# 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

# 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 |

# CROMWELL

**Type:** tank
**Speed:** 64 kph (road)
**Armour Class:** 5 / 3
**Weapons:** OQF 75mm - AT, HE, smoke (1 turn only); co-axial and hull MGs
**Radio:** short range (15cm) to other vehicles in group; command - long range (500cm)

## Movement

| Roads | Clear | Rough | Difficult | Obstacle |
|---|---|---|---|---|
| 30cm | 25cm | 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 | 5cm | N/A | N/A |

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

# CROMWELL

**Weapons:** OQF 75mm - AT, HE, smoke (1 turn only); co-axial and hull MGs
Notes: Either main gun or co-axial MG fires in one turn. Hull MG when stationary.

## Shooting

### *Point-to-point fire to hit*

| Ranges (cm), up to >>> | 5 | 15 | 25 | 35 | 50 | 60 | 75 | 100 | 150 |
|---|---|---|---|---|---|---|---|---|---|
| OQF 75mm | 3 | 4 | 5 | 6 | 7 | 9 | 10 | 12 | 15 |
| Hull MG | 5 | 9 | 15 | - | - | - | - | - | - |
| Co-axial MG | 4 | 6 | 9 | 11 | 15 | - | - | - | - |

### *Point-to-point fire to KO*

| Armour Class | 1-3 | 4 | 5 | 6-10 |
|---|---|---|---|---|
| OQF 75mm | KO | 11 at 25cm+ | 11 at 25-50cm | 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 75mm < 15cm | Area Fire | 15 | 12 | 5 | 5 | 3 |
| OQF 75mm > 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*

See Reference Manual.

# CROMWELL CS

**Type:** tank
**Speed:** 64 kph (road)
**Armour Class:** 5 / 3
**Weapons:** 95mm howitzer (L18) - AT, HE (indirect and direct), smoke; co-axial and hull MGs
**Radio:** short range (15cm) to other vehicles in group; command - long range (500cm)

## Movement

| Roads | Clear | Rough | Difficult | Obstacle |
|---|---|---|---|---|
| 30cm | 25cm | 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 |

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

# CROMWELL CS

**Weapons:** 95mm howitzer (L18) - AT, HE (indirect and direct), smoke; co-axial and hull MGs
Notes: Either main gun or co-axial MG fires in one turn. Hull and AA MGs when stationary.

## Shooting

### *Point-to-point fire to hit*

| Ranges (cm), up to >>> | 5 | 15 | 25 | 35 | 50 | 60 | 75 | 100 | 150 |
|---|---|---|---|---|---|---|---|---|---|
| 95mm howitzer | 3 | 5 | 7 | 10 | 12 | 15 | 17 | - | - |
| Hull MG | 5 | 9 | 15 | - | - | - | - | - | - |
| Co-axial MG | 4 | 6 | 9 | 11 | 15 | - | - | - | - |

### *Point-to-point fire to KO*

| Armour Class | 1-4 | 5 | 6 | 7 | 8-10 |
|---|---|---|---|---|---|
| 95mm | KO | 11 at 25-50cm<br>15 at 50cm+ | 11 at 0-25cm<br>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 |
|---|---|---|---|---|---|---|
| 95mm < 15cm | Area Fire | 15 | 12 | 5 | 5 | 3 |
| 95mm > 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*

See Reference Manual.

### *Range for Area Fire*

**95mm:** Minimum range for indirect fire 50cm; Max 350cm (7,000m)

# HUMBER SCOUT CAR

**Type:** armoured car, small vehicle
**Speed:** 100 kph (road)
**Armour Class:** 1 / 1
**Weapons:** LMG
**Radio:** short range and long range

## Movement

| Roads | Clear | Rough | Difficult | Obstacle |
|---|---|---|---|---|
| 30cm | 25cm | 10cm | Impassable | - 5cm |

**Reversing:** 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.

# HUMBER SCOUT CAR

**Weapons:** LMG

## Shooting

### *Point-to-point fire to hit*

| Ranges (cm), up to >>> | 5 | 15 | 25 | 35 | 50 | 60 | 75 | 100 | 150 |
|---|---|---|---|---|---|---|---|---|---|
| LMG | 5 | 9 | 15 | - | - | - | - | - | - |

### *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 |

# 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

# M3 HALF-TRACK

**Type:** armoured wheeled open-topped transport
**Speed:** 72 kph (road)
**Armour Class:** 1 / 1 (open)
**Weapons:** LMG
**Radio:** short range to other vehicles in company; command - long range

## Movement

| Roads | Clear | Rough | Difficult | Obstacle |
|---|---|---|---|---|
| 30cm | 25cm | 10cm | Impassable | - 5cm |

**Reversing, loading, unloading, limbering, unlimbering:** 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 | 5cm | 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.

# M3 HALF-TRACK

**Weapons:** LMG

## Shooting

### *Point-to-point fire to hit*

| Ranges (cm), up to >>> | 5 | 15 | 25 | 35 | 50 | 60 | 75 | 100 | 150 |
|---|---|---|---|---|---|---|---|---|---|
| LMG | 5 | 9 | 15 | - | - | - | - | - | - |

### *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 |

# 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<br>15 at 25-50cm | 15 at 0-25cm<br>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.

# SEXTON

**Type:** armoured, open-topped self-propelled gun / howitzer
**Speed:** 40 kph approx (road)
**Armour class:** 3 / 3 (open)
**Weapons:** OQF 25 pdr (87.6mm calibre, L27) - 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 |

* Including hull-down.
† 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)

# SEXTON

**Weapons:** OQF 25 pdr (87.6mm calibre, L27) - AT, HE, 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<br>15 at 50cm+ | 11 at 0-25cm<br>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.

# SHERMAN FIREFLY

**Type:** tank
**Speed:** 39 kph (road)
**Armour Class:** 5 / 3
**Weapons:** OQF 17 pdr (76.2mm calibre, L55) - AT, HE; co-axial MG
**Radio:** short range (15cm) 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 |

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

# SHERMAN FIREFLY

**Weapons:** OQF 17 pdr (76.2mm calibre, L55) - AT, HE; co-axial MG
Notes: Either main gun or co-axial MG fires in one turn.

## 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 |
| Co-axial MG | 4 | 6 | 9 | 11 | 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<br>15 at 100cm+ | 3 at 0-25cm<br>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 |
| MG <= 100m | 19 | 15 | 9 | 4 | 6 | 4 |
| MG > 100m | No casualty | 19 | 16 | 11 | 14 | 9 |

### *Area Fire*

See Reference Manual.

# STUART (M5) (HONEY)

**Type:** light tank
**Speed:** 58 kph (road)
**Armour Class:** 4 / 2
**Weapons:** US 37mm L56 - AT, HE; co-axial, hull and AA MGs
**Radio:** medium range (150cm) to other vehicles in group; command - long range (500cm)

## Movement

| Roads | Clear | Rough | Difficult | Obstacle |
|---|---|---|---|---|
| 30cm | 25cm | 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 |

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

# STUART (M5) (HONEY)

**Weapons:** US 37mm L56 - AT, HE; co-axial, hull and AA MGs
Notes: Either main gun or co-axial MG fires in one turn.

## Shooting

### *Point-to-point fire to hit*

| Ranges (cm), up to >>> | 5 | 15 | 25 | 35 | 50 | 60 | 75 | 100 | 150 |
|---|---|---|---|---|---|---|---|---|---|
| US 37mm L56 | 3 | 4 | 6 | 8 | 10 | 12 | 15 | 17 | - |
| Hull MG | 5 | 9 | 15 | - | - | - | - | - | - |
| Co-axial MG | 4 | 6 | 9 | 11 | 15 | - | - | - | - |

### *Point-to-point fire to KO*

| Armour Class | 1 | 2 | 3 | 4 | 5 | 6-10 |
|---|---|---|---|---|---|---|
| US 37mm L56 | KO | 11 at 50-75cm<br>15 at 75-100cm | 15 at 15-35cm | 11 at 0-15cm<br>15 at 15-25cm | 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 |
|---|---|---|---|---|---|---|
| US 37mm L56 | No casualty | 19 | 17 | 12 | 12 | 5 |
| MG <= 100m | 19 | 15 | 9 | 4 | 6 | 4 |
| MG > 100m | No casualty | 19 | 16 | 11 | 14 | 9 |

### *Area Fire*

No Area Fire. Use point-to-point firing for HE.