

ROB League 2024 (3)

D-Day: British Force

Rifle Company	British	LB140	43
Rifle Company HQ	LB140	2	
2x Sten SMG team	2		
Rifle Platoon	LB141	9	
7x Bren Gun & SMLE rifle team			
1x PIAT anti-tank team			
1x 2-inch mortar	9		
Rifle Platoon	LB141	9	
7x Bren Gun & SMLE rifle team			
1x PIAT anti-tank team			
1x 2-inch mortar	9		
Rifle Platoon	LB141	9	
7x Bren Gun & SMLE rifle team			
1x PIAT anti-tank team			
1x 2-inch mortar	9		
3-inch Mortar Platoon	LB109	6	
4x 3-inch mortar	6		
Wasp Carrier Patrol	LB145	4	
3x Wasp (Flame-thrower)	4		
Wasp Carrier Patrol	LB145	4	
3x Wasp (Flame-thrower)	4		
Support	British		49
Crocodile Flame-tank Platoon	LB172	21	
3x Crocodile (75mm & Flame-thrower)	21		
Priest Field Troop	LB116	16	
4x Priest (105mm)	16		
Veteran M24 Chaffee Tank Platoon (U.S. Allied Unit)	LU198	12	
3x M24 Chaffee (75mm)	12		
D-Day British Command Cards	British		0
51st Highland Division Bagpipes		2	
Command Card 51st Highland Division Bagpipes	2		
• Total cards: (1 selected)			
Sexton Field Troop		-2	
• Command Card Sexton Field Troop			
• Total cards: (1 selected)			
Recce Squadron	British		13
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		
Daimler Armoured Car Troop	LB178	2	
2x Daimler (2 pdr)			
1x Dingo (MG)	2		
Universal Carrier Patrol	LB144	4	
3x Universal Carrier (MG)	2		
• Arm any or all Universal Carrier (MG) with PIAT anti-tank for +1 point each. (2 selected)			
Universal Carrier Patrol	LB144	2	
3x Universal Carrier (MG)	2		
D-Day-British	Unit Count: 18		Total Points : 105

Card List:

51st Highland Division Bagpipes
 Recce Squadron
 Sexton Field Troop
 LB109 3-inch Mortar Platoon
 LB116 Priest Field Troop
 LB140 Rifle Company HQ
 LB141 Rifle Platoon
 LB144 Universal Carrier Patrol
 LB145 Wasp Carrier Patrol
 LB172 Crocodile Flame-tank Platoon
 LB178 Daimler Armoured Car Troop

Pick List:

3 2-inch mortar team
 4 3-inch mortar
 21 Bren Gun & SMLE rifle team
 3 Crocodile (75mm & Flame-thrower)
 7 Daimler (2 pdr)
 3 Dingo (MG)
 3 M24 Chaffee (75mm)
 3 PIAT anti-tank team
 4 Priest (105mm)
 2 Sten SMG team
 4 Universal Carrier (MG)

LU198 Veteran M24 Chaffee Tank Platoon

2 Universal Carrier (MG) with PIAT anti-tank
6 Wasp (Flame-thrower)

51ST HIGHLAND DIVISION
BAGPIPES

Some think that bagpipes are a terror weapon, designed to break the enemy's morale, but the Scots find them inspiring and will follow a piper into the heart of danger.

The Formation HQ Unit and any Infantry or Gun Unit from this Formation whose Unit Leader is within 6"/15cm of the Formation Commander Rally on a 4+.

**British, Build, Formation
(any Rifle Company), Title**

**2
POINTS**

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SEXTON FIELD TROOP

The Sexton is both mobile and deadly.

Your Force may replace any Priest Field Troop (LU116) with a Sexton Field Troop. The Sexton has the same ratings as the Priest except it has a different Armour rating and its weapons are:

WEAPON	RANGE	ROF		ANTI-TANK	FIRE-POWER
		HALTED	MOVING		
Sexton (25 pdr)	80"/200cm	ARTILLERY		3	4+
or Direct Fire	24"/60cm	2	1	9	3+

ARMOUR		
FRONT		1
SIDE & REAR		1
TOP		0

The Sexton (25 pdr) has the Forward Firing rule. When firing as Artillery, it has the Mike Target and Smoke Bombardment special rules.

British, Build, Unit

**-2
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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PRIEST FIELD TROOP

MOTIVATION

FEARLESS 3+

*SP Gun
Counterattack*

5+

SKILL

VETERAN 3+

*SP Gun
Assault*

5+



• TANK UNIT • MIKE TARGET •

IS HIT ON
CAREFUL 4+

ARMOUR

FRONT 3

**SLIDE &
REAR 1**

TOP 0

NOTES

TACTICAL

10"/25CM

TERRAIN DASH

12"/30CM

CROSS COUNTRY DASH

18"/45CM

ROAD DASH

20"/50CM

CROSS

3+

WEAPON

Priest (105mm)
or Direct Fire

RANGE

72"/180CM

HALTED ROF

ARTILLERY

MOVING

1 1

ANTI-TANK

3 9

FIRE-POWER

3+ 2+

NOTES

Forward Firing, Smoke
Bombardment,
Brutal, Forward Firing, Slow Firing,
Smoke
Self-defence AA

Priest (.50 cal MG)

20"/50CM

3

2

4

5+

Self-defence AA



PRIEST FIELD TROOP

ARMOUR

FRONT 3

**SLIDE &
REAR 1**

TOP 0

NOTES

Forward Firing, Smoke
Bombardment,
Brutal, Forward Firing, Slow Firing,
Smoke
Self-defence AA

Self-defence AA

Self-defence AA

Self-defence AA

Self-defence AA

Self-defence AA

SPECIAL RULES

Brutal: Infantry, Gun, and Unarmoured Tank Teams re-roll successful Saves.

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

Mike Target: When a Spotting Team Ranges In this Unit, it may immediately roll to Range In another Unit with Mike Target.

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

Slow Firing: +1 To Hit for Moving ROF.

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

Smoke: Can Shoot Smoke ammunition.

BT116



3-INCH MORTAR PLATOON

• INFANTRY UNIT • HEAVY WEAPON •

MOTIVATION
CONFIDENT 4+

SKILL
VETERAN 3+

*Heavy Weapon
Assault*

5+



IS HIT ON
CAREFUL 4+

SAVE

3+

Infantry

TACTICAL

4"/10CM

TERRAIN DASH

4"/10CM

CROSS COUNTRY DASH

6"/15CM

ROAD DASH

8"/20CM

CROSS

AUTO

WEAPON

3-inch mortar

RANGE

40"/100CM

HALTED ROF

ARTILLERY

MOVING

1 4+

ANTI-TANK

1 4+

FIRE-POWER

Smoke Bombardment

NOTES

Smoke Bombardment



3-INCH MORTAR PLATOON



3-INCH
MORTAR PLATOON

9 POINTS

6 POINTS

3 POINTS

6x 3-inch mortar

4x 3-inch mortar

2x 3-inch mortar

SPECIAL RULES

Heavy Weapon: Team cannot Charge Into Contact.

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

BT109



RIFLE PLATOON



MOTIVATION

CONFIDENT 4+

Buildlog
Counterattack
War theory
Rally
5+

TRAINED 4+
Deadly
Assault
3+



IS HIT ON
CAREFUL 4+

SAVE
 3+

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 & SMLE rifle team PLAT anti-tank team 2-inch mortar	RANGE	16"/40CM 8"/20CM 16"/40CM	HALTED	2 1 1	ROF MOVING	1 1 1	ANTI-TANK POWER	2 10 4+	FIRE	6 5+ Assault 4+, Slow Firing Assault 4+, Overhead Fire, Slow Firing	NOTES	
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RIFLE PLATOON



RIFLE PLATOON

7x Bren Gun & SMLE rifle team
1x PLAT anti-tank team
1x 2-inch mortar

9 POINTS

5x Bren Gun & SMLE rifle team
1x PLAT anti-tank team
1x 2-inch mortar

7 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.

B141



RIFLE COMPANY HQ



MOTIVATION

CONFIDENT 4+

Buildlog
Counterattack
War theory
Rally
5+

TRAINED 4+
Deadly
Assault
3+



IS HIT ON
CAREFUL 4+

SAVE
 3+

TACTICAL	8"/20CM	TERRAIN DASH	8"/20CM	CROSS COUNTRY DASH	12"/30CM	ROAD DASH	12"/30CM	CROSS	AUTO
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WEAPON	Sten SMG team	RANGE	4"/10CM	HALTED	3	ROF MOVING	3	ANTI-TANK POWER	1	FIRE	6	NOTES	Pinned ROF 1
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RIFLE COMPANY HQ



RIFLE COMPANY HQ

2x Sten SMG team

2 POINTS

SPECIAL RULES

Night Attack: May make a Night Attack if the defender has Minefields. Use Night Fighting Dawn rules. Units from Night Attack Formations move freely. Other Units cannot move out of Deployment Area until dawn.
Pinned ROF 1: Reduce ROF to 1 when Pinned Down.



D-DAY RIFLE COMPANY

FORMATION CONTAINS:

- 1 Rifle Company HQ (LB140)
- 2-3 Rifle Platoon (LB141)
- 0-1 3-inch Mortar Platoon (LB109)
- 0-2 Vickers Machine-gun Platoon (LB113) or MMG Carrier Platoon (LB142)
- 0-1 6 pdr Anti-tank Platoon (LB143)
- 0-2 Universal Carrier Patrol (LB144)
- 0-2 Universal Carrier Patrol (LB144) or Wasp Carrier Patrol (LB145)

B140



WASP CARRIER PATROL



MOTIVATION

CONFIDENT 4+

Flame Tank
Counterattack

5+
Flame Tank
Remount

SKILL

4+
Flame Tank
Assault



IS HIT ON

CAREFUL 4+

ARMOUR

FRONT 1

SIDE & REAR 0

TOP 0

SPECIAL RULES

Flame Tank: Team cannot Charge into Contact.

Flame-thrower: Infantry, Gun, and Unarmoured Tank Teams re-roll successful Saves. Armoured Tank Teams use Top armour for Saves. Unit is Pinned Down if Hit.

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

TACTICAL

10"/25CM

TERRAIN DASH

14"/35CM

CROSS COUNTRY DASH

20"/50CM

ROAD DASH

24"/60CM

CROSS

4+

WEAPON

Wasp (Flame-thrower)

RANGE

6"/15CM

HALTED

3

MOVING

3

ANTI-TANK

2

FIRE POWER

AUTO

NOTES

Flame-thrower, Forward Firing

B145



WASP CARRIER PATROL



WASP CARRIER PATROL

3x Wasp (Flame-thrower)

4 POINTS



UNIVERSAL CARRIER PATROL



• TANK UNIT • SCOUT • SPEARHEAD •

MOTIVATION

CONFIDENT 4+

Scout
Counterattack

5+
Scout
Last Stand

SKILL

4+
Scout
Assault



IS HIT ON

CAREFUL 4+

ARMOUR

FRONT 1

SIDE & REAR 0

TOP 0

UNIVERSAL CARRIER PATROL

B144

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

TACTICAL

10"/25CM

TERRAIN DASH

14"/35CM

CROSS COUNTRY DASH

20"/50CM

ROAD DASH

24"/60CM

CROSS

4+

WEAPON

Universal Carrier (MG)

Optional
PLAT anti-tank

RANGE

16"/40CM

8"/20CM

HALTED

3

1

MOVING

3

1

ANTI-TANK

2

10

FIRE POWER

6

5+

NOTES

Forward Firing
Slow Firing



DAIMLER

ARMoured CAR TROOP

• TANK UNIT • SCOUT • SPEARHEAD •

MOTIVATION
CONFIDENT 4+

Scout
Counterattack 6
Scout
Last Stand 5+

Skill
VETERAN 3+
Scout
Assault 4+



IS HIT ON
CAREFUL 4+

ARMOUR
FRONT 1
SIDE & REAR 1
TOP 0

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
8"/20CM	10"/25CM	14"/35CM	36"/90CM	4+

WEAPON	RANGE	HALTED	MOVING	ROF	ANTI-TANK POWER	FIRE	NOTES
Daimler (2 pdr)	24"/60CM	2	1	7	4+	Overworked	
Daimler (Littlejohn)	24"/60CM	2	1	8	4+	No HE, Overworked	
Daimler & Dingo (MG)	16"/40CM	3	3	3	2	6	



DAIMLER

ARMoured CAR TROOP

SPECIAL RULES

No HE: No HE targeting. Infantry or Guns adds +1 to the score needed To Hit.
Overworked: +1 To Hit for Moving ROF.
Scout: Team can remain Gone to Ground while moving.
Spearhead: Unit can move before the game to expand the Deployment Area.

- DAIMLER ARMoured CARTROOP**
- 1x Daimler (2 pdr)
 - 1x Daimler (Littlejohn)
 - 1x Dingo (MG)
 - 2x Daimler (2 pdr)
 - 1x Dingo (MG)
- OPTIONS**
- Add one Dingo (MG) for +1 point.
- POINTS**
- 3 POINTS
 - 2 POINTS



B178



CROCODILE

FLAME-TANK PLATOON

• TANK UNIT • FLAME TRAILERS •

MOTIVATION
CONFIDENT 4+

Flame Tank
Counterattack 6
Protected Ammo
Remount 3+

Skill
TRAINED 4+
Flame Tank
Assault 6



IS HIT ON
CAREFUL 4+

ARMOUR
FRONT 11
SIDE & REAR 8
TOP 1

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
8"/20CM	10"/25CM	14"/35CM	14"/35CM	3+

WEAPON	RANGE	HALTED	MOVING	ROF	ANTI-TANK POWER	FIRE	NOTES
Crocodile (75mm)	28"/70CM	2	1	10	3+	Smoke	
Crocodile (Flame-thrower)	6"/15CM	6	6	2	AUTO	Flame-thrower, Forward Firing	
Crocodile (MG)	16"/40CM	3	3	3	2	6	



CROCODILE

FLAME-TANK PLATOON



- CROCODILE FLAME-TANK PLATOON**
- 3x Crocodile (75mm & Flame-thrower)
 - 2x Crocodile (75mm & Flame-thrower)
- POINTS**
- 21 POINTS
 - 14 POINTS

SPECIAL RULES

Flame Trailers: Crocodiles cannot Charge into Contact and cannot Hold Objectives.
Flame-thrower: Infantry, Gun, and Unarmoured Tank Teams re-roll successful Saves. Armoured Tank Teams use Top armour for Saves. Unit is Pinned Down if Hit.
Forward Firing: Weapon can only hit targets fully in front of the Team.
Smoke: Can Shoot Smoke ammunition.

B172



M24 CHAFFEE

VETERAN TANK PLATOON



MOTIVATION

CONFIDENT 4+

Protected Ammo
Remount

3+

SKILL

TRAINED 4+

Yankee Ingenuity
Tactics

3+



• TANK UNIT •

IS HIT ON

CAREFUL 4+

ARMOUR

FRONT 4

SLIDE & REAR 3

TOP 1

TACTICAL

12"/30CM

TERRAIN DASH

14"/35CM

CROSS COUNTRY DASH

20"/50CM

ROAD DASH

28"/70CM

CROSS

3+

WEAPON

M24 Chaffee (75mm)

M24 Chaffee (.50 cal MG)

M24 Chaffee (MGs)

RANGE

28"/70CM

20"/50CM

16"/40CM

HALTED

2

3

2

MOVING

2

2

2

ANTI-TANK

10

4

2

FIRE POWER

3+

5+

6

NOTES

Smoke, Stabiliser

Self-defence AA



M24 CHAFFEE

VETERAN TANK PLATOON



M24 CHAFFEE

VETERAN TANK PLATOON

5x M24 Chaffee (75mm)

4x M24 Chaffee (75mm)

3x M24 Chaffee (75mm)

19 POINTS

15 POINTS

12 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.

U198