

1942-45 - Burma

British

750BritishBurma

Order Dice: 9

Platoon #1				
Second Lieutenant (page: 20)			Regular	50
Qty Weapons	Range	Shots	Penetration	Special Rules
1 Second Lieutenant				
with Pistol	6"	1	n/a	Assault
with Submachine gun	12"	2	n/a	Assault
with Rifle	24"	1	n/a	
Infantry Squads				
Regular Infantry Section (Mid/Late War) (page: 22)			Regular	100
Qty Weapons	Range	Shots	Penetration	Special Rules
1 NCO with Rifle	24"	1	n/a	
1 Infantry with Light Machine gun (requires loader)	36"	4	n/a	Team (2 men)
6 Infantry with Rifle	24"	1	n/a	
Regular Infantry Section (Mid/Late War) (page: 22)			Regular	100
Qty Weapons	Range	Shots	Penetration	Special Rules
1 NCO with Rifle	24"	1	n/a	
1 Infantry with Light Machine gun (requires loader)	36"	4	n/a	Team (2 men)
6 Infantry with Rifle	24"	1	n/a	
Headquarters				
Free Forward Observer (Artillery) (page: 20)			Regular	0
Qty Weapons	Range	Shots	Penetration	Special Rules
1 Artillery Forward Observer				
with Rifle	24"	1	n/a	
with Pistol	6"	1	n/a	Assault
with Submachine gun	12"	2	n/a	Assault
Infantry				
Gurkha Section (page: 25)			Veteran	132
Qty Weapons	Range	Shots	Penetration	Special Rules
1 NCO with Rifle	24"	1	n/a	
6 Infantry with Rifle	24"	1	n/a	
1 Infantry with Light Machine gun (requires loader)	36"	4	n/a	Team (2 men)
Tough Fighters				Tough Fighters
Scary Blighters!				Scary Blighters!
Gurkha Section (page: 25)			Veteran	132
Qty Weapons	Range	Shots	Penetration	Special Rules
1 NCO with Rifle	24"	1	n/a	
6 Infantry with Rifle	24"	1	n/a	
1 Infantry with Light Machine gun (requires loader)	36"	4	n/a	Team (2 men)
Tough Fighters				Tough Fighters
Scary Blighters!				Scary Blighters!
Special Rules				
National Characteristic (page: 18)			Veteran	0

Rapid Fire

Rapid Fire

Infantry					
Medium Mortar team (page: 29)			Regular	50	
Qty	Weapons	Range	Shots	Penetration	Special Rules
1	Medium Mortar team	12"-60"	1	HE	Team (3 men), Fixed, Indirect fire, HE (2")
Armoured Cars					
Recce Carrier (page: 57)			Regular	70	
Qty	Vehicle	Type	Transport	Damage	Value
	Weapons	Range	Shots	Penetration	Special Rules
1	Recce Carrier	Tracked	-	7+	Open-topped, Recce, Turn on the spot
	<i>Forward-facing LMG</i>	36"	4	n/a	<i>Front arc</i>
	<i>Pintle-mounted LMG</i>	36"	4	n/a	<i>Flak, 360 degree arc</i>
Tanks & SP Guns					
M3A1 Stuart III/IV (page: 46)			Regular	115	
Qty	Vehicle	Type	Transport	Damage	Value
	Weapons	Range	Shots	Penetration	Special Rules
1	M3A1 Stuart III/IV	Tracked	-	8+	Vulnerable
	<i>Turret-mounted light anti-tank gun</i>	48"	1	+4	<i>HE (1")</i>
	<i>Co-axial MMG</i>	36"	5	n/a	
	<i>Forward facing MMG</i>	36"	5	n/a	<i>Front arc</i>
				Platoon Points:	749

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Special Rules

Open-topped

(p118) Pinned by hits from small arms in the same way as soft-skins and infantry. If assaulted by infantry open-topped armoured vehicles are destroyed automatically if the vehicle is damaged, in the same way as for soft-skins. If hit by indirect fire then add +1 to the damage result roll. Note that all hits upon the upper surface of armoured vehicles count +1 penetration regardless of whether the target is open or not - so open-topped armoured vehicles suffer a double penalty: +1 penetration and +1 damage result

Recce

(p118)

Scary Blighters!

Any enemy unit fighting Ghurkas in close combat will halve its total number of attacks against the Ghurkas (rounding up)

Team (2 men)

(p73) A Team weapon shoots at full effectiveness so long as there are at least two men to serve it. If only one man remains then the weapon suffers a -1 to hit penalty. For squad-based team weapons, loader must remain within 1" or weapon suffers the -1 to-hit penalty.

Team (3 men)

(p73) A Team weapon shoots at full effectiveness so long as there are at least two men to serve it. If only one man remains then the weapon suffers a -1 to hit penalty.

Tough Fighters

(p91) When a tough fighter scores a casualty in close quarters against infantry or artillery, it can immediately make a second damage roll.

HE (1")

(p68) PEN: +1, PIN: D2 (D3 if in building) - Infantry and artillery can go down to halve the hits taken

HE (2")

(p68) PEN: +2, PIN: D3 (D6 if in building) - Infantry and artillery can go down to halve the hits taken

Assault

(p66) This weapon suffers no penalty 'to hit' when moving and shooting. In addition, infantry models armed with an assault weapon count as tough fighters (page 91). When a tough fighter scores a casualty in close quarters against infantry or artillery, it can immediately make a second damage roll.

Rapid Fire

If the army has this special rule then all rifle armed Regular and Veteran infantry units roll bonus dice when shooting. For every three men shooting rifles roll one extra die - so four riflemen would roll one extra die, for example. These extra shots can be assumed to come from any of the men fighting.

Turn on the spot

Can execute a full speed run rate 'reverse' finishing the move facing in direction of travel.

Vulnerable

Because of the reveted construction, all shots to the side and rear of the vehicle get an additional +1 penetration modifier

Indirect fire

(p71)

Flak

All enemy units not currently down automatically fire at the attacking aircraft if it is within their firing arc and range, regardless of whether they have already taken an action or not that turn. Flak fire does not require an action. Line of site ignored. Rolls to hit aircraft are always at a -2 penalty. Friendly flak units must test to hold their fire (page 67)

Fixed

(p66) When given Advance order, fixed weapons can rotate on the spot suffering a -1 to-hit penalty. Non-artillery Fixed can move normal 12" when given Run order.