

1940-43 - Behind Enemy Lines

British

G Patrol

Order Dice: 15

Platoon #1				
Second Lieutenant (page: 20)			Veteran	65

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				
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SAS Infantry Section (page: 0)			Veteran	78
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Qty	Weapons	Range	Shots	Penetration	Special Rules
1	NCO with Submachine gun	12"	2	n/a	Assault
	Entire section equipped with Pistols	6"	1	n/a	Assault
1	Infantry with Rifle	24"	1	n/a	
2	Infantry with Submachine gun	12"	2	n/a	Assault
	Behind enemy lines				Behind enemy lines
	Who Dares Wins!				Who Dares Wins!

SAS Infantry Section (page: 0)			Veteran	78
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Qty	Weapons	Range	Shots	Penetration	Special Rules
1	NCO with Submachine gun	12"	2	n/a	Assault
	Entire section equipped with Pistols	6"	1	n/a	Assault
1	Infantry with Rifle	24"	1	n/a	
2	Infantry with Submachine gun	12"	2	n/a	Assault
	Behind enemy lines				Behind enemy lines
	Who Dares Wins!				Who Dares Wins!

Headquarters				
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Free Forward Observer (Artillery) (page: 20)			Regular	10
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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
1	Infantry (equipped as modeled)		-	-	

Armoured Cars				
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SAS Jeep (page: 56)			Veteran	77
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Qty	Vehicle	Type	Transport	DamageValue	Special Rules
	Weapons	Range	Shots	Penetration	Special Rules
1	SAS Jeep	Wheeled	-	6+	Recce
	Forward-facing HMG	36"	3	+1	Front arc
	Forward-facing MMG	36"	4	n/a	Front arc
	Rear-facing LMG	30"	3	n/a	Rear arc
	Rear-facing LMG	30"	3	n/a	Rear arc

SAS Jeep (page: 56)			Veteran	77
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Qty	Vehicle	Type	Transport	DamageValue	Special Rules
	Weapons	Range	Shots	Penetration	Special Rules
1	SAS Jeep	Wheeled	-	6+	Recce
	Forward-facing HMG	36"	3	+1	Front arc
	Forward-facing MMG	36"	4	n/a	Front arc
	Rear-facing LMG	30"	3	n/a	Rear arc
	Rear-facing LMG	30"	3	n/a	Rear arc

SAS Jeep (page: 56)			Veteran	77
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Qty	Vehicle	Type	Transport	DamageValue	
	<i>Weapons</i>	<i>Range</i>	<i>Shots</i>	<i>Penetration</i>	<i>Special Rules</i>
1	SAS Jeep	Wheeled	-	6+	Recce
	<i>Forward-facing HMG</i>	36"	3	+1	<i>Front arc</i>
	<i>Forward-facing MMG</i>	36"	4	n/a	<i>Front arc</i>
	<i>Rear-facing LMG</i>	30"	3	n/a	<i>Rear arc</i>
	<i>Rear-facing LMG</i>	30"	3	n/a	<i>Rear arc</i>

Transports					
30 CWT Truck (page: 59)				Veteran	42

Qty	Vehicle	Type	Transport	DamageValue	
	<i>Weapons</i>	<i>Range</i>	<i>Shots</i>	<i>Penetration</i>	<i>Special Rules</i>
1	30 CWT Truck	Wheeled	up to 10	6+	
<i>Tow: Light howitzer, light or medium anti-tank gun, light or heavy anti-aircraft gun</i>					

Platoon #2					
Second Lieutenant (page: 20)				Veteran	65

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					
SAS Infantry Section (page: 0)				Veteran	78

Qty	Weapons	Range	Shots	Penetration	Special Rules
1	NCO with Submachine gun	12"	2	n/a	Assault
	Entire section equipped with Pistols	6"	1	n/a	Assault
1	Infantry with Rifle	24"	1	n/a	
2	Infantry with Submachine gun	12"	2	n/a	Assault
	Behind enemy lines				Behind enemy lines
	Who Dares Wins!				Who Dares Wins!

SAS Infantry Section (page: 0)					
				Veteran	78

Qty	Weapons	Range	Shots	Penetration	Special Rules
1	NCO with Submachine gun	12"	2	n/a	Assault
	Entire section equipped with Pistols	6"	1	n/a	Assault
1	Infantry with Rifle	24"	1	n/a	
2	Infantry with Submachine gun	12"	2	n/a	Assault
	Behind enemy lines				Behind enemy lines
	Who Dares Wins!				Who Dares Wins!

Armoured Cars					
SAS Jeep (page: 56)				Veteran	77

Qty	Vehicle	Type	Transport	DamageValue	
	<i>Weapons</i>	<i>Range</i>	<i>Shots</i>	<i>Penetration</i>	<i>Special Rules</i>
1	SAS Jeep	Wheeled	-	6+	Recce
	<i>Forward-facing HMG</i>	36"	3	+1	<i>Front arc</i>
	<i>Forward-facing MMG</i>	36"	4	n/a	<i>Front arc</i>
	<i>Rear-facing LMG</i>	30"	3	n/a	<i>Rear arc</i>
	<i>Rear-facing LMG</i>	30"	3	n/a	<i>Rear arc</i>

SAS Jeep (page: 56)					
				Veteran	77

Qty	Vehicle	Type	Transport	DamageValue	
	<i>Weapons</i>	<i>Range</i>	<i>Shots</i>	<i>Penetration</i>	<i>Special Rules</i>
1	SAS Jeep	Wheeled	-	6+	Recce
	<i>Forward-facing HMG</i>	36"	3	+1	<i>Front arc</i>
	<i>Forward-facing MMG</i>	36"	4	n/a	<i>Front arc</i>
	<i>Rear-facing LMG</i>	30"	3	n/a	<i>Rear arc</i>
	<i>Rear-facing LMG</i>	30"	3	n/a	<i>Rear arc</i>

SAS Jeep (page: 56)	Veteran	77
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Qty	Vehicle	Type	Transport	Damage	Value	Special Rules
<i>Weapons</i>		<i>Range</i>	<i>Shots</i>	<i>Penetration</i>		
1	SAS Jeep	Wheeled	-	6+	Recce	
	Forward-facing HMG	36"	3	+1	Front arc	
	Forward-facing MMG	36"	4	n/a	Front arc	
	Rear-facing LMG	30"	3	n/a	Rear arc	
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Transports

30 CWT Truck (page: 59)	Veteran	42
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Qty	Vehicle	Type	Transport	Damage	Value	Special Rules
<i>Weapons</i>		<i>Range</i>	<i>Shots</i>	<i>Penetration</i>		
1	30 CWT Truck	Wheeled	up to 10	6+		

Tow: Light howitzer, light or medium anti-tank gun, light or heavy anti-aircraft gun

Platoon Points:		998
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Special Rules

Behind enemy lines

When Outflanking, ignore the -1 modifier to the Order test for coming onto the table

Assault

This weapon suffers no penalty 'to hit' when moving and shooting. In addition, infantry armed with an assault weapon can make two attacks in close quarter fighting against other infantry and artillery units - see p55. Note being armed in this way does not confer two attacks against vehicles at close quarters