

### 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.

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## Special Rules

### Assault Field Battery (SP), Royal Artillery (3rd) - p.53

#### British Artillery

An Assault Field Battery (SP), Royal Artillery uses the British Artillery special rules.

#### Combined Bombardment

The Gun Troop with the battery's Staff team, or any other Gun Team within Command Distance of the battery's Staff team, may act as the base of a Combined Bombardment using the Mixed Bombardment rule on page 131 of the rulebook. Any other Gun Troops from the battery (whether or not they are near the Staff team) may join the base troop before rolling to Range In and fire as a single combined Artillery Battery.

If a Gun Troop from another battery that has the Combined Bombardment special rule has a Staff team or is within Command Distance of its Staff team, it may also be combined into the Bombardment, along with any other Gun Troops from its battery.

#### Eight-Gun or Twelve-Gun Batteries

British Artillery Batteries with Staff teams use the Independent Command, Combined Bombardment, and Mike Target special rules.

#### Independent Command

The battery's Staff team must be attached to a Gun Troop from its battery at the start of the game before deployment. However, any Gun Troop within Command Distance of the battery's Staff team, counts as having a Staff team (allowing it to use the All Guns Repeat! rule).

If the battery has an HQ Troop Command team, it must also be attached to a Gun Troop from its battery at the start of the game before deployment, becoming the Platoon Command team for the Gun Troop. If the HQ Troop Command team is Destroyed, the original Platoon Command team resumes that role.

#### Mike Target

A battery may re-roll their first failed attempt to Range In. If they fail on the re-roll, they still have two more ranging attempts left as normal. They do not get a re-roll on their second or third attempts.

When a battery repeats the Bombardment using the All Guns Repeat! Rule (see page 128 of the rulebook), the entire regiments joins in. As a result any teams caught under the Bombardment must re-roll successful Saves.

Some rules refer to Bombardments using the Mike Target special rule as Stonks or Murders.

Observer Sherman tanks cannot launch assaults.