

21st ARMY GROUP



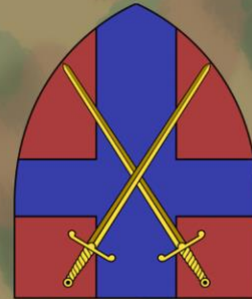
BRITISH

21st ARMY GROUP



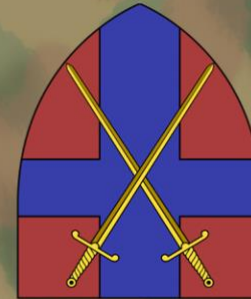
BRITISH

21st ARMY GROUP



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BRITISH

PLATOON LEADER



Morale/Panic  
6/7

VETERAN

SECTION LEADER



Morale/Panic  
5/6

VETERAN

BREN GUN



Morale/Panic  
4/5

VETERAN

RIFLEMAN



Morale/Panic  
3/4

VETERANS

CCV	GM/PIN	LM	0/+1/+2
SMG	9/5	Pts	56/66/76

CCV	GM/PIN	Points
SMG	8/4	51

CCV	GM/PIN	WF/REP	Points
Bren	5/1	-7/1+	61

CCV	GM/PIN	Points
RIFLE	8/4	15
SMG	6/2	16



**21st ARMY GROUP**



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

Add "To Hit" result to HE (to hit must inc "0")  
 Add "To Hit" result to AP.  
 Target Acquired: "To Hit" +1  
 Target Moving: Positive "To Hit" #

**BRITISH**

**BRITISH**

**2" MORTAR**

**PIAT**

**MMG**

**FLAMETHROWER**

**2" MORTAR**

**PIAT**

CLOSE	MEDIUM	LONG	EXTREME
+3 (+1)	+3 (+1)	+3 (+1)	+3 (+1)

Morale/Panic **4/5**

CLOSE
+5

Morale/Panic **4/5**

Morale/Panic **3/4**

Morale/Panic **4/5**

**VETERAN**

**VETERAN**

**VETERAN**

**VETERAN**

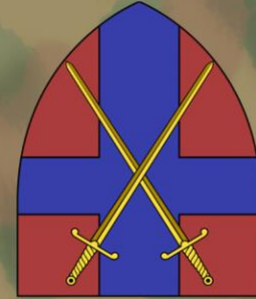
CCV	GM/PIN	WF /REP	Points
MMG	4/0	-7(-5)/1+	114

CCV	GM/PIN	WF /REP	Points
FT	3/0	-5/7	72

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

CCV	GM/PIN	WF /REP	Points
PIAT	4/0	-4/4+	85

**21st ARMY GROUP**



Add "To Hit" result to HE FV (if To Hit inc "0")  
 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	12	2
MEDIUM	0-3	10	2
LONG	0-1	8	2
EXTREME	1	7	2

**17pdr 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

**6pdr AT GUN**

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" #

**21st ARMY GROUP**

**BREN CARRIER**



Morale/CE  
**5/9**

FRONT	1	0	0
K/S/L			
SIDE	0	-1	-2
CLOSE	3	2	1
MEDIUM			
LONG			
EXTREME			0

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



Dam/Des  
**5/9**

WF/REP	Points
-5/2+	303



Dam/Des  
**5/9**

WF/REP	Points
-5/2+	186



Morale/Panic  
**2/3**

CCV	GM/PIN	Points
Rifle	7/3	10

**VETERAN**


**21st ARMY GROUP**



**BRITISH**

**GUN CREWMAN**

CCV	GM/PIN	Points
Rifle	7/3	10

	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") One man crew: "To Hit" -2 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" #																																																																												
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EXTREME	1	2	4	2	2/1																																																																										

BRITISH	DAIMLER AC	M10	CROMWELL
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RAM KANGAROO	DAMILER AC	M10	CROMWELL
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OVR	1	WF/Rep	Points	OVR	2/1	WF/Rep	Points	OVR	3	WF/Rep	Points	OVR	3/2	WF/Rep	Points
BOG	7	-7/2+	330	BOG	6/5	-5(-7)/2+	260	BOG	7	-5(-7)/2+	409	BOG	7/6	-5(-7)/2+	418

OVR	3/2	WF/Rep Main (MC)	Points
BOG	5/4	-5(-7)/2+	469

OVR	3/2	WF/Rep Main (MC)	Points
BOG	5/4	-5(-7)/2+	531

OVR	3/2	WF/Rep Main (MG)	Points
BOG	5/4	-5(-7)/2+	531

OVR	3/2	WF/Rep Main (MG)	Points
BOG	5/4	-5(-7)/2+	565

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CHURCHILL IV (6pdr)	CHURCHILL IV (75mm)	CHURCHILL CS	CHURCHILL CROCODILE
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RANGE	TO Hit #	AP	HE	MG	CE/BU
RANGE	TO Hit #	AP	HE	MG	CE/BU
RANGE	TO Hit #	AP	HE	MG	CE/BU
RANGE	TO Hit #	AP	HE	MG	CE/BU

CLOSE	MEDIUM	LONG	EXTREME		
CLOSE	MEDIUM	LONG	EXTREME		
CLOSE	MEDIUM	LONG	EXTREME		
CLOSE	MEDIUM	LONG	EXTREME		

Add "To Hit" result to HE FV (if To Hit inc "0")  
 Target Acquired: "To Hit" +1  
 Target Moving: Positive "To Hit" #  
 \* Flamethrower (front arc only) "To Hit" +1  
 Target Front Armour/OT AFVs: target vehicle & passengers  
 ignore terrain CVs

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

RANGE	To Hit #	AP	HE	MG	CE/BU
CLOSE	0-5	0-3	9	2	6/3
MEDIUM	0-3	0-1	7	2	5/2
LONG	0-1	1	5	2	5/2
EXTREME	1	2	4	2	4/1

RANGE	To Hit #	AP	HE	MG	CE/BU
CLOSE	0-5	0-3	12	2	3/2
MEDIUM	0-3	0-1	10	2	2/1
LONG	0-1	1	8	2	1/0
EXTREME	1	2	7	2	0/-1

**SHERMAN V**

**SHERMAN VC**

**SHERMAN V**

**SHERMAN VC**



FRONT	6	5	4
K/S/I			
SIDE	4	3	2

Morale/CE  
**5/9**



FRONT	6	5	4
K/S/I			
SIDE	4	3	2

Morale/CE  
**5/9**

CE/BU

CE/BU

OVR	4/2	WF/Rep Main (MG)	Points
BOG	7/6	-5(-7)/2+	<b>418</b>

OVR	2/1	WF/Rep Main (MG)	Points
BOG	7/6	-5(-7)/2+	<b>521</b>