5.5" MEDIUM GUN

Type: towed gun
Speed: when towed (usually AEC Matador), 30 kph approx (road)
Weapons: 5.5” gun (140mm calibre, L30) - HE (indirect & direct), smoke

Movement (only when towed)

Roads	Clear	Rough	Difficult	Obstacle
30cm	10cm	5cm	Impassable	Shallow streams only

Limbering, unlimbering: half movement

Cannot reverse when towed.

Spotting - visible at...

	Halted	Moving Slow	Moving Fast
Open terrain	150cm	250cm	250cm
Open terrain - firing	150cm	250cm	N/A
Partially obscuring terrain	15cm	25cm	25cm
Partially obscuring terrain - firing	75cm	100cm	N/A
Obscuring terrain	5cm †	5cm †	5cm †
Obscuring terrain - firing †	25cm †	50cm †	N/A
Concealed	2cm	N/A	N/A

† Normally N/A as cannot enter, but this applies to dug in elements and elements behind dense hedges.

5.5" MEDIUM GUN

Weapons: 5.5” gun (140mm calibre, L30) - HE (indirect & direct), smoke

Shooting

Point-to-point fire to hit

Ranges (cm), up to >>>	5	15	25	35	50	60	75	100	150	250
5.5” gun	3	3	4	5	6	7	8	9	12	19

Point-to-point fire to KO

Armour Class	1-5	6	7	8	9	10
5.5” gun	KO	11 at 50cm+	11 at 25cm+	11	15	19

Foot: convert hit to casualty

Firer \ Target	Fortified	Good cover	No / light cover	Moving: Opp fire	Hvy wpns - no/light cover	Soft vehicles, flak or animals
5.5” < 15cm	Area Fire	15	12	5	5	3
5.5” > 15cm	Area Fire	12	9	4	4	3

Area fire: structures

Structure	Standard*
Light	D auto
Medium	S12/C15/D18
Strong	S15/C18/D20
V strong	no effect

S = 1 suppression each vulnerable element
C = As S, + 1 casualty to 1 vulnerable element
D = level destroyed; & 1 hvy wpn/AFV KO; & 2 suppressions each vulnerable element, 1 each non-vulnerable; & 1 casualty vulnerable, 1 casualty non-vulnerable; & displaced.

Area fire: AFVs

AC	Standard*
1-4	12
5-7	15
8+	20

1 KO/template. Harrassing fire no effect.
+2 vs open topped.

* Slow rate of fire. No bombardment.

BRITISH INFANTRY

Type: unencumbered foot
Weapons: small arms, LMG, 2” mtr, PIAT. Full sized regular or better can AT close assault.
Elements: integrated - full sized element with 5 figures; LMG, 2” mortar, PIAT light support - reduced sized element with 2 figures, command element - reduced or full sized element with officer (no weapons).

Movement

Roads	Clear	Rough	Difficult	Obstacle
5cm	5cm	5cm	2cm	- 2cm

Spotting - visible at...

	Halted	Moving Slow	Moving Fast
Open terrain	15cm	20cm	25cm
Open terrain - firing	25cm	25cm	N/A
Partially obscuring terrain	2cm	8cm	15cm
Partially obscuring terrain - firing	15cm	25cm	N/A
Obscuring terrain	0cm	2cm	2cm
Obscuring terrain - firing	10cm	15cm	N/A
Concealed	0cm	N/A	N/A

BRITISH INFANTRY

Weapons: small arms, LMG, 2” mtr, PIAT. Full sized regular or better can AT close assault. Command element has no weapons.

Shooting

Point-to-point fire to hit

Ranges (cm), up to >>>	5	15	25	35	50	60	75	100	150
Small arms	4	10	18	-	-	-	-	-	-
LMG	5	9	15	-	-	-	-	-	-
2” mortar*	N/A	12	15	-	-	-	-	-	-
PIAT	5	-	-	-	-	-	-	-	-
AT close assault (<= 2cm)	11	-	-	-	-	-	-	-	-

* No area fire, use point-to-point.

Point-to-point fire to KO

Armour Class	1	2	3	4	5	6	7-10
PIAT	6	6	6	8	11	19	-
AT close assault (<= 2cm)	10	12	14	14	14	16	-

Foot: convert hit to casualty

Firer \ Target	Fortified	Good cover	No / light cover	Moving: Opp fire	Hvy wpns - no/light cover	Soft vehicles, flak or animals
Small arms / LMG > 5cm	No casualty	19	16	11	14	9
Small arms <= 5cm	17	9	4	2	3	5
LMG <= 5cm	19	15	9	4	6	4
2” mortar	No casualty	18	16	12	14	9
PIAT	15	17	15	17	17	4

BRITISH INFANTRY HEAVY SUPPORT

Type: encumbered foot
Weapons: 3” Mortar, HMG, Flamethrower
Element: reduced sized element with 2 or 3 figures

Movement

Roads	Clear	Rough	Difficult	Obstacle
5cm	5cm	2cm	Min	- 2cm

Spotting - visible at...

	Halted	Moving Slow	Moving Fast
Open terrain	25cm	25cm	25cm
Open terrain - firing	25cm	25cm	N/A
Partially obscuring terrain	5cm	10cm	15cm
Partially obscuring terrain - firing	15cm	25cm	N/A
Obscuring terrain	0cm	2cm	2cm
Obscuring terrain - firing	10cm	15cm	N/A
Concealed	0cm	N/A	N/A

BRITISH INFANTRY HEAVY SUPPORT

Weapons: 3” Mortar, HMG, Flamethrower

Shooting

Point-to-point fire to hit

Ranges (cm), up to >>>	5	15	25	35	50	60	75	100	150
HMG	4	6	9	11	15	-	-	-	-
Flamethrower	4	-	-	-	-	-	-	-	-

Point-to-point fire to KO

Armour Class	1	2	3	4	5	6	7	8	9	10
HMG	11 at 0-250m	-	-	-	-	-	-	-	-	-
Flamethrower	4	6	8	10	12	14	17	18	19	20

Foot: convert hit to casualty

Firer \ Target	Fortified	Good cover	No / light cover	Moving: Opp fire	Hvy wpns - no/light cover	Soft vehicles, flak or animals
HMG > 5cm	No casualty	19	16	11	14	9
HMG <= 5cm	19	15	9	4	6	4
Flamethrower	4	12	6	17	12	9
3” Mortar	Area Fire	17	11	N/A	6	7

Ranges for Area Fire and AA

3” Mortar: Min 15cm; Max 130cm
HMG: Prepared Area Fire 100cm; AA: Horizontal range to dive bombers or low altitude aircraft 15cm

BICYCLES

Type: soft-skinned, small vehicle / infantry; if dismounted, counts as encumbered foot, or unencumbered foot if bicycles are abandoned
Weapons: small arms
Element: if dismounted, use reduced sized element with 2 or 3 figures; otherwise use element with infantry mounted on bicycles

Movement

Roads	Clear	Rough	Difficult	Obstacle
10cm	8cm	Minimum	Minimum	- 5cm

Spotting - visible at...

	Halted	Moving Slow	Moving Fast
Open terrain	50cm	250cm	250cm
Open terrain - firing	150cm	250cm	N/A
Partially obscuring terrain	5cm	25cm	25cm
Obscuring terrain	2cm	5cm	N/A
Concealed	2cm	N/A	N/A

Unlike other vehicles, bicycles can enter built-up areas through normal movement (this counts as “difficult” terrain, unless bicycles are abandoned).

BICYCLES

Weapons: small arms

Shooting

Point-to-point fire to hit

Ranges (cm), up to >>>	5	15	25	35	50	60	75	100	150
Small arms	4	10	18	-	-	-	-	-	-

Foot: convert hit to casualty

Firer \ Target	Fortified	Good cover	No / light cover	Moving: Opp fire	Hvy wpns - no/light cover	Soft vehicles, flak or animals
Small arms > 5cm	No casualty	19	16	11	14	9
Small arms <= 5cm	17	9	4	2	3	5

CARRIERS

Type: armoured tracked open-topped transport; small vehicle
Speed: 45 kph (road)
Armour Class: 1 / 1 (open)
Weapons: LMG; Wasp - flamethrower; Loyd carrier - unarmed
Radio: short range to other vehicles in company; command - long range

Movement

Roads	Clear	Rough	Difficult	Obstacle
20cm	15cm	10cm	Impassable	- 2cm

Reversing, loading, unloading, limbering, unlimbering: half movement

Spotting - visible at...

	Halted	Moving Slow	Moving Fast
Open terrain	50cm	250cm	250cm
Open terrain - firing	150cm	250cm	N/A
Partially obscuring terrain	5cm	25cm	25cm
Partially obscuring terrain - firing	75cm	100cm	N/A
Obscuring terrain †	2cm †	5cm †	N/A
Obscuring terrain - firing †	25cm †	50cm †	N/A
Concealed	2cm	N/A	N/A

† Normally N/A as cannot enter except through Vehicles in Buildings action, but this applies to dug in elements and elements behind dense hedges.

CARRIERS

Weapons: LMG; Wasp - flamethrower; Loyd carrier - unarmed

Shooting

Point-to-point fire to hit

Ranges (cm), up to >>>	5	15	25	35	50	60	75	100	150
LMG	5	9	15	-	-	-	-	-	-
Flamethrower (Wasp only)	4	12	-	-	-	-	-	-	-

Point-to-point fire to KO

Armour Class	1	2	3	4	5	6	7	8	9	10
Flamethrower (Wasp only)	4	6	8	10	12	14	17	18	19	20

Foot: convert hit to casualty

Firer \ Target	Fortified	Good cover	No / light cover	Moving: Opp fire	Hvy wpns - no/light cover	Soft vehicles, flak or animals
MG <= 100m	19	15	9	4	6	4
MG > 100m	No casualty	19	16	11	14	9
Flamethrower	4	12	6	17	12	9

ENGINEERS

Type: encumbered foot
Weapons: small arms, LMG, PIAT, flamethrower, demolitions. Can AT close assault (<= 2cm).
Element: reduced sized element with 3 figures
Specialist actions: Clear mines/wire, Conceal troops, Demolitions

Movement

Roads	Clear	Rough	Difficult	Obstacle
5cm	5cm	2cm	Min	- 2cm

Spotting - visible at...

	Halted	Moving Slow	Moving Fast
Open terrain	25cm	25cm	25cm
Open terrain - firing	25cm	25cm	N/A
Partially obscuring terrain	5cm	10cm	15cm
Partially obscuring terrain - firing	15cm	25cm	N/A
Obscuring terrain	0cm	2cm	2cm
Obscuring terrain - firing	10cm	15cm	N/A
Concealed	0cm	N/A	N/A

Demolitions

Area fire: structures

Structure	Standard	Bmbdt / < 15cm
Light	D auto	D auto
Medium	S5/C7/D9	D auto
Strong	S6/C10/D12	S5/C7/D9
V strong	S12/C15/D18	S6/C10/D12

S = 1 suppression each vulnerable element
C = As S, + 1 casualty to 1 vulnerable element
D = level destroyed; & 1 hvy wpn/AFV KO; & 2 suppressions each vulnerable element, 1 each non-vulnerable; & 1 casualty vulnerable, 1 casualty non-vulnerable; & displaced.

ENGINEERS

Weapons: small arms, LMG, PIAT, flamethrower, demolitions. Can AT close assault (<= 2cm).

Shooting

Point-to-point fire to hit

Ranges (cm), up to >>>	5	15	25	35	50	60	75	100	150
Small arms	4	10	18	-	-	-	-	-	-
LMG	5	9	15	-	-	-	-	-	-
PIAT	5	-	-	-	-	-	-	-	-
Flamethrower (man-pack)	4	-	-	-	-	-	-	-	-
AT close assault (<= 2cm), veteran or elite engineers	8	-	-	-	-	-	-	-	-

Point-to-point fire to KO

Armour Class	1	2	3	4	5	6	7	8	9	10
PIAT	6	6	6	8	11	19	-	-	-	-
Flamethrower	4	6	8	10	12	14	16	18	19	20
AT close assault (<= 2cm), veteran or elite engineers	10	12	14	14	14	16	-	-	-	-

Foot: convert hit to casualty

Firer \ Target	Fortified	Good cover	No / light cover	Moving: Opp fire	Hvy wpns - no/light cover	Soft vehicles, flak or animals
Small arms <= 5cm	17	9	4	2	3	5
LMG <= 5cm	19	15	9	4	6	4
Small arms or LMG > 5cm	No casualty	19	16	11	14	9
PIAT	15	17	15	17	17	4
Flamethrower	4	12	6	17	12	9

JEEP

Type: transport, small vehicle
Speed: 105 kph (road)
Armour Class: none
Weapons: none

Movement

	Roads	Clear	Rough	Difficult	Obstacle
	30cm	25cm	10cm	Impassable	- 5cm
Towing	30cm	10cm	5cm	Impassable	Shallow streams only

Reversing, loading, unloading, limbering, unlimbering: half movement

Spotting - visible at...

	Halted	Moving Slow	Moving Fast
Open terrain	50cm	250cm	250cm
Partially obscuring terrain	5cm	25cm	25cm
Obscuring terrain †	2cm †	5cm †	N/A
Concealed	2cm	N/A	N/A

† Normally N/A as cannot enter except through Vehicles in Buildings action, but this applies to dug in elements and elements behind dense hedges.

JEEP

Weapons: None

OQF 6 POUNDER

Type: towed anti-tank gun
Speed: when towed, 40 kph approx (road)
Weapons: OQF 6 pounder (57mm, L50) - AT, HE

Movement

	Roads	Clear	Rough	Difficult	Obstacle
Towed	30cm	10cm	5cm	Impassable	Shallow streams only
Manhandled	Min	Min	Min	Impassable	Shallow streams only

Limbering, unlimbering: half movement

Cannot reverse when towed.

Spotting - visible at...

	Halted	Moving Slow	Moving Fast
Open terrain	50cm	75cm	N/A
Open terrain - firing	150cm	N/A	N/A
Partially obscuring terrain	5cm	10cm	N/A
Partially obscuring terrain - firing	75cm	N/A	N/A
Obscuring terrain †	0 †	2cm †	N/A
Obscuring terrain - firing †	25cm †	N/A	N/A
Concealed	2cm	N/A	N/A

† Normally N/A as cannot enter except through Vehicles in Buildings action, but this applies to dug in elements and elements behind dense hedges.

OQF 6 POUNDER

Weapons: OQF 6 pounder (57mm, L50) - AT, HE

Shooting

Point-to-point fire to hit

Ranges (cm), up to >>>	5	15	25	35	50	60	75	100	150
OQF 6 pdr	3	4	6	8	10	12	15	17	-

Point-to-point fire to KO

Armour Class	1-4	5	6	7	8	9-10
OQF 6 pdr	KO	11 at 50-100cm	11 at 0-25cm 15 at 25-50cm	15 at 0-25cm 19 at 25-50cm	19 at 0-5cm	NE

Foot: convert hit to casualty

Firer \ Target	Fortified	Good cover	No / light cover	Moving: Opp fire	Hvy wpns - no/light cover	Soft vehicles, flak or animals
OQF 6 pdr	No casualty	19	17	12	12	5

Area Fire

See Reference Manual.

OQF 17 POUNDER

Type: towed anti-tank gun
Speed: when towed, 40 kph approx (road)
Weapons: OQF 17 pdr (76.2mm calibre, L55) - AT, HE

Movement (only when towed)

Roads	Clear	Rough	Difficult	Obstacle
30cm	10cm	5cm	Impassable	Shallow streams only

Limbering, unlimbering: half movement

Cannot reverse when towed.

Spotting - visible at...

	Halted	Moving Slow	Moving Fast
Open terrain	50cm	N/A	N/A
Open terrain - firing	150cm	N/A	N/A
Partially obscuring terrain	5cm	N/A	N/A
Partially obscuring terrain - firing	75cm	N/A	N/A
Obscuring terrain †	0 †	N/A	N/A
Obscuring terrain - firing †	25cm †	N/A	N/A
Concealed	2cm	N/A	N/A

† Normally N/A as cannot enter except through Vehicles in Buildings action, but this applies to dug in elements and elements behind dense hedges.

OQF 17 POUNDER

Weapons: OQF 17 pdr (76.2mm calibre, L55) - AT, HE

Shooting

Point-to-point fire to hit

Ranges (cm), up to >>>	5	15	25	35	50	60	75	100	150
OQF 17 pdr	3	4	5	6	7	9	10	12	15

Point-to-point fire to KO

Armour Class	1-5	6	7	8	9	10
OQF 17 pdr	KO	7 at 2k+	11 at 50-100cm 15 at 100cm+	3 at 0-25cm 11 at 25-75cm	11 at 0-25cm	NE

Foot: convert hit to casualty

Firer \ Target	Fortified	Good cover	No / light cover	Moving: Opp fire	Hvy wpns - no/light cover	Soft vehicles, flak or animals
OQF 17 pdr	No casualty	19	17	12	12	5

Area Fire

See Reference Manual.

OQF 25 POUNDER

Type: towed gun / howitzer
Speed: when towed, 40 kph approx (road)
Weapons: OQF 25 pdr (87.6mm calibre, L27) - AT, HE (indirect & direct), smoke

Movement (only when towed)

Roads	Clear	Rough	Difficult	Obstacle
30cm	10cm	5cm	Impassable	Shallow streams only

Limbering, unlimbering: half movement

Cannot reverse when towed.

Spotting - visible at...

	Halted	Moving Slow	Moving Fast
Open terrain	150cm	250cm	250cm
Open terrain - firing	150cm	250cm	N/A
Partially obscuring terrain	15cm	25cm	25cm
Partially obscuring terrain - firing	75cm	100cm	N/A
Obscuring terrain	5cm †	5cm †	5cm †
Obscuring terrain - firing †	25cm †	50cm †	N/A
Concealed	2cm	N/A	N/A

† Normally N/A as cannot enter except through Vehicles in Buildings action, but this applies to dug in elements and elements behind dense hedges.

Range for Area Fire

OQF 25 pounder: Minimum range for indirect fire 50cm; Max 600cm (12,000m)

OQF 25 POUNDER

Weapons: OQF 25 pdr (87.6mm calibre, L27) - AT, HE (indirect & direct), smoke

Shooting

Point-to-point fire to hit

Ranges (cm), up to >>>	5	15	25	35	50	60	75	100	150	250
OQF 25 pdr	3	3	4	5	6	7	8	9	12	19

Point-to-point fire to KO

Armour Class	1-4	5	6	7	8-10
OQF 25 pdr	KO	11 at 25-50cm 15 at 50cm+	11 at 0-25cm 15 at 25cm+	19 at 0-25cm	NE

Foot: convert hit to casualty

Firer \ Target	Fortified	Good cover	No / light cover	Moving: Opp fire	Hvy wpns - no/light cover	Soft vehicles, flak or animals
25 pdr < 15cm	Area Fire	15	12	5	5	3
25 pdr > 15cm	Area Fire	17	15	12	12	5

Area fire: structures

Structure	Standard	Bmbt / < 15cm
Light	S5/C7/D9	D auto
Medium	S15/C18/D20	S12/C15/D18
Strong	S18/C20	S15/C18/D20
V strong	No effect	No effect

S = 1 suppression each vulnerable element
C = As S, + 1 casualty to 1 vulnerable element
D = level destroyed; & 1 hvy wpn/AFV KO; & 2 suppressions each vulnerable element, 1 each non-vulnerable; & 1 casualty vulnerable, 1 casualty non-vulnerable; & displaced.

Area fire: AFVs

AC	Standard	Bmbt / < 15cm
1-4	18	12
5-7	20	15
8+	No effect	20

1 KO/template. Harrassing fire no effect.
+2 vs open topped.

PRIEST

Type: armoured, open-topped self-propelled howitzer
Speed: 39 kph approx (road)
Armour class: 3 / 3 (open)
Weapons: US 105mm howitzer, L22 - AT, HE, smoke; LMG for AA + ground defence
Radio: medium range (150cm) to other vehicles in group; command - long range (500cm)

Movement

Roads	Clear	Rough	Difficult	Obstacle
20cm	15cm	10cm	Impassable	- 2cm

Reversing: half movement

Spotting - visible at...

	Halted	Moving Slow	Moving Fast
Open terrain	150cm	250cm	250cm
Open terrain - firing	150cm	250cm	N/A
Partially obscuring terrain	15cm	25cm	25cm
Partially obscuring terrain - firing	75cm	100cm	N/A
Obscuring terrain †	5cm †	5cm †	N/A
Obscuring terrain - firing †	25cm †	50cm †	N/A
Concealed	2cm	N/A	N/A

† Normally N/A as cannot enter except through Vehicles in Buildings action, but this applies to dug in elements and elements behind dense hedges.

Range for Area Fire

US 105mm howitzer: Minimum range for indirect fire 50cm; Max 550cm (11,000m)

PRIEST

Weapons: US 105mm howitzer, L22 - AT, HE, smoke; LMG for AA + ground defence

Shooting

Point-to-point fire to hit

Ranges (cm), up to >>>	5	15	25	35	50	60	75	100	150
US 105mm	3	4	5	6	7	9	10	12	15
Pintle-mount MG	5	9	15	-	-	-	-	-	-

Point-to-point fire to KO

Armour Class	1-4	5	6	7	8-10
US 105mm	KO	11 at 25-50cm 15 at 50cm+	11 at 0-25cm 15 at 25cm+	19 at 0-25cm	-

Foot: convert hit to casualty

Firer \ Target	Fortified	Good cover	No / light cover	Moving: Opp fire	Hvy wpns - no/light cover	Soft vehicles, flak or animals
105mm < 15cm	Area Fire	15	12	5	5	3
105mm > 15cm	Area Fire	17	15	12	12	5
MG <= 100m	19	15	9	4	6	4
MG > 100m	No casualty	19	16	11	14	9

Area fire: structures

Structure	Standard	Bmbt / < 15cm
Light	S5/C7/D9	D auto
Medium	S15/C18/D20	S12/C15/D18
Strong	S18/C20	S15/C18/D20

S = 1 suppression each vulnerable element
C = As S, + 1 casualty to 1 vulnerable element
D = level destroyed; & 1 hvy wpn/AFV KO; & 2 suppressions each vulnerable element, 1 each non-vulnerable; & 1 casualty vulnerable, 1 casualty non-vulnerable; & displaced.

Area fire: AFVs

AC	Standard	Bmbt / < 15cm
1-4	18	12
5-7	20	15
8+	No effect	20

1 KO/template. Harrassing fire no effect.
+2 vs open topped.