

L2024 - Robby2 - Recce Squadron - M4 Sherman Tank Company (Allied)

D-Day: British Force

Support		British	57	
Crocodile Flame-tank Platoon	LB172	21		
3x Crocodile (75mm & Flame-thrower)	21			
M10 SP Anti-tank Platoon	LB122	18		
4x M10 (17 pdr)	18			
M10 SP Anti-tank Platoon	LB122	18		
4x M10 (17 pdr)	18			
D-Day British Command Cards		British	1	
Lucky		1		
Command Card Lucky	1			
Recce Squadron		British	15	
Recce Squadron		1		
1x Daimler (2 pdr)	1			
Daimler Armoured Car Troop	LB178	2		
2x Daimler (2 pdr)				
1x Dingo (MG)	2			
Daimler Armoured Car Troop	LB178	2		
2x Daimler (2 pdr)				
1x Dingo (MG)	2			
Universal Carrier Patrol	LB144	2		
3x Universal Carrier (MG)	2			
Universal Carrier Patrol	LB144	2		
3x Universal Carrier (MG)	2			
Motor Platoon	LB153	6		
4x Bren Gun team				
1x PIAT anti-tank team				
1x 2-inch mortar	6			
M4 Sherman Tank Company (Allied Formation)		U.S.	LU100	32
M4 Sherman Tank Company HQ	LU100	7		
2x M4 Sherman (75mm)	7			
M4 Sherman Tank Platoon	LU101	10		
3x M4 Sherman (75mm)	10			
M4 Sherman Tank Platoon	LU101	10		
3x M4 Sherman (75mm)	10			
Armoured 81mm Mortar Platoon	LU113	2		
3x M4 (81mm mortar)	2			
T30 75mm Assault Gun Platoon	LU114	3		
3x T30 (75mm)	3			
D-Day-British		Unit Count: 15		Total Points : 105

Card List:

Lucky
 Recce Squadron
 LB122 M10 SP Anti-tank Platoon
 LB144 Universal Carrier Patrol
 LB153 Motor Platoon
 LB172 Crocodile Flame-tank Platoon
 LB178 Daimler Armoured Car Troop
 LU100 M4 Sherman Tank Company HQ
 LU101 M4 Sherman Tank Platoon
 LU113 Armoured 81mm Mortar Platoon
 LU114 T30 75mm Assault Gun Platoon

Pick List:

1 2-inch mortar team
 4 Bren Gun team
 3 Crocodile (75mm & Flame-thrower)
 5 Daimler (2 pdr)
 2 Dingo (MG)
 8 M10 (17 pdr)
 3 M4 (81mm mortar)
 8 M4 Sherman (75mm)
 1 PIAT anti-tank team
 3 T30 (75mm)
 6 Universal Carrier (MG)

LUCKY

I'd rather have a lucky general than a good one.

Discard this card to re-roll any one die. The second result must be used.

British, Force, Limited

1 POINTS

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RECCE SQUADRON

The infantry division's reconnaissance regiment had an interesting organisation with each squadron having a mix of armoured car patrols and scout carrier patrols backed up by an assault troop of motorised infantry.

Your Force includes one Recce Squadron, which is a Formation containing:


- 1 HQ Unit of 1x Daimler (2 pdr) armoured cars from (LB178) for +1 points.
- 2-3 Daimler Armoured Car Troop (LB178).
- 2-6 Universal Carrier Patrol (LB144).
- 0-1 Motor Platoon (LB153).
- 0-1 Motor 6pdr Anti-tank Platoon (LB154).
- 0-1 3-inch Mortar Platoon (LB109).

British, Build, Formation, Limited

0 POINTS

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M10
SP ANTI-TANK TROOP



• TANK UNIT •

IS HIT ON
CAREFUL 4+

MOTIVATION
CONFIDENT 4+
SP Gun
Counter attack
6


SKILL
TRAINED 4+
SP Gun
Assault
5+

ARMOUR
FRONT 5
SIDE & REAR 2
TOP 0

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25CM	14"/35CM	18"/45CM	20"/50CM	3+

WEAPON	RANGE	HALTED	ROF	MOVING	ANTI-TANK	FIRE POWER	NOTES
M10 (17 pdr)	36"/90CM	2	1	1	14	3+	No HE
M10 (3-inch)	36"/90CM	2	1	1	12	3+	No HE
M10 (.50 cal MG)	20"/50CM	3	2	2	4	5+	Self-defence AA

M10
SP ANTI-TANK TROOP



SP ANTI-TANK TROOP

SPECIAL RULES
No HE: No HE targeting. Infantry or Guns adds +1 to the score needed To Hit.
Self-defence AA: Weapon can fire at Aircraft with ROF 1.

4x M10 (17 pdr)
2x M10 (17 pdr)

4x M10 (3-inch)
2x M10 (3-inch)

18 POINTS
9 POINTS
16 POINTS
8 POINTS

LB122



MOTOR PLATOON



MOTIVATION

CONFIDENT 4+

3+
Building
Counterattack
Mor./Theory
Rally

4+
Deadly
Assault



IS HIT ON
CAREFUL 4+

SAVE
 3+
Infantry

TACTICAL	8"/20CM	TERRAIN DASH	8"/20CM	CROSS COUNTRY DASH	12"/30CM	ROAD DASH	12"/30CM	CROSS	AUTO
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WEAPON	Bren Gun team	16"/40CM	3	2	2	6	Assault 4+, Slow Firing Assault 4+, Overhead Fire, Slow Firing
	PLAT anti-tank team	8"/20CM	1	1	10	5+	
	2-inch mortar	16"/40CM	1	1	2	4+	



MOTOR PLATOON



MOTOR PLATOON

- 4x Bren Gun team
- 1x PLAT anti-tank team
- 1x 2" mortar
- 3x Bren Gun team
- 1x PLAT anti-tank team
- 1x 2" mortar

6 POINTS

5 POINTS

SPECIAL RULES

Assault 4+: Team hits on 4+ in Assaults.
Overhead Fire: Can Shoot over friendly teams.
Slow Firing: +1 To Hit for Moving ROF.

B153



UNIVERSAL CARRIER PATROL



• TANK UNIT • SCOUT • SPEARHEAD •

MOTIVATION
CONFIDENT 4+

6
Scout
Counterattack

5+
Scout
Last Stand



IS HIT ON
CAREFUL 4+

ARMOUR
FRONT **1**
SIDE & REAR **0**
TOP **0**

TACTICAL	10"/25CM	TERRAIN DASH	14"/35CM	CROSS COUNTRY DASH	20"/50CM	ROAD DASH	24"/60CM	CROSS	4+
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WEAPON	Universal Carrier (MG)	16"/40CM	3	3	2	6	Forward Firing
OPTIONAL	PLAT anti-tank	8"/20CM	1	1	10	5+	



UNIVERSAL CARRIER PATROL



UNIVERSAL CARRIER PATROL

- 3x Universal Carrier (MG) **2 POINTS**
- OPTIONS**
- Arm any or all Universal Carrier (MG) with PLAT anti-tank for +1 point each.

SPECIAL RULES

Forward Firing: Weapon can only hit targets fully in front of the Team.
Scout: Team can remain Gone to Ground while moving.
Slow Firing: +1 To Hit for Moving ROF.
Spearhead: Unit can move before the game to expand the Deployment Area.

B144



DAIMLER

ARMOURD CAR TROOP

MOTIVATION

CONFIDENT 4+

Scout
Counterattack

Scout
Last Stand

6
5+

VETERAN 3+

Scout
Assault



IS HIT ON

CAREFUL 4+

ARMOUR

FRONT 1

SIDE & REAR 1

TOP 0

+

+

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M4 SHERMAN



MOTIVATION

CONFIDENT 4+

*Blood 'n' Guts
Last Stand*

3+

TRAINED 4+



• TANK UNIT •

IS HIT ON
AGGRESSIVE 3+

ARMOUR

FRONT 6

SIDE & REAR 4

TOP 1

TACTICAL

10"/25CM

TERRAIN DASH

12"/30CM

GROSS COUNTRY DASH

18"/45CM

ROAD DASH

20"/50CM

CROSS

3+

WEAPON

M4 Sherman (75mm)

28"/70CM

2

2

2

10

3+

Smoke, Stabiliser

M4 Sherman (.50 cal MG)

20"/50CM

3

2

2

4

5+

Self-defence AA

M4 Sherman (MGs)

16"/40CM

2

2

2

2

6

NOTES

ANTI-TANK POWER

HALTED MOVING

ROF



M4 SHERMAN



MOTIVATION

CONFIDENT 4+

*Blood 'n' Guts
Last Stand*

3+

TRAINED 4+



• TANK FORMATION •

IS HIT ON
AGGRESSIVE 3+

ARMOUR

FRONT 6

SIDE & REAR 4

TOP 1

TACTICAL

10"/25CM

TERRAIN DASH

12"/30CM

GROSS COUNTRY DASH

18"/45CM

ROAD DASH

20"/50CM

CROSS

3+

WEAPON

M4 Sherman (75mm)

28"/70CM

2

2

2

10

3+

Smoke, Stabiliser

M4 Sherman (.50 cal MG)

20"/50CM

3

2

2

4

5+

Self-defence AA

M4 Sherman (MGs)

16"/40CM

2

2

2

2

6

NOTES

ANTI-TANK POWER

HALTED MOVING

ROF



M4 SHERMAN



MOTIVATION

CONFIDENT 4+

*Blood 'n' Guts
Last Stand*

3+

TRAINED 4+



• TANK UNIT •

IS HIT ON
AGGRESSIVE 3+

ARMOUR

FRONT 6

SIDE & REAR 4

TOP 1

TACTICAL

10"/25CM

TERRAIN DASH

12"/30CM

GROSS COUNTRY DASH

18"/45CM

ROAD DASH

20"/50CM

CROSS

3+

WEAPON

M4 Sherman (75mm)

28"/70CM

2

2

2

10

3+

Smoke, Stabiliser

M4 Sherman (.50 cal MG)

20"/50CM

3

2

2

4

5+

Self-defence AA

M4 Sherman (MGs)

16"/40CM

2

2

2

2

6

NOTES

ANTI-TANK POWER

HALTED MOVING

ROF



M4 SHERMAN



M4 SHERMAN

TANK PLATOON

TANK COMPANY HQ

2x M4 Sherman (75mm)

7 POINTS

SPECIAL RULES

Self-defence AA: Weapon can Shoot at Aircraft with ROF 1.

Smoke: Can Shoot Smoke ammunition. **Stabiliser:** +1 To Hit for Moving ROF.



M4 SHERMAN



MOTIVATION

CONFIDENT 4+

*Blood 'n' Guts
Last Stand*

3+

TRAINED 4+



• TANK UNIT •

IS HIT ON
AGGRESSIVE 3+

ARMOUR

FRONT 6

SIDE & REAR 4

TOP 1

TACTICAL

10"/25CM

TERRAIN DASH

12"/30CM

GROSS COUNTRY DASH

18"/45CM

ROAD DASH

20"/50CM

CROSS

3+

WEAPON

M4 Sherman (75mm)

28"/70CM

2

2

2

10

3+

Smoke, Stabiliser

M4 Sherman (.50 cal MG)

20"/50CM

3

2

2

4

5+

Self-defence AA

M4 Sherman (MGs)

16"/40CM

2

2

2

2

6

NOTES

ANTI-TANK POWER

HALTED MOVING

ROF



M4 SHERMAN



M4 SHERMAN

TANK PLATOON

TANK COMPANY HQ

2x M4 Sherman (75mm)

7 POINTS

SPECIAL RULES

Self-defence AA: Weapon can Shoot at Aircraft with ROF 1.

Smoke: Can Shoot Smoke ammunition. **Stabiliser:** +1 To Hit for Moving ROF.



M4 SHERMAN



MOTIVATION

CONFIDENT 4+

*Blood 'n' Guts
Last Stand*

3+

TRAINED 4+



• TANK UNIT •

IS HIT ON
AGGRESSIVE 3+

ARMOUR

FRONT 6

SIDE & REAR 4

TOP 1

TACTICAL

10"/25CM

TERRAIN DASH

12"/30CM

GROSS COUNTRY DASH

18"/45CM

ROAD DASH

20"/50CM

CROSS

3+

WEAPON

M4 Sherman (75mm)

28"/70CM

2

2

2

10

3+

Smoke, Stabiliser

M4 Sherman (.50 cal MG)

20"/50CM

3

2

2

4

5+

Self-defence AA

M4 Sherman (MGs)

16"/40CM

2

2

2

2

6

NOTES

ANTI-TANK POWER

HALTED MOVING

ROF



M4 SHERMAN



M4 SHERMAN

TANK PLATOON

TANK COMPANY HQ

2x M4 Sherman (75mm)

7 POINTS

SPECIAL RULES

Self-defence AA: Weapon can Shoot at Aircraft with ROF 1.

Smoke: Can Shoot Smoke ammunition. **Stabiliser:** +1 To Hit for Moving ROF.



M4 SHERMAN



MOTIVATION

CONFIDENT 4+

*Blood 'n' Guts
Last Stand*

3+

TRAINED 4+



• TANK UNIT •

IS HIT ON
AGGRESSIVE 3+

ARMOUR

FRONT 6

SIDE & REAR 4

TOP 1

TACTICAL

10"/25CM

TERRAIN DASH

12"/30CM

GROSS COUNTRY DASH

18"/45CM

ROAD DASH

20"/50CM



T30 75MM ASSAULT GUN PLATOON



MOTIVATION

CONFIDENT 4+

SP Gun
Counterattack
Blood 'n' Guts
Last Stand

3+

SKILL

TRAINED 4+

SP Gun
Assault



• TANK UNIT •

IS HIT ON
AGGRESSIVE 3+

ARMOUR

FRONT 1

SLIDE & REAR 0

TOP 0

TACTICAL

10"/25CM

TERRAIN DASH

10"/25CM

CROSS COUNTRY DASH

16"/40CM

ROAD DASH

32"/80CM

CROSS

4+

WEAPON

T30 (75mm)
or Direct Fire

RANGE

64"/160CM

HALTED MOVING

ARTILLERY

ANTI-TANK

2

FIRE POWER

4+

NOTES

Forward Firing,
Smoke Bombardment

T30 (.50 cal MG)

20"/50CM

2

1

6

3+

Forward Firing, Smoke

Self-defence AA



T30 75MM ASSAULT GUN PLATOON



T30 75MM
ASSAULT GUN PLATOON

3 POINTS

2 POINTS

T30 (75mm)
T30 (75mm)

SPECIAL RULES

Forward Firing: Weapon can only hit targets fully in front of the Team.

Self-defence AA: Weapon can Shoot at Aircraft with ROF 1.

Smoke: Can fire Smoke ammunition.

Smoke Bombardment: Once per game can fire a Smoke Bombardment.



ARMOURD 81MM MORTAR PLATOON



MOTIVATION

CONFIDENT 4+

SP Gun
Counterattack
Blood 'n' Guts
Last Stand

3+

SKILL

TRAINED 4+

SP Gun
Assault



• TANK UNIT •

IS HIT ON
AGGRESSIVE 3+

ARMOUR

FRONT 1

SLIDE & REAR 0

TOP 0

TACTICAL

10"/25CM

TERRAIN DASH

10"/25CM

CROSS COUNTRY DASH

16"/40CM

ROAD DASH

32"/80CM

CROSS

4+

WEAPON

M4 (81mm mortar)

RANGE

40"/100CM

HALTED MOVING

ARTILLERY

ANTI-TANK

1

FIRE POWER

4+

NOTES

Rear Firing, Smoke Bombardment

M4 (.50 cal MG)

20"/50CM

3

2

4

5+

Self-defence AA



ARMOURD 81MM MORTAR PLATOON



ARMOURD
81MM MORTAR PLATOON

2 POINTS

3x M4 (81mm mortar)

SPECIAL RULES

Rear Firing: Weapon can only hit targets fully to the rear of the Team.

Self-defence AA: Weapon can Shoot at Aircraft with ROF 1.

Smoke Bombardment: Once per game can fire a Smoke Bombardment.

U113

U114

