













8th ARMY	8th ARMY	8th ARMY	8th ARMY
			
BRITISH	BRITISH	BRITISH	BRITISH
PLATOON LEADER	SECTION LEADER	BREN GUN	RIFLEMAN
			
			
Morale/Panic 6/7	Morale/Panic 5/6	Morale/Panic 4/5	Morale/Panic 3/4
VETERAN	VETERAN	VETERAN	VETERANS
CCV GM/PIN SMG 9/5	CCV GM/PIN SMG 8/4	CCV GM/PIN Bren 5/1	CCV GM/PIN RIFLE 8/4 SMG 6/2
LM 0/+1/+2 Pts 56/66/76	Points 51	WF/REP -7/1+ Points 61	Points 15 16



8th ARMY



8th ARMY

Flank Shot: "AP" +1
 Target Acquired: "AP" +1
 Target Moving: Positive "To Hit" #
 AP add positive "To Hit" result,
 minus negative "To Hit" result.
 No moving fire.

RANGE	To Hit #	AP
CLOSE	3	5
MEDIUM	4	3
LONG	5	1
EXTREME	6	0

Add "To Hit" result to FV (To Hit must inc "0")
 Target Acquired: "To Hit" +1
 Target Moving: Positive "To Hit" #
 Target in Wood/Jungle/Orchard
 ignore Terrain CV

RANGE	To Hit #	FV
CLOSE	NA	NA
MEDIUM	0-2	0
LONG	1	2
EXTREME	2	3

BRITISH

BRITISH

ANTI-TANK RIFLE

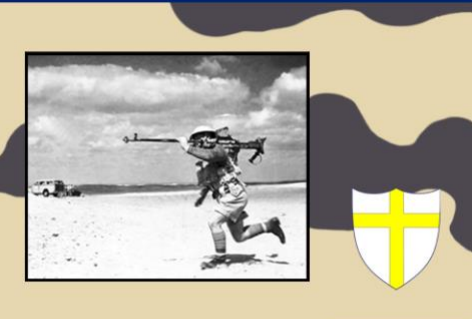
2" MORTAR

MMG

GUN CREWMAN

ANTI-TANK RIFLE

2" MORTAR



CLOSE	MEDIUM	LONG	EXTREME	Morale/Panic
+3 (+1)	+3 (+1)	+3 (+1)	+3 (+1)	4/5

Morale/Panic
2/3

Morale/Panic
3/4

Morale/Panic
3/4

VETERAN

VETERAN

VETERAN

VETERAN


CCV	GM/PIN	WF /REP	Points
MMG	4/0	-7(-5)/1+	114

CCV	GM/PIN	Points
Rifle	7/3	10

CCV	GM/PIN	MAL/REP	Points
AT Rifle	3/0	-7/2+	14

CCV	GM/PIN	WF /REP	Points
2" Mortar	3/0	-5(-2)/2+	54

WF /REP	Points	WF /REP	Points	WF /REP	Points	WF /REP	Points
-5/2+	160	-5/2+	186	-5/2+	225	-5/2+	150






Dam/Des
5/9

2pdr AT GUN

RANGE	To Hit	AP	HE
CLOSE	0-5	7	-2
MEDIUM	0-3	5	-2
LONG	0-1	3	-2
EXTREME	1	2	-2

Do not add "To Hit" result to HE FV
Two man crew "To Hit" -1
One man crew "To Hit" -2
Target Acquired: "To Hit" +1
Target Moving: Positive "To Hit" #






Dam/Des
5/9

6pdr AT GUN

RANGE	To Hit	AP	HE
CLOSE	0-5	8	-2
MEDIUM	0-3	6	-2
LONG	0-1	4	-2
EXTREME	1	3	-2

Do not add "To Hit" result to HE FV
Two man crew "To Hit" -1
One man crew "To Hit" -2
Target Acquired: "To Hit" +1
Target Moving: Positive "To Hit" #






Dam/Des
5/9

25pdr

RANGE	To Hit	AP	HE
CLOSE	0-5	9	-2
MEDIUM	0-3	7	-2
LONG	0-1	5	-2
EXTREME	1	4	-2

Add "To Hit" result to HE FV (if to hit inc "0")
Three man crew "To Hit" -1
Two man crew "To Hit" -2
Target Acquired: "To Hit" +1
Target Moving: Positive "To Hit" #

Dam/Des
5/9

BOFORS 37mm

RANGE	To Hit	AP	HE
CLOSE	0-5	6	-2
MEDIUM	0-3	4	-2
LONG	0-1	2	-2
EXTREME	1	1	-2

Do not add "To Hit" result to HE FV
Two man crew "To Hit" -1
One man crew "To Hit" -2
Target Acquired: "To Hit" +1
Target Moving: Positive "To Hit" #



RANGE	To Hit	AP	HE
CLOSE	0-5	5	1
MEDIUM	0-4	3	1
LONG	0-2	1	1
EXTREME	0-1	0	1

Add "To Hit" result to HE FV (if To Hit inc "0")
 Four man crew "To Hit" -1
 Three man crew "To Hit" -2
 Target Acquired: "To Hit" +1
 Target Moving: Positive "To Hit" #

BOFORS 40mm

BOFORS 40mm

BOFORS 40mm

Dam/Des
5/9



RANGE	To Hit #	AP	HE	MG
CLOSE	0-5	0-3	5	-
MEDIUM	0-3	0-1	3	-
LONG	0-1	1	1	-
EXTREME	1	2	0	-

Flank Shot: "AP" +1
 Target Acquired: "AP" +1
 Target Moving: Positive "To Hit" #
 AP add positive "To Hit" result,
 minus negative "To Hit" result.

MARMON-HERRINGTON AC

MARMON-HERRINGTON AC

MARMON-HERRINGTON AC

FRONT
K/S/L 1 0 0

SIDE 0 -1 -1

Morale/CE
5/9



RANGE	To Hit #	AP	HE	MG
CLOSE	0-5	0-3	5	-1
MEDIUM	0-3	0-1	3	-1
LONG	0-1	1	1	-1
EXTREME	1	2	0	-1

Add "To Hit" result to HE FV (if To Hit inc "0")
 Target Acquired: "To Hit" +1
 Target Moving: Positive "To Hit" #

HUMBER AC

HUMBER AC

HUMBER AC

FRONT
K/S/L 2 1 1

SIDE 0 -1 -1

Morale/CE
5/9



RANGE	AP	MG
CLOSE	0/-1	4/3
MEDIUM	-1/-2	4/3
LONG	-	3/2
EXTREME	-	2/2

Do not roll "To Hit"

Mk VIB

Mk VIB

Mk VIB

FRONT
K/S/L 1 0 0

SIDE 1 0 0









Morale/CE
5/9









WF / REP	Points
-5/2+	180

OVR	2/1	WF/Rep Main (MG)	Points
BOG	9/8	-5(-7)/2+	181

OVR	2/1	WF/Rep Main (MG)	Points
BOG	6/5	-5(-7)/2+	260

OVR	2/1	WF/Rep (MG)	Points
BOG	9/8	-7/2+	207

CRUSADER II	CRUSADER III	M3 STUART	GRANT																																																																																																																								
																																																																																																																											
																																																																																																																											
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BOG 7/6 -5(-7)/2+ 311	BOG 7/6 -5(-7)/2+ 322	BOG 9/8 -5(-7)/2+ 328	BOG 7/6 -5(-7)/2+ 397																																																																																																																								
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Do not add "To Hit" result to HE FV Target Acquired: "To Hit" +1 Target Moving: Positive "To Hit" #	Do not add "To Hit" result to HE FV Target Acquired: "To Hit" +1 Target Moving: Positive "To Hit" #	Add "To Hit" result to HE FV (if "To Hit" inc "0") Target Acquired: "To Hit" +1 Target Moving: Positive "To Hit" #	Add "To Hit" result to HE FV (if "To Hit" inc "0") Target Acquired: "To Hit" +1 75mm Target Moving: "To Hit" -1 75mm No Moving Fire																																																																																																																								

MATILDA				MATILDA CS				VALENTINE				SHERMAN M4A1			
															
															
FRONT K/S/I	6	5	4	FRONT K/S/I	6	5	4	FRONT K/S/I	5	4	3	FRONT K/S/I	6	5	4
SIDE	6	5	4	SIDE	6	5	4	SIDE	5	4	3	SIDE	4	3	2
Morale/CE 5/9				Morale/CE 5/9				Morale/CE 5/9				Morale/CE 5/9			
CE/BU				CE/BU				CE/BU				CE/BU			
OVR	2/1	WF/Rep Main (MG)	Points	OVR	2/1	WF/Rep Main (MG)	Points	OVR	2/1	WF/Rep Main (MG)	Points	OVR	4/2	WF/Rep Main (MG)	Points
BOG	6/5	-5(-7)/2+	356	BOG	6/5	-5(-7)/2+	356	BOG	6/5	-5(-7)/2+	340	BOG	7/6	-5(-7)/2+	418
RANGE				RANGE				RANGE				RANGE			
TO Hit #	CE/BU	AP	HE	TO Hit #	CE/BU	AP	HE	TO Hit #	CE/BU	AP	HE	TO Hit #	CE/BU	AP	HE
CLOSE	0-5	0-3	7	CLOSE	0-5	0-3	5	CLOSE	0-5	0-3	7	CLOSE	0-5	0-3	9
MEDIUM	0-3	0-1	5	MEDIUM	0-3	0-1	3	MEDIUM	0-3	0-1	5	MEDIUM	0-3	0-1	7
LONG	0-1	1	3	LONG	0-1	1	1	LONG	0-1	1	3	LONG	0-1	1	5
EXTREME	1	2	2	EXTREME	1	2	0	EXTREME	1	2	2	EXTREME	1	2	4
Do not add "To Hit" result to HE FV Target Acquired: "To Hit" +1 Target Moving: Positive "To Hit" #				Add "To Hit" result to HE FV (if to hit inc "0") Target Acquired: "To Hit" +1 Add 1 "To Hit" when firing smoke Target Moving: Positive "To Hit" #				Do not add "To Hit" result to HE FV Target Acquired: "To Hit" +1 Target Moving: Positive "To Hit" #				Add "To Hit" result to HE FV (if to hit inc "0") Target Acquired: "To Hit" +1 Target Moving: Positive "To Hit" #			

F flank Shot: "AP" +1
 Target Acquired: "AP" +1
 # Target Moving: Positive "To Hit"
 AP add positive "To Hit" result,
 minus negative "To Hit" result.

RANGE	To Hit	AP	MG CE/Pin
CLOSE	3	5	3/-
MEDIUM	4	3	2/-
LONG	5	1	1/-
EXTREME	6	0	0/-

BREN CARRIER

BREN CARRIER



FRONT K/S/I	1	0	0
SIDE	0	-1	-2

Morale/CE
5/9

OVR	1	WF/Rep	Points
BOG	9	-7/2+	94