cwt truck	
Armoured Car Platoon (1st Army) - p.177	1	Daimler I	85
	1	Humber III	
	1	Daimler Dingo	
Royal Horse Artillery Battery (1st Army) - p.185 Fearless Trained	2	Cmd Rifle team	330
	1	Staff team	
	2	Observer Rifle team	
	2	15 cwt truck	
	3	White scout car	
	8	OQF 25 pdr gun	
	8	Quad tractor	
Air Support (1st Army) - p.182	5	Limited Air Support Hurricane II B	130
Anti-tank Platoon, Royal Artillery (1st Army) - p.183	1	Cmd Rifle team	140
	1	Jeep	
	4	6 pdr portee	
Company Points:			2095

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Source document: North Africa

Arsenal

Tank Teams						
Name	Mobility	Front	Side	Top	Equipment and Notes	
Weapon	Range	ROF	Anti-tank	Firepower		
Tanks						
M3 Lee	Standard Tank	5	3	1	Co-ax MG, Cupola MG.	
<i>M6 37mm gun</i>	<i>24"/60cm</i>	<i>3</i>	<i>7</i>	<i>4+</i>	<i>Stabiliser.</i>	
<i>M2 75mm gun</i>	<i>32"/80cm</i>	<i>2</i>	<i>9</i>	<i>3+</i>	<i>Hull-mounted, Smoke, Stabiliser.</i>	
Cruiser Tanks						
Crusader II CS	Standard Tank	4	2	1	Co-ax MG, Fast tank, Unreliable.	
<i>OQF 3" Howitzer</i>	<i>24"/60cm</i>	<i>2</i>	<i>5</i>	<i>3+</i>	<i>Smoke.</i>	
<i>Firing bombardments</i>	<i>40"/100cm</i>	<i>-</i>	<i>3</i>	<i>6+</i>	<i>Smoke bombardment.</i>	
Crusader III	Standard Tank	4	2	1	Co-ax MG, Fast tank, Unreliable.	
<i>OQF 6 pdr gun</i>	<i>24"/60cm</i>	<i>2</i>	<i>10</i>	<i>4+</i>	<i>No HE.</i>	
Valentine III	Slow Tank	6	5	1	Co-ax MG.	
<i>OQF 2pdr</i>	<i>24"/60cm</i>	<i>3</i>	<i>7</i>	<i>4+</i>	<i>No HE.</i>	
Self-propelled Anti-tank Guns						
6 pdr portee	Wheeled	-	-	-	AA MG, Gun shield, Tip and Run.	
<i>OQF 6 pdr gun</i>	<i>24"/60cm</i>	<i>3</i>	<i>10</i>	<i>4+</i>	<i>Hull-mounted, No HE, Portee.</i>	
Reconnaissance						
Daimler Dingo	Jeep	1	0	0	AA MG, Recce.	
Armoured Cars						
Daimler I	Wheeled	1	0	0	Co-ax MG, Recce.	
<i>OQF 2 pdr gun</i>	<i>24"/60cm</i>	<i>2</i>	<i>7</i>	<i>4+</i>	<i>No HE.</i>	
Humber II or III	Wheeled	1	0	0	Co-ax MG.	
<i>Besa 15mm gun</i>	<i>16"/40cm</i>	<i>3</i>	<i>5</i>	<i>5+</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.
<i>Firing bombardments</i>		<i>80"/200cm</i>	<i>-</i>	<i>4</i>	<i>5+</i>	<i>Smoke bombardment.</i>
Infantry Teams						
Team	Range	ROF	Anti-tank	Firepower	Notes	
Anti-tank Rifle team	16"/40cm	1	4	5+	Tank Assault 3.	
Light Mortar team	16"/40cm	1	1	4+	Smoke, Can fire over friendly teams.	
MG team	16"/40cm	3	2	6+	ROF 2 when pinned down.	
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	
White scout car	Jeep	1	0	0		
CMP, Bedford, or Cut-down 15cwt or 3-ton truck	Wheeled	-	-	-		
Trucks						
Jeep	Jeep	-	-	-		
Morris 15 cwt truck	Wheeled	-	-	-		
Quad tractor	Wheeled	-	-	-		
Aircraft						
Aircraft	Weapon	To-Hit	Anti-tank	Firepower	Notes	
<i>Hurricane II B</i>	<i>MG</i>	<i>2</i>	<i>3</i>	<i>5+</i>		
	<i>Bombs</i>	<i>4</i>	<i>5</i>	<i>2+</i>		
Vehicle Machine-guns						
Weapon	Range	ROF	Anti-tank	Firepower	Notes	
Vehicle MG	16"/40cm	3	2	6	ROF 1 if other weapons fire.	

Special Rules

Anti-tank Platoon, Royal Artillery (1st Army) - p.183

British Portee anti-tank guns use the Tip and Run special rule on page 246 of the rulebook.

Armoured Car Platoon (1st Army) - p.177

Armoured Car Platoons are Reconnaissance Platoons.

Royal Horse Artillery Battery (1st Army) - p.185

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

Royal Horse Artillery Batteries are Horse Artillery Platoons (see page 118 of the rulebook).

Royal Horse Artillery Batteries may not use the Combined Bombardment and Mike Target special rules (see page 248 of the rulebook).

Tank Platoon (with Lee or Stuart tanks) - p.237

Don't forget that your M3 Lee tanks can fire both their 75mm main gun and the 37mm turret gun at the same time using the Multiple Weapons rule on page 85 of the rulebook.